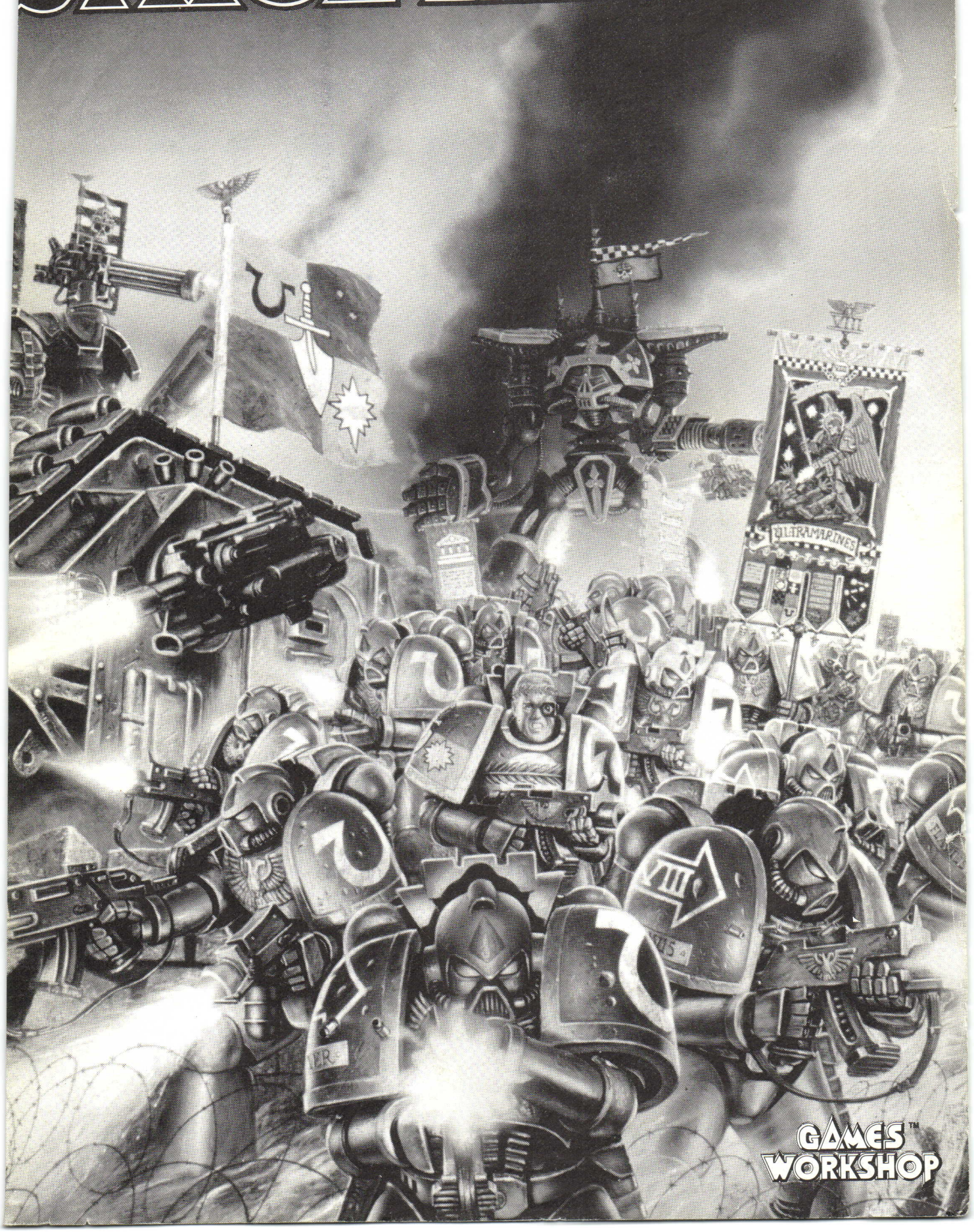
SPACE MARINE™



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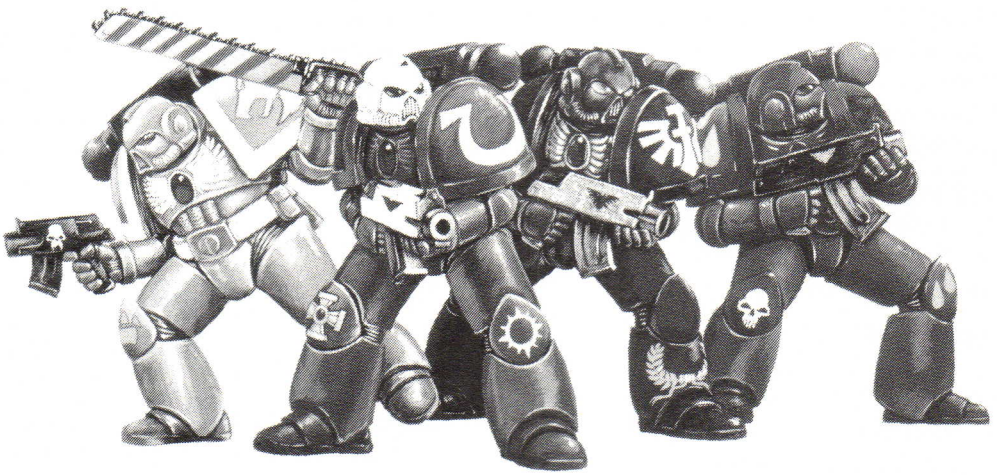
SPACE MARINE™

EPIC CONFLICT IN THE WAR TORN UNIVERSE OF THE 41st MILLENNIUM

By Jervis Johnson & Rick Priestley



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THE SPACE MARINE GAME

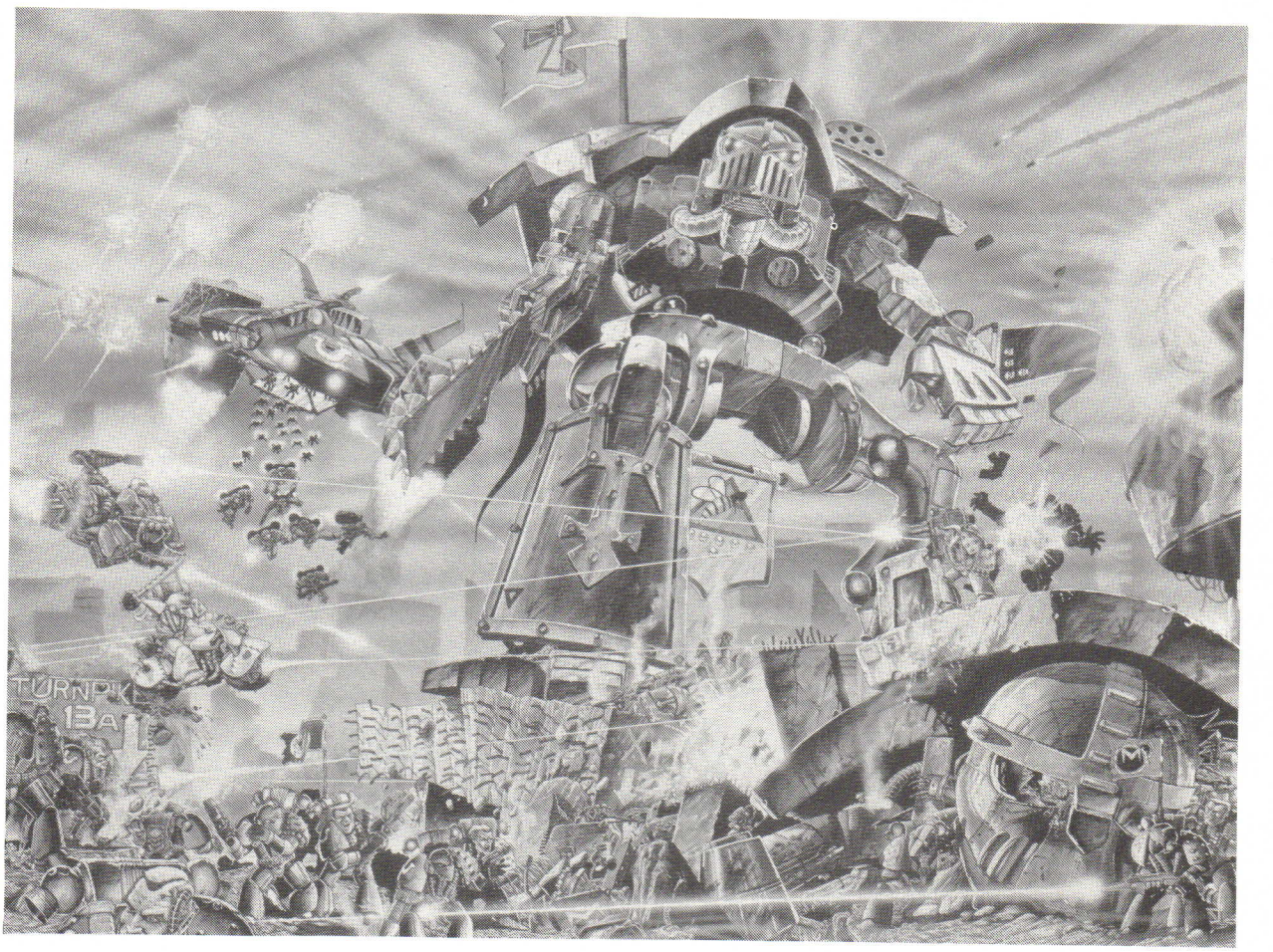
Space Marine is the game of epic battles in the far distant future, where mighty warriors clash in an apocalyptic conflict which will decide the fate of the galaxy. Space Marines, the armies of the Imperial Guard and the Titan Legions are the embattled defenders of the Imperium of Humanity. Against them are arranged the implacable enemies of mankind including the daemonic forces of Chaos and their barely sane and strangely mutated mortal followers. Throughout the galaxy hordes of barbaric Orks rampage and destroy, driven by their insatiable racial need to conquer and enslave.

The warring forces are armed with gigantic war machines and countless weapons of world-shattering power. Amongst these machines of destruction are the Titans of the Titan Legions - bipedal warrior robots as tall as sky-scrapers and controlled by human crews. The Orks have equally large Gargants, crude mechanical representations of their Gods, belching flame and devastation.

Other races also find themselves caught up in the battle for survival. The ancient and technically superior Eldar are bound in their age-long struggle against Chaos. The incredibly tough mutant Squats, descended from the human settlers of the galactic core, have become staunch allies of the Imperium. In the eastern fringe of the galaxy the human and Eldar settlers of the Knight Worlds fight among themselves for possession of dinosaur herds, sometimes uniting to resist invaders or to aid the Imperium.

Space Marine provides rules which allow you to represent all this on the tabletop - and much more besides! As well as the Space Marine rulebook, this box contains models representing three different forces: Space Marines, Eldar and Orks. The box also contains a Warlord Titan - the mightiest warrior machine of the Titan Legions.

This book explains how to assemble your forces ready for battle, and provides the rules required to unleash mighty armies upon the tabletop. You can expand these forces by adding further plastic and metal models from Citadel Miniatures, or you can choose entirely new forces in the form of Imperial Guards, Squats, or Chaos.



KEVIN WALKER

As the commander of a mighty army, each player relies upon his tactical skill to outmanoeuvre and outfight his opponent. He must work out the best time to launch an attack, whether buildings, high ground or other features are worth capturing, and how terrain can be exploited to give troops cover. Needless to say it is vital to choose the right troops: infantry to support your advance and occupy buildings, battle tanks to provide fire power, fast troops to rush round the enemy's flanks, and the near-unstoppable Titans to deliver the killing blow. Of course luck also plays a part, and the best generals will be prepared take advantage of good fortune just as they guard against set-backs by the clever positioning of reserves. Naturally you can't become an expert overnight!

The forces in the Space Marine box provide you with a solid core of infantry and tanks. Soon you will want to explore the tactical power of new troops by adding reinforcements in the form of plastic or metal Citadel Miniatures. The Space Marine rulebook gives you extra rules for these additional troops, allowing you to expand your existing forces. In addition we are preparing a companion set called **Space Marine Armies**, which describes the Space Marine, Imperial Guard, Eldar, Titan Legion, Ork, Squat and Knight armies in complete detail, along with exhaustive rules for the many new formations and weapons described.

THE IMPERIUM

Forty thousand years in the future mankind has spread to the very edges of the known galaxy, colonising millions of habitable planets in the process. Yet despite all the scientific achievements and valiant efforts of millions of explorers and settlers the fate of the entire human race lies in the balance. From every direction human worlds are assailed by alien forces determined to destroy or enslave their inhabitants. Amongst these aliens are the fearsome, warlike Orks; the proud and ancient Eldar; the horrifying daemonic forces of Chaos, and many more besides, all fighting for their survival in a hostile and unforgiving universe.

Human worlds are scattered over thousands of light years, divided by months or even years of warp space travel. Despite this they maintain a united front against their myriad enemies thanks to the all encompassing power of the Imperium.

The Imperium is controlled by a very ancient organisation called the Adeptus Terra - the Priesthood of Earth. The Priesthood is so colossal that its millions of buildings, administrative offices, and departments cover virtually the entire surface of the planet Earth! The Adeptus Terra rules over the Imperium on behalf of the most powerful and extraordinary human of all time - the Emperor.

The Emperor possesses incredible psychic powers. His mind can reach right across the galaxy and guide spacecraft through the daemon-infested dimension of warp space. Although his mind is powerful beyond comprehension, the Emperor's body is so old and battle-worn that it lies in a permanent stasis, frozen in time inside a life support machine.

Although the Emperor shows no more signs of life than a statue or idol, he remains the singular object of devotion by his subjects who venerate him as if he were a god. Thanks to the Emperor the huge armies of the Imperial Guard are able to travel through warp space, guided by his psychic powers to the part of the Imperium threatened by enemies of humanity. Only the Emperor's powers and the careful vigilance of the Adeptus Terra keep humanity safe from the countless perils that threaten to overwhelm them.

SPACE MARINES

The Space Marines are the best of all the Emperor's troops and the ultimate human warriors. From an early age a Space Marine's body chemistry is altered by means of genetically tailored drugs. Special bio-devices are implanted into the Space Marine's body, gradually mutating him into a towering, super-strong hero, seven feet tall and with muscles like knotted iron. Space Marines have a boosted metabolism and vastly superior sight, hearing and other senses. It is hardly surprising that a Space Marine is capable of taking on and defeating many times his own number of ordinary humans.

There are many different Chapters of Space Marines and each forms a completely independent fighting force. Each Chapter lives on its own world and rules over its inhabitants, often only recruiting its warriors from the people that live there. These worlds are scattered through the Imperium so that no matter where the enemies of mankind strike there is always a mobile force of Space Marines ready to intercept them.

IMPERIAL GUARD

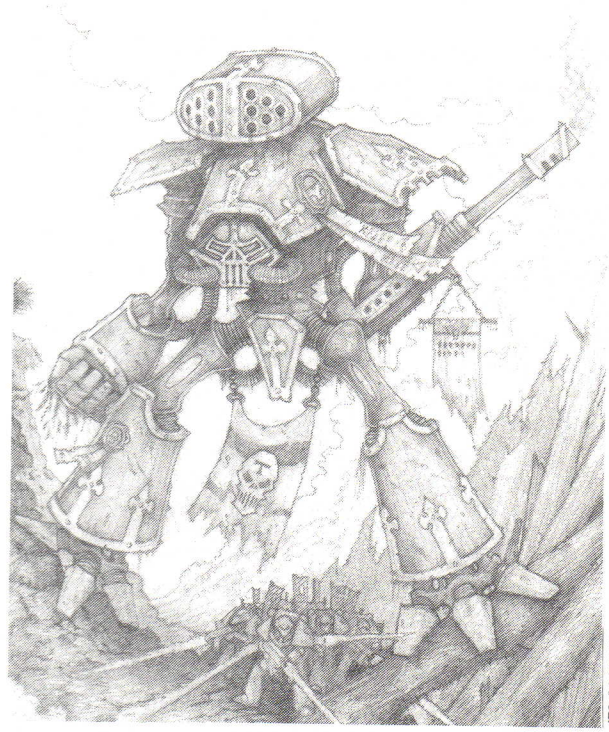
The Lord of every planet must recruit his own army to defend the world from alien attack, pirate raiders, and rebellion. These armies are bound to their homeworld, and never leave them as their purpose is solely to defend the planet against attack. According to ancient law, each Lord must provide one or more regiments of these troops to serve in the Imperial Guard whenever commanded to do so by the Adeptus Terra. Once a regiment has been chosen to serve in the Imperial Guard it is transported to a war zone far away. In all probability that is the last the troops will ever see of their home world because it is too expensive and difficult to return survivors home once a war is over. The regiment continues to serve as part of the Imperial Guard until they are too old or their numbers too few, at which time they are settled on a nearby world and become colonists.

Many of the wealthiest planets in the Imperium were originally colonies founded by Imperial Guard regiments. Their descendants now form the ruling class of the worlds their forefathers fought to conquer. Regiments in the Imperial Guard are named after the worlds they come from and are allotted a number, such as the 9th Necromundan, the 4th Olthandor, 21st Grimms World, and so on. Once a regiment is retired from fighting, its number, regimental colours and traditions are inherited by the next Imperial Guard regiment recruited from that planet.

The Imperium is home to many different human cultures and even mutant creatures whose distant forbears were once human. All of these diverse cultural and physical types are represented in the Imperial Guard, so you will find regiments of physically huge Ogryns, tiny Ratlings, and half-man half-animal Beastmen, as well as ordinary humans. The Imperial Guard's arsenal is provided by the weapon-smiths of the Adeptus Mechanicus, techno-religious devotees of the Cult Mechanicus who run Mars, the great weapon factory of the Imperium. The vast orbital furnaces manufacture millions of battle tanks, spacecraft, arms and munitions which the Imperial Guard absorbs in vast quantities.

TITAN LEGIONS

Titans are the largest and most powerful of all the gigantic war machines in the Imperial forces. Each vast war machine requires a substantial crew to control its different functions, steer its massive legs, monitor its exterior senses, and fire its mighty weapons. Titans are usually humanoid shaped with two legs and two arms, an armoured torso, and head where the command bridge is located.



JES GOODWIN

The different Titan Legions are part of the Adeptus Mechanicus, devotees of the Cult Mechanicus who rule the planet Mars and provide almost all the spacecraft and much of the wargear used in the Imperium. The Cult Mechanicus is devoted to the ideals of technology and the entire population of Mars is harnessed to the production of huge machines or to the exploration of ever more arcane avenues of science.

There is a Titan Legion based upon Mars to defend the planet and the whole Terran system, but the other Titan Legions are based on worlds called the Forge Worlds - manufacturing colonies of the Adeptus Mechanicus, which are ruled over by a Magos of the Cult Mechanicus. Just as the Space Marines are able to respond to enemy attacks close to their homeworlds, so the Forge Worlds provide bases from which the Titan Legions can operate. They also act as bases from which the Adeptus Mechanicus explores new planetary systems and investigates the sciences of long dead human civilisations in their endless pursuit for knowledge.

THE KNIGHT WORLDS

Many thousands of years ago when mankind first explored the galaxy, settlers reached a desolate zone along the eastern edge. These settlers were not ordinary explorers but Isolationists, independently minded groups searching for worlds where they could live away from the wars which plagued the galaxy. They found a group of planets dominated by vast mountains, rolling plains and primeval forests, inhabited by giant reptiles similar to the dinosaurs of earth prehistory.

Over the years these settlers developed a unique and distinctive civilisation based around herding the giant reptiles. They built human-shaped walking machines as mobile platforms from which they could chase and direct the vast beasts. They called these machines Knights, and, because they were expensive and because the herds represented wealth to the settlers, owning and riding a Knight became a mark of social status. Rival nobles would joust at each other from their Knights using energy lances.

Today the Knight Worlds are valuable allies of the Imperium who enjoy the protection of the Imperial space fleets in return for service in the Imperial forces. When the Knights are called upon to fight in the Emperor's wars they put aside their own feuds and march to war beside the Imperial Guard, Space Marines, and Titan Legions.

THE SQUAT HOMEWORLDS

The worlds at the centre of the galactic core orbit gigantic orange stars which were formed when the galaxy was young. Now these stars emit only a feeble glow and the worlds they support are rocky, lifeless places with very high gravity fields. When mankind first reached these planets they found an abundant source of minerals. Mining colonies were founded and thousands of settlers were shipped in to man the machinery and explore the newly discovered systems. To protect themselves against the extreme variations in surface temperature the settlers dug underground cities alongside their mines. The extreme gravity and harsh conditions soon began to cause the settlers' descendants to change physically.

As new generations were born the people became shorter and stouter, stronger and more resilient, but slower and less agile than their ancestors. The resulting much changed humans are called Squats, and they have developed a distinctive civilisation quite unlike any other in the Imperium. Although they are staunch allies of the Imperium, it is not unknown for trading disputes to erupt into warfare between the Squats and the forces of the Emperor, but such arguments are soon forgotten in the face of common enemies such as Orks and Chaos.

The Squats are expert technicians, having had to develop a high level of technical sophistication just to survive on their bare worlds. They use their skills to build many fearsome engines of war. When the Squat Homeworlds were re-discovered by the Imperium following thousands of years of isolation, the two groups began to trade and eventually an alliance was formed. The Squats remain a valuable source of mineral wealth throughout human space, and their assistance to the Imperial forces is a vital factor in humanity's war against its enemies.

THE ORK WARLORDS

Orks are warlike and fiercely competitive aliens who love nothing more than fighting - preferably in a loud and noisy manner. Normally Ork Warlords and their armies spend a great deal of time either fighting each other or keeping an eye on all their ambitious nobles (Nobz) who are naturally keen to be Warlords themselves.

There are six main Ork Clans, each of which is noted for its particular way of life and associated skills. A powerful Ork Warlord will probably command Orks from many Clans, using the best of each to form a powerful army. For example, the Evil Sunz Clan is famous for building the best fighting vehicles, the Snake Bites are renowned for their Boar riders and psychic Weirdboyz, while everybody knows the Goffs are the best close assault troops and toughest warriors.

Every Warlord's ultimate aim is to assemble the biggest army he can, and thrash the most powerful enemy he can find. In this way the Warlord enhances his reputation and glory, perhaps becoming so famous that his name passes into the very legends of Orky achievement.

The ambitions of Ork Warlords are a constant threat to the Imperium, as they are always trying to build up huge armies to attack human worlds. When an Ork Warlord decides he is powerful enough to go for the 'big wun' (the war whose memory will become his enduring monument amongst Ork kind) he launches an immense crusade called a Waaa-Ork. Other Warlords who want to get in on the action submit to his authority, and bring along their own Boyz to join in.

The Orks then build gigantic mechanical images called Gargants. It is quite likely that Orks got the idea from human Titans, although Gargants are technically very crude and have none of the scientific sophistication of the human machines. In the Ork mind Gargants represent the Ork gods Mork and Gork, the battling gods whose eternal battle is said to rock the universe and cause all manner of upheaval!

Ork armies are vast affairs with many, many Boyz plus all kinds of tanks, engines, and of course the great lumbering Gargants. Their sheer weight of numbers means that Orks can sometimes overwhelm their enemy just by charging forward in one vast horde. This is to their advantage, because they lack the long ranged weaponry of the Imperial troops or Eldar. The gigantic Gargants and smaller Stompers provide what long range support they have, while the remaining troops steam forward led by bikers, boars, and fast buggies.

THE ELDAR CRAFTWORLDS

Many thousands of years ago the Eldar dominated a large part of the galaxy and their teeming worlds were home to a highly developed civilisation. Then a great disaster overcame the race. Chaos Daemons from the warp overwhelmed the Eldar worlds and destroyed them overnight, sucking the souls from their inhabitants and bringing to an end untold years of cultural achievement. Fortunately a few Eldar realised the danger that threatened to destroy them, and evacuated their worlds before they were obliterated. Some fled to new unsettled worlds while others took to the depths of space aboard huge spacecraft - arks in space called Craftworlds.

The Eldar have never recovered from the horrific destruction of their race, and their ancient culture has become increasingly hide-bound and inward looking. They shun other races and their refusal to treat with them often leads to conflict. Eldar will occasionally fight alongside humans against a common foe, such as Orks or Chaos, but such alliances are only temporary and never last for long.

All the Craftworlds are independent, although because they are all interconnnected by spatial warp-tunnels it is easy for troops from one world to help another when necessary. Since the destruction of their worlds the Eldar have set up new colonies, and the Craftworlds are often drawn into wars to protect them from marauding Orks or human settlers.

WAYNE ENGLAND

The Eldar Craftworlds are protected by Eldar Guardians. Every Eldar on the Craftworld fights as a Guardian if his home is in danger. Eldar troops can be male or female, so the whole population can be mobilised into one army. The fighting elite of the Eldar race are called Aspect Warriors. These are sects of warriors who have been trained at the Shrines of Kala-Mensha-Khaine, the Eldar God of Battle. There are several different types of shrine, each specialising in one aspect of warfare (hence the name Aspect Warriors). The Aspect Warriors are the most potent of all the Eldar fighters, wearing distinctive uniforms and carrying special ritual weaponry appropriate for their combat role. Aspect Warriors are led by even more powerful warrior-sages called Exarchs who run the warrior shrines and teach their skills to the Aspect Warriors.

The Craftworlds do not have large armies, but they have a selection of fast, highly mobile vehicles and support weapons such as the Tempest tank and Falcon attack vehicle. The Eldar are led into battle by their Seers and Warlocks, cunning psychics with uncanny powers of prediction which make them master tacticians. Because Eldar forces are so small they prefer to direct their attacks very carefully, launching well co-ordinated assaults against chosen targets rather than fighting across a broad front. On a one-to-one basis an Eldar is more than a match for most opponents.

ELDAR KNIGHTS

Before the fall of the Eldar many prophets of doom preached their apocalyptic message to the unheeding masses. A few Eldar were wise enough to follow them, and these strange bands of zealots fled to new worlds at the eastern edge of the galaxy. They called themselves the Exodites. The Exodites soon discovered the groups of human colonies and began to trade with them, eventually adopting many human ways and developing a civilisation far different from that of their now dead worlds. The Eldar soon began to build Knights of their own, and to take part in the constant feuding that characterises the Knight Worlds.

Today the Eldar and human Knight Worlds have more in common with each other than with their parent civilisations. Although they are great rivals they share a common attitude to outsiders and value their freedom. New herd planets are eagerly sought out and fought over, although such discoveries are rare and inter-planetary herd rustling is the most common source of feuding. It has been known for spacecraft to teleport away whole herds of giant reptiles and take them to another planet! The resulting disputes last for generations, creating fresh incidents to be avenged long after the original slight has passed into ancient history.

CHAOS

When spaceships travel from one star system to another they use warp drives which take them into another dimension - which humans call the warp or warp space. However, warp space is not empty - it is a realm of psychic energy inhabited by incorporeal but very powerful creatures. The four most powerful of these creatures are the Chaos Gods Khorne, Slaanesh, Tzeentch and Nurgle, but there are many more. Some are daemonic servants of these Great Powers, and others are lesser powers in their own right.

The creatures of the warp are not content with their existence in the universe of Chaos, and they are always trying to find ways into the material universe. They can do this by finding gateways into real space - such as are created whenever a ship enters or leaves the warp. Gateways can also be created unconsciously by psychic humans and other living creatures - for every living creature has a tiny spark of ethereal existence in the warp which is called their astral body. This is why powerful human psychics and Eldar Seers are able to enter a trance and enter the warp with their minds - their astral bodies are travelling through the warp, amongst the creatures of Chaos. Needless to say this is very dangerous because a daemon can capture the astral body and destroy it or enslave it, so that the living person becomes a mindless tool of Chaos.

Some people willingly open their minds to Chaos, pledging to fight on behalf of their daemonic master in return for unearthly power. Such power is mighty indeed, for the Chaos Gods are able to use such a person as a channel for their immense energies. The individual becomes a Chaos Champion, and his body becomes twisted into an ever more horrific form. The Champion often gains incredible power for a period, but eventually he will be destroyed by the unnatural forces that course through his mortal body.

On every human world there are secret worshippers of Chaos, gathering their strength, increasing in numbers and awaiting the day when they will rise up and overthrow the Imperium. However, the chief threat from Chaos comes from the Daemon Worlds and the Chaos Marines that live there. The Daemon Worlds are planets where Chaos has taken over. Warp space and normal space have become intermixed, breaking down the laws of physics that govern the material universe and introducing a new, insane, order where magic is real and all kinds of improbably mutated creatures exist alongside mortal beings.

The Daemon Worlds are hellish places: some of them are flat, others have skies that burn, while others are dreamlike and insubstantial. Daemons

PAUL CAMPBELL

and other creatures from the warp can live on these worlds in physical form, although they cannot move beyond them, and living creatures too can survive here.

One of the most serious threats to the Imperium is the flood of mortal armies from the Daemon Worlds, which are commanded by Daemon Princes of Chaos and daemons of the Chaos Gods. Of these forces the most notorious are the Chaos Space Marines. Thousands of years ago, when the Emperor was still fully alive, some of his Space Marine Chapters were infiltrated by Chaos and rebelled against him, plunging the Imperium into a long and bitter war known as the Horus Heresy. Eventually the Chaos Space Marines were beaten and their Arch-Champion Warmaster Horus destroyed in hand-to-hand combat with the Emperor. The remnants of the defeated Chaos Space Marine Chapters fled to the Daemon Worlds. They and their descendants still live on there, nurtured by daemons and risen to the status of Champions of Chaos. These Chaos Space Marines raid the Imperium, ravaging human space and despoiling unprotected planets.

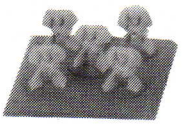
Fortunately for humanity Chaos is divided amongst itself, the four Great Powers and other lesser creatures war against each other constantly, striving for supremacy in the warp. This is just as well, because were the Great Powers to unite in one supreme effort there is little doubt that the material galaxy would be overwhelmed by Chaos and turned into a daemon realm.

GAME COMPONENTS

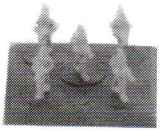
The Space Marine box contains a selection of highly detailed plastic models of foot troops, fighting vehicles, a gigantic Titan and enough card and plastic components to make a number of buildings. Before you can play Space Marine you will need to remove the various troops, vehicles and Titan from their plastic sprues and assemble the components.

TROOP STANDS

Most of the models on the plastic sprues represent a single man or alien - a Space Marine, an Ork, or an Eldar. Carefully separate the models from their sprue using safety snips or a modelling knife and fix them to the special plastic bases using a suitable glue. Each plastic base with its troop models is referred to as a **Troop Stand**.



Space Marine stand



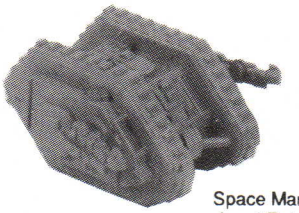
Eldar stand

Ork stand

The plastic bases have holes for a banner pole. Banners are used to indicate that the troop stand includes an Eldar Warlock, Space Marine HQ unit, or Ork Nobz. It is best to ignore the banner poles for now - you can always fix the poles in place once you have chosen your forces. You can also make your own paper flags for the banner pole if you wish, as shown on the Space Marine box.

VEHICLES

There are four different types of fighting vehicle included in the box: the Space Marine Land Raider and Rhino, the Ork Battlewagon, and the Eldar Falcon Grav-tank



Space Marine Land Raider

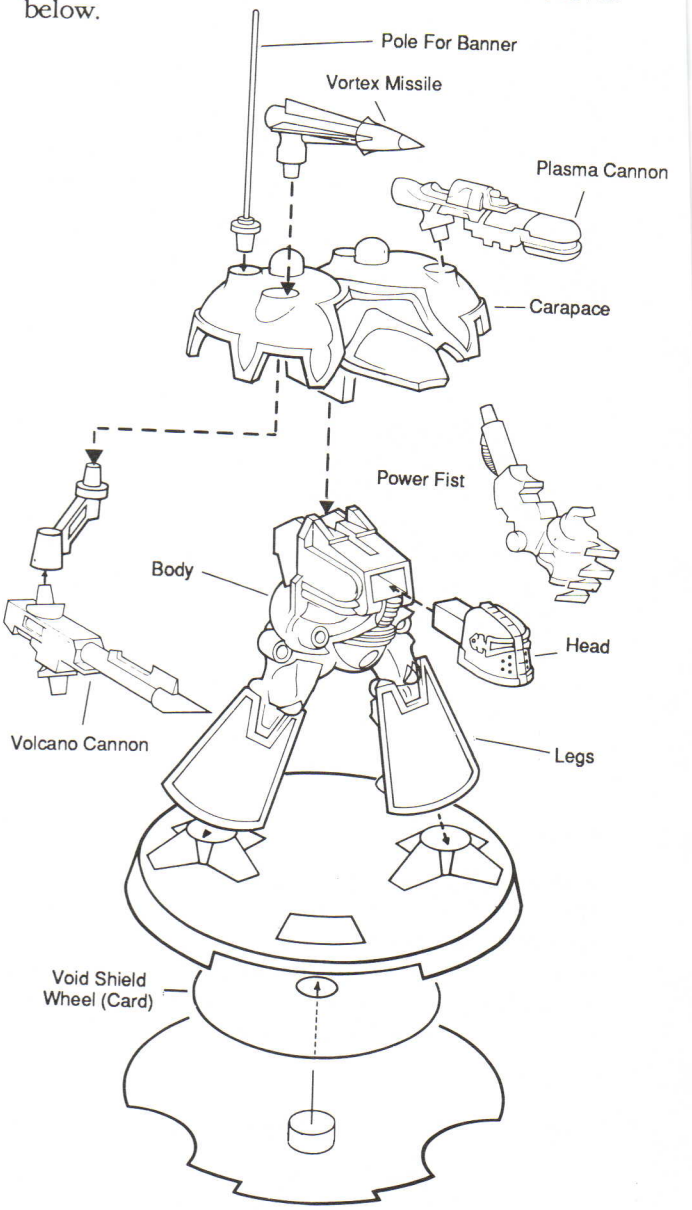
Space Marine Rhino

Ork Battlewagon

Eldar Falcon Grav-tank

TITANS

The Space Marine box includes a mighty Warlord class Battle Titan. Titans are amongst the most potent destructive machines in the armoury of the Imperium. Carefully remove the Titan components from their sprues and assemble the Titan as shown below.



Titan parts can be clipped together without glue, although it is preferable to glue them together for a more secure fit. A variety of weapons is supplied with the Titan model, so yours may differ from those shown here. All weapons are fully interchangeable apart from the Power Fist which only fits on the left arm. The card Shield Wheel rotates between the top and bottom halves of the base. If you wish, you can also make your own paper banner for the banner pole.

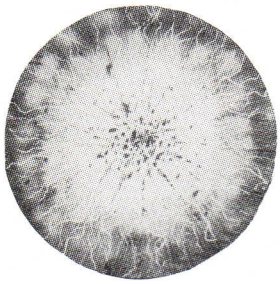
COUNTERS

Space Marine includes a large number of cardboard counters: **order counters**, **fall back counters**, **objective markers**, **barrage burst templates**, a **vortex template** and **rubble markers**. Instructions for using these different sorts of counters are given in the rules which follow.

Rubble Marker

Objective Marker

Vortex Template

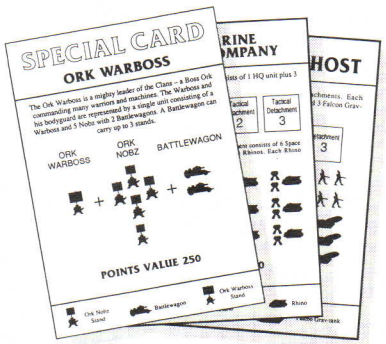


Barrage Burst Template

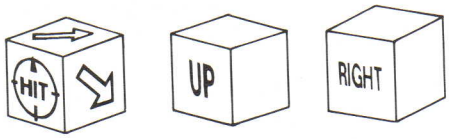
Order Counter

CARDS

Also included in the game are **epic army cards** for Orks, Space Marines and Eldar. We have provided enough cards for you to use the contents of this box *plus* a variety of the many extra models which are available separately. A card is included for the Titan, and there is a useful reference sheet too.



DICE



As well as the ordinary six-sided dice numbered 1 to 6 (henceforth referred to as D6) there a 3 special dice. The **scatter dice** has arrows and hits marked on it. The other two dice are the **aiming dice**; one is marked **left/right**, the other **up/down**. We will explain later how the dice are used.

BUILDINGS

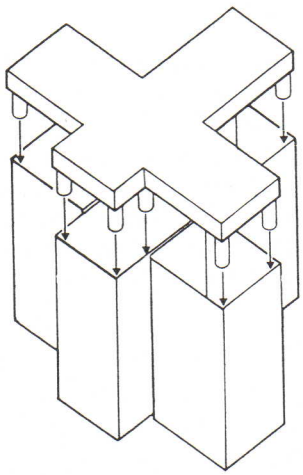
The buildings are assembled from one of the plastic roof sections and either two or three wall sections. The number of wall sections depends on the shape of building you are making.

Cross-piece shaped buildings

You will need one long wall section and two short wall sections.

T-bar shaped buildings

You will need one long and one short wall section.



Punch the walls out, fold them into rectangular cross-sections and insert them into the building tops. The walls fit snugly between the round pegs and the lip of the plastic building top. Make sure that the blank part of the wall section faces into another piece of wall so that it can't be seen.

JOHN BLANCHE

STARTING THE GAME

It is a good idea to read through the Space Marine game rules before you play but there's no need to learn them as you go. The best way to learn the game is by playing! Once you have mastered the art of wielding the troops supplied in the Space Marine box you will be ready to command more and different forces, whole regiments of armoured vehicles, and ever more potent examples of the vast fighting machines of the 41st Millennium.

THE BATTLE

The battle is fought between two sides - each side is normally represented by a single player. You can involve several players on a side if you want - one player acting as overall commander while others help to move troops and roll dice. In the descriptions that follow we are assuming that each side is represented by one player.

Choosing Your Force

Before you are ready to fight a battle both sides must choose their forces. To do this you will need the **epic army cards**. Three separate card decks are provided in the Space Marine box - one each for Space Marines, Eldar, and Orks. Each player chooses the force he wants to represent and takes the appropriate pack. So if you want to be Space Marines you take the Space Marines deck, if you want to be Eldar take the Eldar deck, and if you want to be Orks take the Ork deck.

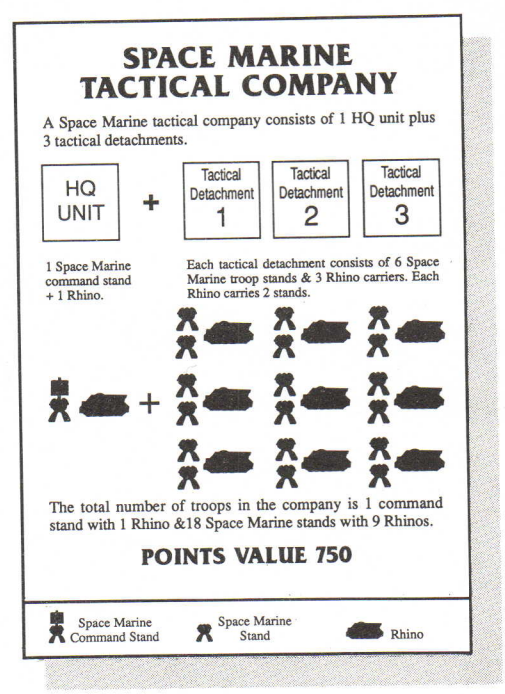
Further decks of cards representing other forces are published by Games Workshop either as Space Marine supplements or as White Dwarf magazine features. These expand the scope of the game by introducing new troops, weapons, fighting vehicles, Titans, and other special equipment. Although you will undoubtedly wish to investigate these for yourself later, to begin with we shall stick to the troops and vehicles included in the Space Marine box.

Look at the cards in the deck you have chosen. You will see that there are three types of card - large **company** cards, small **support** cards, and **special** cards. Each card has one or more items shown on it. An item will be something like a Space Marine Tactical Detachment or an Eldar Falcon Squadron. Each item consists of a number of the same type of troop stand or vehicle. For example, a Space Marine Tactical Detachment consists of 6 troop stands of Space Marines. An Eldar Falcon Squadron consists of 3 Falcon grav tanks. In the case of the Space Marine Tactical Detachment 3 Rhino armoured troop carriers are included in the detachment - these are the Space Marines' transport vehicles which carry them into battle and support them with covering fire. Detachments of infantry often include transport vehicles as well.

Each player selects cards to represent his army. He must choose at least **one** company card (but can choose more if he wishes) and can choose up to five support cards for every company card taken. Special cards are a bit different - we'll deal with these later.

Every card has a points value which reflects the combat value of the troops described on it. For example, the Space Marine Company is worth 750 points whereas the Eldar Tempest Squadron is worth 500 points. To begin with both players select forces worth a maximum of 1500 points. This limit is about right when you play for the first time. As you gain experience you may wish to increase the points values of your armies to include more troops and produce a longer and more challenging game.

By way of example look at the epic army card for the Space Marine Company. The card shows 4 separate units: 3 Tactical Detachments each consisting of 6 troop stands of Space Marines with 3 Rhinos, plus an HQ Unit. The HQ Unit consists of a Space Marine command stand plus a Rhino. The command stand is indicated by placing a banner pole on the plastic base.



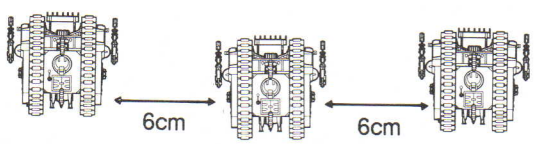
Each epic army card deck includes a number of **special cards**. Your army can only include a limited number of these special cards - they represent rare or special troops such as Space Marine Chaplains and Eldar Exarchs. None of these special troops are included in the Space Marine box, but we have included a few cards anyway, just to give you an idea of what special troops are available to each force.

Your army may include 1 special card for every company card in your army. For example, if your Space Marines have 2 companies you might include a Space Marine Medic and a Chaplain.

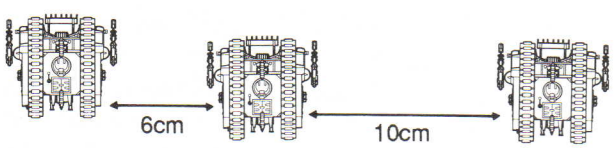
The Formation Rule

A detachment of foot troops or a squadron of vehicles is an indivisible military unit. To represent this in the game, troop stands and vehicle models which form a detachment or squadron must keep together - individual troop stands or vehicles are not permitted to wander off on their own just as you please.

Troop stands in a detachment and vehicles in a squadron must be placed close to each other - as if they were joined by invisible links forming a sort of chain - this is called a **formation**. No model in the formation may be separated by more than 6cm from at least one other model in the chain. This is illustrated by the diagram below.



3 Land Raiders in Formation



The Land Raider on the right is out of formation – This is not allowed

Note that in a company which contains several separate detachments or squadrons, there is no need for those units to stay close to *each other*. They can be deployed where you like - at opposite ends of the battlefield if you want!

Orks fight in units called Mobs rather than detachments or squadrons, and some other units also have their own terms such as Bike Squads and batteries of artillery. This is only a difference in terminology - when the rules refer to detachments and squadrons you will know this refers to appropriate mobs and other units as well.

Sometimes models become separated from the rest of their formation for reasons beyond your control - for example if an interlinking model is destroyed by enemy fire. When this happens, the remaining models must assume an acceptable formation the next time they move. Models may remain out-of-formation so long as the unit does not move.

Troops riding into battle in Rhinos or other transport vehicles will often want to leave their vehicles in order to fight or deploy. Normally transport vehicles will be able to keep up with foot troops, but sometimes this won't be possible. For example, if the infantry move into terrain which is impassable to the vehicles. In this case the transport vehicles may ignore the normal formation rule, but must stay as close as they can to the infantry.

SETTING UP

Before the opposing armies clash you need to prepare the floor or tabletop area for battle. Initially at least a small playing area will suffice, say about 2 feet by 4 feet. A large dining room table is ideal, but the floor will do just as well. Obviously, the larger game you want to fight the larger area you will need, and experienced players may wish to increase the dimensions to 6 x 4 feet or larger.

A tabletop or floor is, of course, a flat and featureless plain, devoid of trees, slopes, and all other terrain. You can make woods, hills, craters and other terrain yourself, but to begin with the buildings provided in this game will be sufficient. Once you have played a few games you will be ready to introduce more terrain. You must either buy terrain pieces or make them yourself. As a temporary measure you can improvise using small stones to represent rocks, twigs or roots for trees, and books laid flat on the surface become hills. Trees are available from many hobby stores and are a good investment. You'll find articles about terrain making in White Dwarf magazine. If you live near a Games Workshop store you'll be able to look at the shop's own scenery and ask the staff for advice on how to make it.

To set up the battlefield fairly we have devised a terrain generator system which allows you to determine what types of terrain are present. Don't worry if you generate items of terrain you don't have, just re-roll until you get a result you can use. Many players like to draw up their own terrain generator charts based upon their collection of terrain pieces - this is certainly a good idea as it saves endless re-rolling of unwanted results.

Begin by dividing your playing area into 2 foot by 2 foot areas. For each area, roll a D6 and halve the score (rounding up) to find out how many pieces of terrain it contains. To determine what each piece of terrain is refer to the **Terrain Table** on the playsheet. The chart is very simple to use: roll one dice and find the score along the top of table, then roll a second dice and find the score down the side. Cross-reference the two numbers to find what piece of terrain you have generated. Once you have determined what the terrain is, position it somewhere in the area. Each player places a piece of terrain in turn to keep things fair.

An alternative way of setting up your battlefield is for one player to set up the terrain while the other player has the choice of which table edge he wishes to set up from. This is a good method where time is short, as one player can set the game up while he waits for the other player to arrive.

Objectives

Objective Counters

Every battlefield has tactically important features which both sides will want to control. For example, commanding heights which offer a good view of the opposing lines, or main pathways between treacherous terrain, or dark woods where defenders can conceal themselves.

These important areas are called **objectives** and are represented on the battlefield by **objective counters**. Each counter marks an area that constitutes a vital objective to one side or the other. How you capture objectives, and how they help you win the game, is explained under *Victory Points* at the end of the rules section. For the moment, just set the counters up on the table.

Punch out the 16 objective counters from the card sheet. There are 8 blue and 8 red counters. Later on the colours are used to denote which side controls the objective. Each side takes 4 objective counters and takes it in turn to lay a counter face down on the playing area. Each objective counter must be placed:

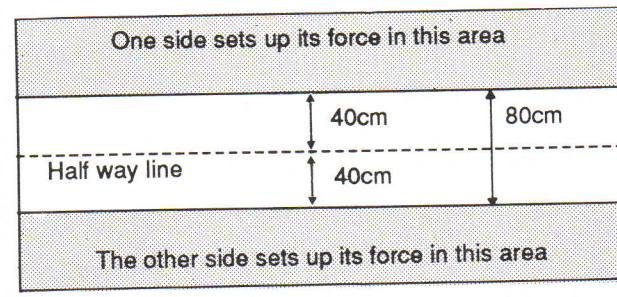
a) At least 25cm from any table edge

b) At least 25cm from any other objective counters

Remember, when you place the counters you do not know where your forces will be setting up. Obviously you must bear this in mind as you place the counters. On the whole it is best to spread them around the table as evenly as possible.

SETTING UP THE ARMIES

Armies are set up along the long edges of the table or playing area. Both players roll a D6, and the player who scores the highest may choose which edge of the table he will set up on. His opponent sets up on the opposite long edge.



Armies are set-up secretly - so that neither side knows where the other has deployed until its own troops have been positioned. This can be achieved in one of several ways.

A method which enables both sides to set up together is to erect some sort of screen across the middle of the table. This way neither player can see the other player's half of the table. Use whatever you have available to create the screen, large GW game boxes are quite handy for this. You could use the Space Marine box itself!

Alternatively each player may draw a sketch map of the battlefield and mark the positions where he wants his troops to set up. Once both players have marked their positions both sides set up their forces as indicated on their maps.

A third method is to abandon the notion of secret deployment and simply set up troops one after the other. Each player places the troops from one epic army card at a time, his opponent does the same, then his selects another army card and places those troops, and so on until both players have set up their force. This method is fast and ideally suited to a small 'knock-about' game where you don't have time to make maps and set up properly.

SEQUENCE OF PLAY

In a real life battle lots of things happen at once: troops move, shoot, await orders, take up fresh positions, and perform countless other actions. So that we can represent all this furious activity in the game, play is divided into **turns**. Each turn is itself divided into four **phases:** the Order Phase when orders are issued, the Movement Phase when troops move to new positions, the Combat Phase when troops fire their weapons, and the End Phase in which the progress of each army and the state of its morale are assessed.

During a turn both sides are allowed to give orders, move, and shoot. So, both sides give orders in the *order phase*, move their units in the *movement phase*, fire their weapons in the *combat phase* and so on.

The game rules are presented in the same order as the sequence of play. The best way to learn the rules is read through them briefly once, and then start playing your first game. As you come to each new phase, read through the relevant rules section and then perform any actions for the phase.

More Than Two Players

Though the rules assume the game is being played by two people, there is absolutely no reason why more than two players should not take part in a game. In fact, multi-player games are often more fun than 'head-to-head' games as the extra players speed up play by helping to move troops and roll the extra dice.

In a multi-player game the players split into two sides, with the forces available to the side divided between the players in some mutually agreed way. Each player is responsible for his own troops throughout the game. Of course, there is nothing to stop a player 'helping out' another if he has time, nor is there any reason why players on the same side shouldn't confer. It is a good idea to nominate one player on each side as the Commander-in-Chief who becomes responsible for recording the army's Victory Points and making sure any other recording is done.

SPACE MARINE SEQUENCE OF PLAY

ORDER PHASE:

Both players place an order counter face down beside each of their troop detachments, vehicle squadrons, and Titans. Each player then rolls a D6 and the player who scores highest wins the initiative for the turn. All order counters are then turned over and revealed to view.

MOVEMENT PHASE:

Troops with *advance* or *charge* orders may move (those with charge orders move at double rate). The player who won the initiative may choose to move first or second. The player who moves first then moves all of his models, and then his opponent does the same.

COMBAT PHASE:

Combat is worked out in three separate phases in the following sequence:

First Fire Segment: Troops with first fire orders may fire. Players alternate firing troop detachments, vehicle squadrons, Titans, and other units starting with the player who won the initiative.

Close Combat Segment: All troops in base to base contact fight a round of close combat.

Advancing Fire Segment: Troops with advance orders may fire. Players alternate firing troop detachments, vehicle squadrons, Titans, etc starting with the player who won the initiative.

END PHASE:

Victory Points are added up. If a player has reached the Victory Point Level that he needs to win the game then the battle is over - he has won! Damaged Titans may be repaired in this phase and troops with broken morale check to see if they go onto fall back orders next turn.

THE ORDERS PHASE

Troops on the battlefield don't wander around aimlessly, they move and fight with definite purpose as part of the carefully conceived strategy of their commander. The **orders phase** is the part of the turn when you must think and plan out your strategy before you choose appropriate orders for your troops. In many ways it is the most important phase as a mistake at this point will restrict what your forces can do for the rest of the turn.

ORDER COUNTERS

During the Orders Phase you must choose an order for each of your troop detachments, vehicle squadrons, and Titans. The order you select determines when those troops may move and fire, and how effective they will be when they do so. There are three different orders for you to use:

First Fire: Troops with first fire orders remain still and prepare to fire at the first opportunity. None of the models may move, not even turn to face a different direction. Models attack in the first fire segment of the combat phase.

Advance: Troops with advance orders move cautiously, making short halts or peering over cover to fire at the enemy. All models may move in the movement phase, and fire in the advance segment of the combat phase.

Charge: Troops with charge orders move flat out, sacrificing firepower and caution for speed. The models move at double their normal speed in the movement phase, but may not fire at all in the combat phase.

Troops with no Order Counter

If you forget to put an order counter down for your troops then that troop detachment, vehicle squadron or Titan may not move. However, models are allowed to fire in the advancing fire segment - this represents the troops reacting to enemy troops nearby. On the whole it's not a good idea to forget to provide troops with orders!

INITIATIVE

After all the order counters have been placed, you need to determine which side wins the initiative for that turn. Each player rolls a dice, and the side which scores highest wins the initiative. Reroll any ties on the first turn, but thereafter the player who won the initiative on the previous turn loses if there is a tie.

The side which wins the initiative will be at an advantage for the rest of the turn. The player will be able to choose whether he moves first or second, for example. The effect of initiative in each phase is explained fully in the sections that follow.

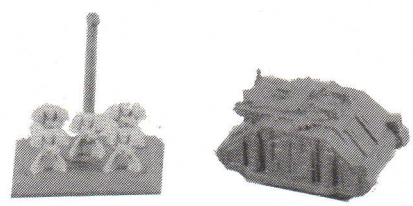
REVEAL ORDERS

Once you've determined who has won the initiative, flip over and reveal all of your order counters. Orders may now be freely examined by either player.

SPECIAL RULE

COMMAND UNITS

Some troops are described as Command units on the data sheet. Examples are Space Marine HQ Units, Eldar Warlocks and Ork Nobz. Each unit consists of 1 or more troop stands plus the appropriate transport vehicles. A Command unit does not need orders: it automatically counts as having charge orders for movement and first fire orders for firing. There is therefore no need to place an order counter for these troops. The command unit is a distinct unit just like any other unit such as a tank squadron or an infantry detachment.



Space Marine HQ unit – troop stand and Rhino, the troop stand has been given a flagpole to show it's a command stand.

THE MOVEMENT PHASE

Troops with advance or charge orders may move in the movement phase. Troops with first fire orders may not move at all, those with advance orders move at the normal rate, and troops with charge orders move at double rate.

The side which won the initiative may choose to move first or second. The first side moves all of its models and then the second side does likewise.

MOVING TROOPS

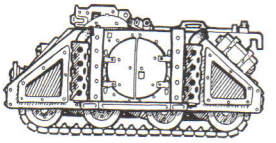
Troops with advance orders can be moved up to their speed value as noted on their data sheet. Troops with charge orders may move up to *double* their speed value. Note that all speed values are given in cms.

As you move troops it is a good idea to move all the models in each unit at once - this means you won't forget to move some! Remember that the troops' final position must conform to the formation rule.

Troops are never forced to move, regardless of their orders. However, once models have been moved you may not change your mind - when you have let go of the model you have completed its move.

SPECIAL RULE

TRANSPORT VEHICLES

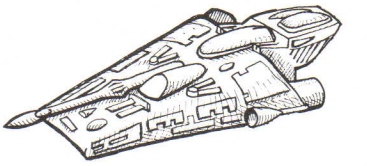


Some infantry detachments include transport vehicles such as Rhinos. If an infantry stand uses up all of its movement before it gets into the transport then the transport may not move at all - it has spent all the time waiting for the infantry. If the infantry uses half its move to reach the transport then the transport may move half of its normal distance - this being the portion of time remaining. In all cases whatever portion of time is used by the infantry will reduce the vehicle's move accordingly. The same applies in reverse when infantry are getting out of the vehicle - if the vehicle moves half its move then the infantry have half their move left.

Infantry are not allowed to enter and leave a transport vehicle on the same turn. Troops travelling in a vehicle may not attack. If a vehicle is destroyed any troops inside are killed automatically.

SPECIAL RULE

SKIMMERS



Some vehicles hover above the ground using their gravitic reaction jets - a highly advanced form of anti-gravity motor. These vehicles are called skimmers. When you move a skimmer you can choose to fly over terrain features such as woods or buildings. This means the terrain doesn't slow the skimmer down as it would a vehicle that moves along the ground.

Skimmers with first fire orders are may make special pop-up attacks. The vehicle pops up out of concealing cover (buildings/woods/etc), fires at its chosen target, and flies down into cover again. When working out which targets the skimmer can see assume the model is somewhere above the tabletop and able to look down over any terrain. When skimmers make a pop-up attack, enemy units on first fire orders are allowed to fire back if they are able to do so, but enemy with advance orders may not fire at the skimmers because they have now dropped back down into cover where they cannot be seen.

Except for Titans, models may be moved in any direction in any manner you like - ie a straight line, round corners or in a curving path. Vehicles always finish their movement facing in the direction they have travelled – except that they may turn up to 45° once their move is over to allow for their limited manoeuvrability. This prevents players moving in one direction (such as backwards) and turning right round to face another. Infantry are more mobile and so can be turned to face any direction once they have moved.

Titans move straight ahead, and they may only change direction by turning up to 90° *once* during their move. The Titan may turn at any point at the beginning, end or any point in between.

Terrain

Some models are unable to move through some types of terrain, while others will be slowed down by it. This is indicated by the Terrain Chart on the playsheet. In the case of buildings models are placed on the roofs to indicate that they are inside occupying balconies, ledges and other suitable fire positions.

THE COMBAT PHASE

The combat phase is split into three segments. In the first segment troops with first fire orders may fire, in the second segment close combat attacks are resolved, and in the third segment troops with advance orders may fire.

In each segment, both sides alternate firing their troops. Begin with troops on first fire orders: the side which has won the initiative goes first. The player chooses **one** of his units (ie a single detachment, squadron, HQ unit or Titan), and fires with those models.

Once models have fired their order counter is turned over to indicate that they cannot fire again that turn. For example, you might choose a Space Marine Tactical Detachment - in which case you could fire with all 6 troop stands plus the accompanying 3 Rhinos. Alternatively you might choose a Land Raider Squadron, in which case you would be able to fire with all 3 Land Raiders.

After the first side has fired with its chosen troops, the other side chooses one of its units and fires with those models. The first player then chooses another of his units and fires, then the other player chooses and fires, then the first player again, and so on until all troops with first fire orders have fired.

The close combat segment is conducted slightly differently as explained in the following section. In the third or advance fire segment any troops with advance orders may fire. The procedure is exactly the same as for troops with first fire orders. If you want you may choose to hold the fire of troops with first fire orders until the advance fire segment. If you decide to do this, change the order counter in the first fire segment instead of making an attack.

FIRING

When it is your turn to attack, pick one of your units as described above. Each model in the detachment/squadron etc may fire once. In the case of vehicles and Titans each weapon system on the model may be fired once.

Begin by nominating the target which each model will fire at. There is no rule that says all the models have to fire at the same bunch of enemy, but you must nominate which of your models will fire at which enemy targets before you roll any dice. You may not measure before you have nominated all the targets for that detachment/etc - you must rely on your judgement as to whether the targets you have chosen are within range.

Consult the data sheet and find the 'to hit' score for your model - this shows the minimum D6 score required to hit the target. This dice score may be increased or decreased by the 'to hit modifiers' indicated on the playsheet. Roll a dice for each model firing and add any modifiers that apply. If you score your 'to hit' number or more you have hit the target.

Most players prefer to fire several stands or vehicles against a single group of enemy - such as an enemy infantry detachment or vehicle squadron. All you need do is declare that you are firing, for example, 6 Space Marine troop stands at three enemy troop stands - 2 shots at each stand. Then roll 2 dice for each enemy stand to determine where hits are scored.

Exactly how you arrange your firing is up to you - so long as both players are clear as to which models are firing at which targets you can bunch shots in any way which saves time and concentrates fire.

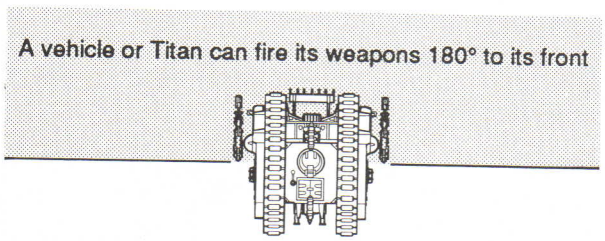
KEVIN WALKER

TARGETS

Except in the case of barrage fire (which is explained later) models may only fire at targets which they can actually see. In addition, vehicles and Titans can only fire weapons which they can bring to bear on the target.

Fire Arc

Troop stands are assumed to be fairly mobile so they are allowed to fire in any direction - if they need to fire behind them then individual troopers can just turn around. Vehicles and Titans, however, can only shoot at targets within their fire arc, as shown on the diagram below.



It cannot fire its weapons behind!

Range

The range of each type of weapon is indicated on the data sheets. Once you have nominated your target measure the range - if the target is out of range you miss automatically!

Line Of Sight

Broadly speaking the buildings, hills, woods, and other terrain features on your table are assumed to be realistic scale representations of actual buildings, hills, etc. If a model can see its intended target it may fire, if it cannot see its target because of an interposing building, hill, etc, then it cannot fire. In most cases you can tell if the model can see its target quite easily. In other cases you may have to get down over the table for a model's eye view!

There are some situations where you might be able to see part of a target, but where common sense dictates it would really be hidden. For example, if the line of sight to your target is even partially obscured by another model then you may not fire - the interposing model gets in the way and stops you getting a clear shot.

In the case of woods, the few tree models are assumed to represent a dense tangle of undergrowth which obscures sight. For this reason troops may not see through woods. Models inside woods may only fire if they are positioned right on

SPECIAL RULE

BARRAGES

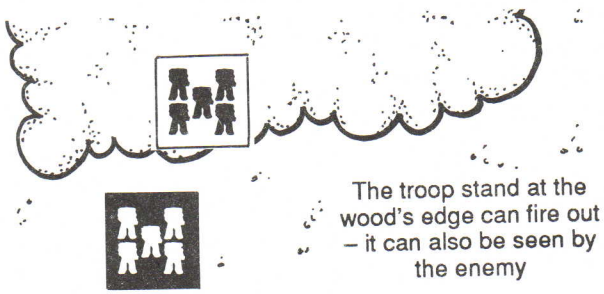
Many artillery pieces, rocket launchers, and some other weapons fire a barrage of shots causing mass destruction on the enemy. When these guns or launchers are grouped together in a unit they always fire a single barrage at the same general target. On the data sheets these weapons have no attack dice or to hit roll - instead they have a number of *barrage points*. The main difference between a barrage and a normal attack is that the barrage covers a substantial area and so may hit several models.

If you fire a barrage at a target that can be seen by the gun crews, this is called a direct barrage. Because crews can see where they are aiming the direct barrage will be very accurate indeed. You can also fire a barrage at a target that the gunners can't see so long as at least one model in your force can see the target and so long as the unit firing the barrage has *first fire* orders. The troops who can see the target are communicating enemy positions to the waiting gun crews. This is called an indirect barrage. Indirect barrages are not as accurate as direct barrages.

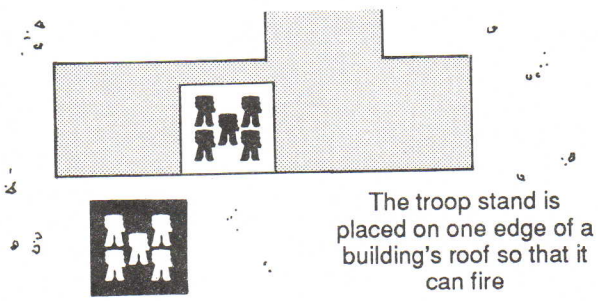
To fire a barrage declare which unit is firing then take the *burst template* and place it on the table where you want the barrage to land. Next refer to the data sheet to work out the total number of barrage points. The whole unit fires at once, so the number of barrage points for each weapon is multiplied by the number of weapons to find the total number of barrage points. When you have worked out the total barrage points refer to the barrage chart on the playsheet. This indicates the dice score needed to hit each model under the template. Roll one dice for each model under the template and remove or take saving throws for models which are hit as normal.

Indirect barrages are more likely to miss their intended target, usually because the co-ordinates given to the crews are inaccurate. Once you have positioned the barrage template roll the scatter dice and 2D6. If the scatter dice shows 'a hit' the attack is on target. If it shows the scatter arrow, the barrage has missed and lands some distance off in the direction indicated by the arrow. The 2D6 score shows the distance in cms that the barrage scatters. For example, if you roll 5 move the template 5cm, if you roll 10 move the template 10cms and so on. Wherever the barrage lands anything underneath may be hit exactly as for a normal barrage.

the edge so they are looking out. Similarly, models wishing to shoot at an enemy in a wood can only do so if the targets are positioned on the edge. Where opposing troops occupy the same wood they may not fire at each other except to fight close combat as described later.



Troops occupying buildings are also a special exception to the normal rules. It is obviously impossible to place your troop stands inside the building models, so when troops move into buildings the models are placed on the roof. However, these troops are really scattered throughout the building, positioned at windows and crouching on balconies. To represent this, place the stand so that it is touching one wall edge as shown below.



Models positioned in a building may only fire out from the edge they are positioned against. Similarly, they can only be fired at by enemy models which can fire at their position at this edge.

Multiple Shots

Some vehicles, Titans, and even infantry stands can fire more than once per turn, either because they carry more than one weapon system, or because their weapon system is very rapid firing. For example, the Land Raider has three weapons systems – a double-barrelled lascannon on each side and cupola-mounted bolters. Each shot is repesented by a separate dice roll and may be targetted at either the same or different targets if you wish.

Where in reality vehicles have a number of light weapons, such as bolters, to protect them against infantry attack, they are usually treated as a single weapon system and represented by a single dice roll. This is very much like an infantry troop stand where 1 roll represents 5 weapons firing.

SPECIAL RULE

FIRING AT A COMMAND UNIT

You may only shoot at a command unit if it is the closest enemy target. This rule prevents unscrupulous players deliberately targeting valuable commanders. In reality, amid explosions and crossfires, commanders would be impossible to pick out from other troops.

Armour Saving Throws

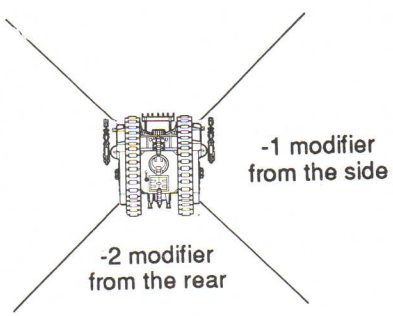
Most fighting vehicles are protected by armour which makes them very difficult to destroy. Other troops may also benefit from armour in some form - Titans have armoured bodies for example. Models protected by armour have a special armour saving throw. If the model is hit roll a D6 to determine if the armour stops the hit.

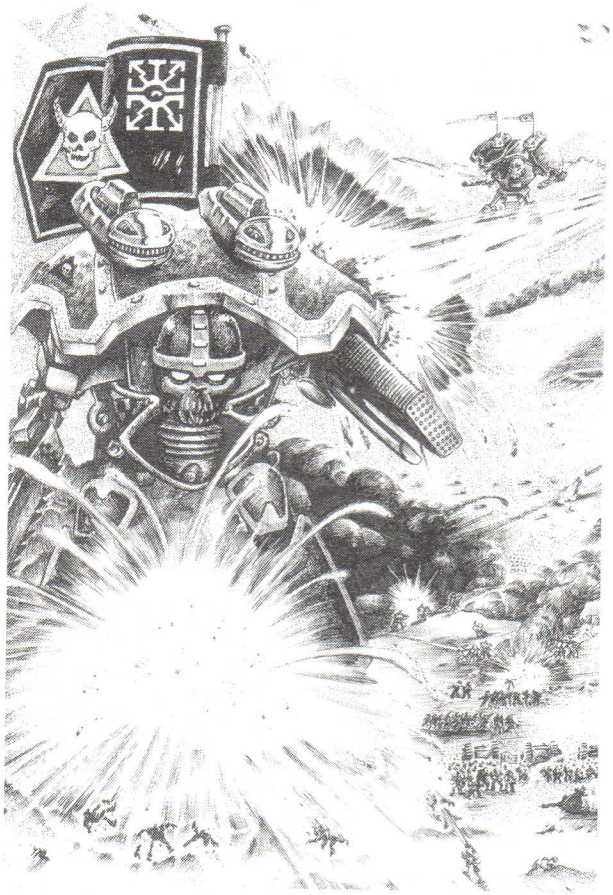
To make a saving throw, roll a D6 and subtract any saving throw modifier for the weapon that scored the hit. These modifiers are shown on the data sheets together with other troop details. If the modified dice score is equal to or greater than your model's saving throw, you have saved and the hit is discounted. If the D6 score is less than the model's saving throw, you have failed and the shot hits as normal.

SPECIAL RULE

SIDE AND REAR SHOTS

Armoured vehicles have their heaviest armour on the front - where the enemy are most likely to hit. The armour on the sides is lighter and that on the rear is lightest of all. To represent this you reduce armour saving throws by 1 if hit from the side, and by 2 if hit from the rear. This only applies to vehicles - not to Titans or other armoured targets





COLIN HOWARD

Hits

Once a vehicle or troop stand has been hit, and assuming it does not save because of its armour, it is destroyed. The model is removed from play and takes no further part in the game. Titans are extremely large targets and they can sustain several hits before they are destroyed. Special rules for what happens when you hit a Titan are discussed later.

Cover

If a target is partially hidden from the attacker by terrain then it is described as being 'in cover'. Models inside a wood are always considered to be in cover, as are troops placed in buildings.

If the target is in cover then shots against it suffer a to hit roll penalty as shown on the Terrain Chart on the playsheet. If this means that you end up needing to score 7 or more to hit (difficult on a D6!) proceed as follows. First roll to hit as normal. If you score a 6 then roll again - you now need the score indicated on the chart below.

Score Needed To Hit

2nd D6	7	8	9+
Score needed	4+	5+	6+

TITANS

Titans are much larger than normal vehicles, and able to take considerably more punishment before they are destroyed. A shot that would blow a Land Raider to pieces might only destroy a weapon on a Titan, leaving the rest of the mighty machine unharmed. To represent this, when you hit a Titan roll on the Titan's hit locater shown on the Titan card to see exactly where the shot lands.

Refer to the template and pick which location you want to aim at. Take the pair of ***aiming dice*** and roll them both together. If a dice lands showing UP, DOWN, LEFT or RIGHT, your shot misses the location you have chosen and lands one space in the direction shown. For example, if one dice is 'UP' and the other 'RIGHT', the shot lands one square up and one square to the right. In this way the dice indicate the location hit. If the shot lands in an empty square you have missed.

The Titan is allowed an armour saving roll, which is shown on the location itself. If the Titan fails its saving roll, roll a further D6 and refer to the damage table printed on the back of the Titan card. Apply any damage results immediately.

SPECIAL RULE

BUILDINGS

Buildings cannot normally be damaged by weapon fire as they are far too large and substantial. However, they can be destroyed by barrages and also by some special weapons as described later. When firing a barrage, position the burst template over your chosen target as normal. If the template lies over a building roll to hit as normal. Buildings are very solid - so they have an armour saving throw as shown on the reference sheet. Saving throws for buildings are taken by rolling 2D6 rather than 1D6, as is usually the case. The extra dice reflects the size and solidity of the building. This saving throw is modified by the weapon's save modifier in the same way as saving throws for vehicles.

Buildings that fail their save are destroyed along with any troops that are inside. Remove the building model, and place rubble counters on the area to mark where it stood. Rubble can affect your troops' movement. Refer to the Terrain Chart on the playsheet for penalties for moving over rubble.

Repairing Damaged Titans

Some types of damage can be repaired, and these are indicated on the Titan card damage table. Repairs may be attempted during the end phase. Roll a D6 for each damaged system that can be repaired; it is successfully repaired on a roll of 5-6, and remains damaged on a roll of 1-4.

Titan Shields

Many Titans are protected by either power field or void shield generators. These generate layers of invisible energy around the Titan and shield it from harm. The main difference between the two types is that a power field is permanently destroyed if it is hit, but a void shield can be repaired in the end phase on the D6 roll of a 5-6.

When a Titan is hit the shot strikes its power shield or void shield. The shield is knocked down but the hit is absorbed and does no further damage. In this way the shield protects the Titan itself from harm. Titans usually have several shields - one under the other rather like the layers of an onion. This means it may be necessary to score several hits before you can hit the Titan itself. Keep a record of the number of shields left to each Titan using the numbered shield wheel on the Titan's base. Don't forget to add void shields back on once they are repaired.

KEVIN WALKER

SPECIAL RULE

THE VORTEX MISSILE

The Vortex missile is a one shot weapon carried by the Warlord Titan. The warhead explodes on impact creating a whirling vortex of dark energy. Anything caught in the vortex is reduced to its component atoms and destroyed. The drawback of their weapon is that it is unpredictable and also very difficult to produce - consequently the Vortex Missile is rare and extremely precious.

A Vortex missile may only be fired if the Warlord has first fire orders. Remove the missile from the model once it has been used Place a vortex template on the table where you want the missile to land. Missiles have an unlimited range, so you may place the template anywhere that the Titan can see.

Roll to determine if the vortex scatters as you would for an indirect barrage (see the special Barrage rule). Any building or model under the Vortex is destroyed except for Titans (see below). No armour saving throw is allowed.

Titans are so large that the vortex may not cover them entirely. A Titan hit by a vortex suffers D6 hits with no armour saving throws - any location hit will automatically take damage. Once casualties have been removed, leave the Vortex in place, the area has been turned into a whirling ball of dark energy that is impossible to enter or to see or shoot through.

During the end phase of the turn, roll a D6 for each Vortex:

D6	Result
1-2	The vortex dissipates harmlessly. Remove it from the table.
3-4	The vortex stays where it is.
5-6	The vortex moves 2D6cm in a random direction - use the scatter dice to determine which way it moves. Anything in its path is hit as described above.

CLOSE COMBAT

Close combat encompasses close range hand-to-hand fighting using grenades, knives, clubs and similar weapons as well as short range fire from other longer-ranged weaponry and supporting fire from vehicles. Titans and very large vehicles are also assumed to fight by treading on or driving over their opponents and flattening them.

Close combat attacks are worked out differently to long range fire. To resolve a combat each player rolls 2D6 and adds the *close assault factor* for their troop stand, vehicle or Titan. Whichever side scores highest wins the close combat and eliminates its opponent - no saving throw allowed!

MOVING INTO CLOSE COMBAT

Troops with charge orders may move into contact with enemy troops in the movement phase. As soon as a stand or vehicle model touches an enemy they are both engaged in close combat and stop moving immediately. Remember that only troops with charge orders may move into close combat. Troops with advance orders cannot move into hand-to-hand combat themselves, although they may be engaged by charging troops of course.

If troops occupy the edge of a wood, or other terrain which restricts movement, an enemy who is unable to move into that particular type of terrain may not engage them in close combat. For example, you cannot use a vehicle to attack troop stands in a building!

Once troops are engaged in close combat they may not move, not even to turn in place. Other stands or vehicles in the unit are allowed to move, but they and the engaged troops are still bound by the formation rule.

Firing Into or Out of Close Combat

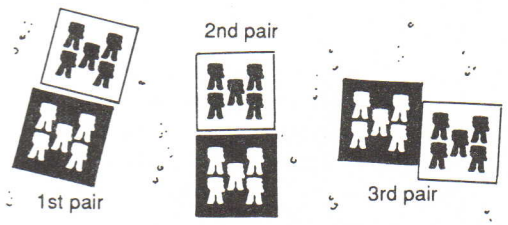
Troops with first fire orders that have been engaged in close combat that turn may fire in the first fire segment. However, they must fire at the troops who are attacking them. This doesn't stop them fighting close combat later.

Except in the above case, troops engaged in close combat cannot fire, nor can other troops fire at them. It is assumed both sides are so hopelessly intermingled that they present no clear target to would be attackers.

CLOSE COMBAT PROCEDURE

Troops engaged in close combat fight in the close combat segment. They do this regardless of their orders and regardless of whether they have fired in the first fire segment.

Combat is resolved for each pair of combatants at a time (be they troop stands or vehicle models) as shown on the diagram below.



To resolve each combat, both players roll 2D6 and add the *close assault factor* of their troops to the score. The player with the lower score loses the close combat and his opponent is eliminated - no saving throw! In the case of a tie, both combatants survive and remain in place until the next turn's close combat segment when they fight again.

Multiple Combats

In most close combats a single stand or vehicle fights a single enemy stand or vehicle. Where several combatants are involved on each side, it is easy to pair them off together, but sometimes there will be more than one enemy fighting a single opponent.

If a stand or vehicle is engaged by more than one opponent, it must fight each enemy one at a time. The enemy may decide which of his troops will fight first and the combat is resolved as normal. If the outnumbered combatant survives the combat the enemy's second stand/vehicle fights and may add an extra D6. If the outnumbered combatant survives, then the enemy's third stand/vehicle can fight and may add two extra D6, and so on, each enemy adding a further D6 to the dice rolled.

Leaving Close Combat

Once troops are engaged in close combat they cannot move, and remain 'pinned' in close combat until one or the other is dead! Titans and skimmers are the two notable exceptions to this rule. Titans are so huge and powerful that they can sweep past

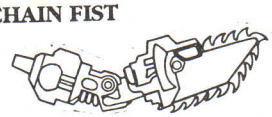
SPECIAL RULE

TITAN CLOSE COMBAT WEAPONS

A Titan is an awesome weapon of destruction: its gigantic limbs can push armoured vehicles aside, crushing men and equipment as if they were egg-shells. Against such lesser troops a Titan doesn't need specific close combat weapons - its sheer bulk and power are enough! The Titan's thrashing limbs and extremely close range shots from its general weaponry are represented by its *close assault factor* in the same way as other troops.

Titans may also carry deadly close combat weapons such as power or chain fists. Some can be used against any close combat opponents, but they are primarily intended for fighting other Titans.

CHAIN FIST



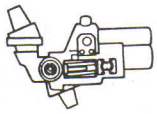
This is a chain-driven saw with toothed blades which can rip apart even the toughest opponent. The Titan rolls an extra D6 to resolve close combat (3D6 rather than 2D6). This applies against all opponents including troop stands, vehicles and enemy Titans. If you win the close combat against an enemy Titan, add +2 to the damage roll. A building hit with a chain fist is destroyed unless it can roll its saving throw.

POWER FIST

This is a gigantic armoured fist surrounded by a powerful energy field which the Titan can use to tear other Titans apart or crush buildings into rubble. If a Titan hits another Titan, then it may choose to make a special grab attack with his power fist *instead* of rolling normal damage.

The Titan may grab hold of any location and attempt to rip it away. Both sides roll a D6 and the attacking Titan adds +1. If the attacker's score is highest he has ripped away that part of the Titan and the location takes maximum damage. If the defender's score is higher then he manages to slip away from the other Titan unharmed. If scores are equal then the loser evades the grip and damage on the location is resolved with a D6 as normal. If you hit a building with a power fist it is destroyed unless it can roll its saving throw with a -4 modifier.

LASER BURNER



The laser burner is a searing laser beam whose energy is focused at a point just in front of the weapon. The energy is so intense that it can vaporise bare metal and overload power systems. It is used to attack other Titans.

If a Titan hits another Titan then it may attack with its laser burner *instead* of rolling normal damage. Roll a D6 - this is the number of hits inflicted on the enemy Titan. You can only hit each location once, but otherwise you may choose which locations are hit as normal. Roll damage for each location.

most enemy troops without any trouble, and are only 'pinned' in close combat when engaged by other Titans. Skimmers are only 'pinned' in close combat when engaged by other skimmers.

Titans in Close Combat

Titans fight in close combat in a similar way to other troops - but note than they cannot be 'pinned' except by other Titans. Resolve a separate round of combat against each enemy exactly as described for vehicles or troops stands. Titans have a phenomenally high *close assault factor* so they are very hard to beat except by other Titans. It is just about possible to swamp a Titan by surrounding it by hordes of more lowly troops, but this is a desperate gambit rather than a viable tactic!

A Titan's power shields or void shields do not protect it in close combat as they do against other fire. Once troops are close enough to the Titan to fight hand-to-hand they have already passed through the shields. The shields remain intact, but have no effect on close combat.

If a Titan is hit in close combat then damage is worked out as follows. Refer to the location diagram. The enemy may choose the location he wishes to strike at - there is no need to use the aim dice for close combat hits. This is the advantage of tackling a Titan at close range - it is so big you won't have any trouble hitting the bit you want! As with all close combat hits the location hit does not get a saving throw. Go straight to the damage chart and roll for damage.

Vehicles in Close Combat

Most vehicles fight in close combat in the same way as troop stands of infantry. Their close assault factor reflects their ability to drive over or into troops as well as any short range fire from their weapons.

A few vehicles are designed to fight in close combat and these are provided with crushing rollers, pincers, or other devices. These confer an appropriate special bonus – see the data sheets for condensed details.

THE END PHASE

During the end phase each side tidies up the tabletop by removing any order counters left in place, and makes sure all the record keeping is up to date. Each side also reviews its *victory points*, and may attempt to *rally* units as described later. The end phase also provides an excellent opportunity to make a cup of tea and break out the biscuits!

VICTORY POINTS

In every game, as in every battle, there must be a winner and a loser. In Space Marine victory points are used to determine who has won the game. You win victory points by capturing objective counters and by breaking enemy troops.

The number of victory points needed to win the game is called the **victory level**. The larger the game, the more victory points are needed to win. Refer to the Victory Table on the reference sheet - this shows the number of victory points needed to win according to the size of the game.

The first player to reach the victory level in the end phase of the turn is the winner. If both players reach the victory level on the same turn then the game is a draw.

Objective Counters

In the section *Starting The Game* we described how objective counters are placed on the table before the battle begins. These counters represent vital tactical objectives, such as an important building, or maybe a hill that offers a commanding view over the battlefield, and so on. Objectives are captured by moving your own troops close to the objective counters as explained below.

If you capture an objective during the turn you receive 5 victory points in the end phase. Your total number of victory points is recorded from turn to turn, and indicates how well your side is progressing. If your opponent captures an objective that you have taken previously, then you lose the 5 victory points and your opponent gains them.

To capture an objective you must have at least one model within 15cm of the counter in the end phase. If both sides have models within 15cm of a counter, the player whose model is closest has captured it. If both sides are equally distant neither player has captured the counter.

Once captured, the counter is turned over to indicate which player controls it (red or blue). The first objective captured determines which side has red and which blue objectives. Thereafter counters are flipped over and replaced with those of the appropriate colour as necessary.

Once you have captured an objective it is yours until it is taken away from you - it is not necessary to keep your models within 15cm. Of course, you may find the enemy is quick to take advantage of an unprotected objective and he may well attempt to capture it if he is able to do so!

Objectives can never be destroyed. If they are on a piece of terrain that is destroyed (such as a building), the counter is left on the table.

BREAK POINT

Troops very rarely fight to the last man - even the bravest and most potent warriors can only take so much before they start to waver or even withdraw. This is represented in the game by a **morale check** to determine whether troops are willing to fight on. A good commander always takes the morale of his troops into consideration when he plans his battle. He knows that certain troops can only be relied on for a little while, while others can be trusted to fight through almost regardless of losses.

When casualties are removed from the game they are placed on a side-table next to the army card that represents them. This means you will be able to see how many models have been lost from each company, support detachment, squadron, etc. This is useful because it means you don't have to worry about recording casualties on paper or remembering how many models have been removed from each 'card'.

On the reverse of each epic army card is a summary of game details including the **break point** of the troops which the card represents. This may be a company, a detachment, a tank squadron, or whatever.

Once the number of casualties on that card reaches the break point each unit on the card must take a morale check as described below. The troops are now said to be 'broken' - the amount of casualties they have sustained has unnerved them and either destroyed their willingness to fight or killed so many that they are no longer able to fight effectively.

Once troops have been broken their epic army card is flipped over. On the reverse of the card is a victory points number - this number of victory

points is awarded to the other side. This means that it is possible to win a game by destroying enemy troops as well as by capturing objectives - which is as it should be!

MORALE CHECK

Once troops are broken, a **morale check** is made to establish whether they are still willing to carry on fighting.

A unit must take a morale check under the following circumstances:

1. Once troops have sustained casualties equal to their break point they are *broken*. Surviving troops on that card must take a morale check immediately.
2. Broken troops must also take a morale check at the start of the close combat segment if they are engaged in close combat.
3. Sometimes troops must take a morale check in response to a particularly horrible encounter or experience - troops engaged by Daemons, for example. These circumstances will be indicated in special rules for these creatures or situations as appropriate.
4. Troops must take a morale check if they wish to rally as explained below.
5. Note that Command units never need check morale - but some can affect the morale of troops around them as discussed below.

A morale check is always made for each single unit at a time. It is therefore possible for one detachment in a company to pass its check, while another detachment in the same company fails.

To take a morale check, roll a D6. Note that some command units, such as Space Marine HQ units, add a bonus to the score of nearby troops. If the score is equal to or greater than the **morale value** of the troops then the check is passed. If the score is lower the troops fail their check. The troops' morale value is noted on the back of their epic army card so that it will be shown uppermost once they have been broken.

If troops fail a morale check they must **fall back**, and a fall back order counter is placed next to them to show that they are doing so. While the fall back counter is in place troops may not be given any orders - the compulsion to fall back supercedes any other instruction. Troops must continue to fall back each turn until they rally as explained below.

Fall Back

Troops who are falling back move at up to double rate as if they had charge orders - except they move away from the enemy rather than towards them!

Falling back troops are not permitted to move in any way that brings them closer to the enemy. However, models do not have to move at all if they are in cover or if they cannot see any enemy troops. Otherwise, they **must** move as far as they can away from the enemy - although they may stop once they reach cover or a position from where they can't see the enemy.

Troops who are falling back are not allowed to fire in the combat phase. They may fight in close combat, but their close assault factor is reduced by -2.

If troops with fall back orders are obliged to take a further morale check, they **rout** if the check is failed. Once troops are routed they have totally lost their willingness to fight, vehicles are abandoned, and individual soldiers hide themselves where they can or run away from the battlefield completely. To all intents and purposes the unit is destroyed and it is therefore removed from the tabletop as if the troops were killed.

Rallying

Although troops may retreat they do not necessarily continue to do so until they leave the battlefield. Once they have left the immediate fighting zone they might halt to regroup - this is called *rallying*.

A unit that is falling back may attempt to rally in the end phase. However, you may not attempt to rally troops on the same turn that they begin to fall back. Once troops begin to fall back they must wait a whole turn before you attempt to rally them.

To rally successfully a morale check is taken for the unit. If the troops pass the check then they have rallied successfully and the fall back counter is removed. If the check is failed the troops have not rallied, they continue to fall back and the counter remains in place. There is nothing to stop troops attempting to rally in a subsequent turn if they fail to rally. Note that in the case of a morale check for rally, troops do not rout if they fail the check as the check is totally voluntary.

EPIC FORCES

This part of the rule book describes some of the troops and weapons that comprise the many mighty armies of the Warhammer 40,000 universe. We will discuss how to choose your troops using the epic army cards and how to represent it on the tabletop using Citadel models. For example, we will describe how the fighting Space Marines are organised into different types of fighting detachment, and provide rules for the vehicles they use including the Land Raider and Rhino troop carriers.

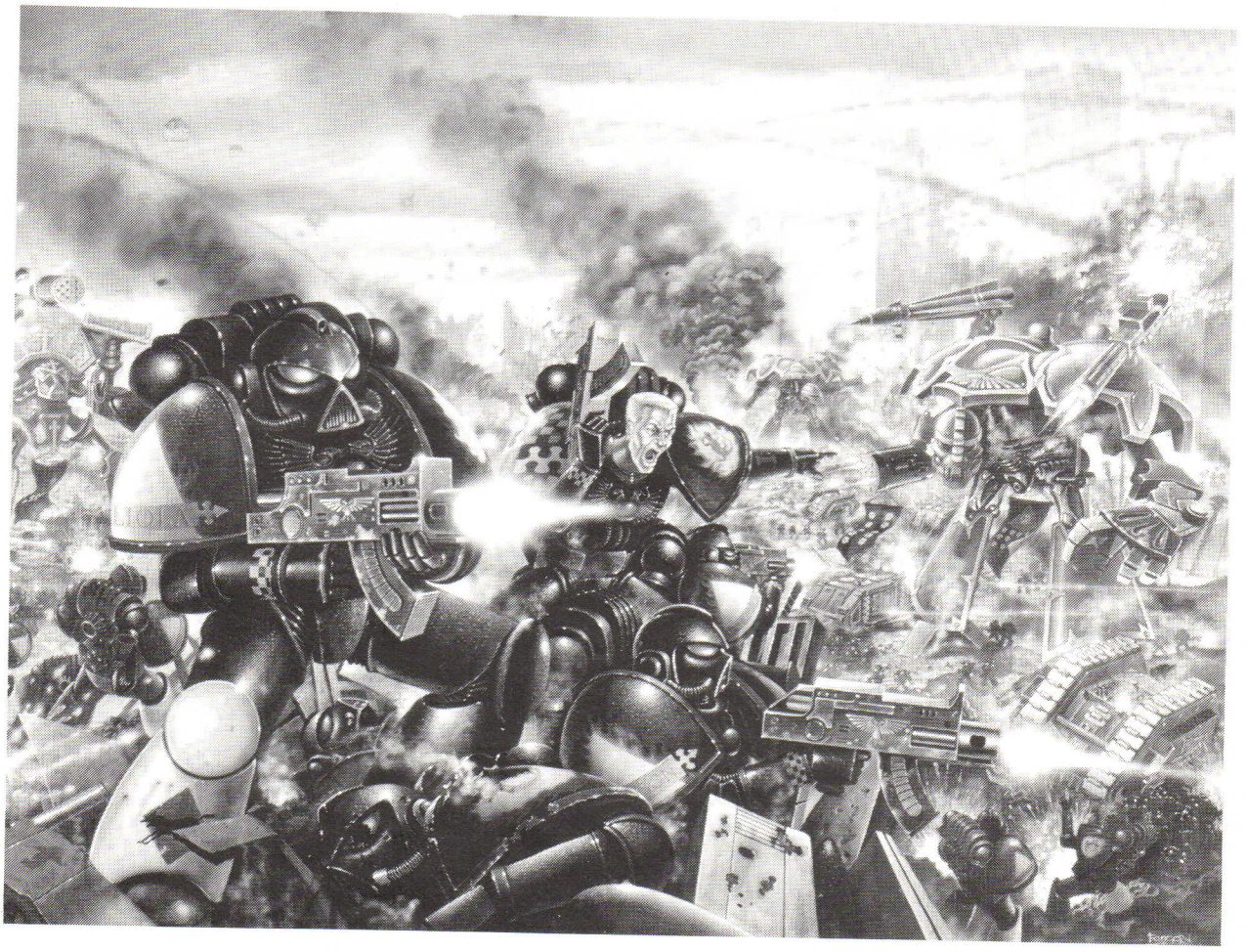
Because the Space Marine box includes models of Space Marines, Eldar and Orks we have concentrated on the details needed to use them. We have also included details of a few other vehicles, weapons, and troops to give you some idea of the awesome scope of the Space Marine game. Citadel Miniatures manufacture a comprehensive and constantly expanding range of metal and plastic models. These cover new races (such as Squats and Chaos), new armies (such as Imperial Guard and Titans), and many new troops, support weapons and vehicles for Space Marines, Eldar and Orks.

It would be impossible for us to provide all the extra rules and epic army cards for every model currently available - there are simply too many and this book would need to be several hundred pages long to accomodate them!

However, because we know you'd like as much information as possible, we've printed condensed data sheets which cover every model available at the time of going to press. For example, you'll see that the data sheets enable you to use Devastator Space Marines, Imperial Guard Beastmen, Predator Tanks, the Baneblade Super Heavy Battle Tank, and many other troops and vehicles.

Within the limited confines of this book we are not able to provide the special rules that apply to some of these vehicles - but the data sheets provide enough detail for you to use the models should you so wish. Full rules and the epic army cards for these troops and vehicles are available in one of many planned **Space Marine Armies** supplements.

New Space Marine models are being made all the time by Citadel's expert team of designers. As a result you may well find models which are not covered by either the data sheets or one of the Space Marine Armies supplements. Information about new releases and rules for new models are printed in our monthly magazine White Dwarf, together with battle reports, tactical discussions, painting articles, making scenery, and other features about the Space Marine game.



FANGORN

CHOOSING YOUR EPIC ARMY

In the Space Marine game you command whole detachments of troops, squadrons of vehicles, entire companies of Space Marines, huge Ork Clans, and numerous Eldar Warhosts. These are large, impressive formations made up of many fighting warriors, vehicles, and weapons. The great advantage of the small size of the epic scale models is that it is easy to represent a vast battlefield dominated by large formations, massive defence lines, mighty fortifications, awesome cities, and rolling plains where grand tactics determine the outcome of the battle, and where the best strategy will generally win the day.

The epic army cards are used to choose your army before each game. Most players will want to use the same army over and over again. After all, once you have assembled and painted your force you will want to fight many battles, so naturally your army will remain pretty much the same from one game to another. On the other hand, you'll undoubtedly want to obtain and paint more models for your collection from time to time.

The epic army cards supplied with the Space Marine game define some new troop formations which you can include. The complete sets of epic army cards for Orks, Eldar and Space Marines, together with those for Imperial Guard, Titans, Knights, Chaos, and Squats are available as Space Marine Armies supplements which also give new rules for all the tanks, special troops and weapons concerned.

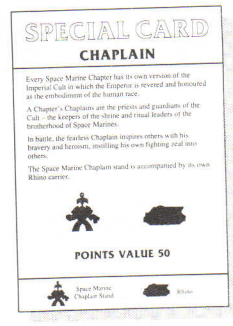
Most players will want to concentrate their efforts on collecting a single army (to start with at least!) leaving opposing armies to other members of their gaming group. It doesn't matter if two or more players choose the same army – the far future is a war-torn and unpredictable place where rival ork Warlords fight each other all the time, Imperial Overlords sometimes rebel against the Imperium, and even Space Marines become involved in wars amongst themselves.

To begin with we'll just consider the armies you have in the Space Marine boxed game. Before choosing your epic army you should first decide whether you want to play Space Marines, Orks, or Eldar and take the appropriate card deck for your force.

Sort through the deck and remove the **Special Cards**. These are all marked SPECIAL and, as you can see, they are large sized cards. Special cards represent rare and valuable troops or equipment, and some have their own special rules printed on the card itself. These are not generally organised into larger formations, but operate more or less independently to the rest of the force. Examples which spring to mind include Space Marine Chaplains (who exhort the Space Marines to greater deeds of valour) and Medics (who can 'save' the lives of troops who would otherwise be slain).

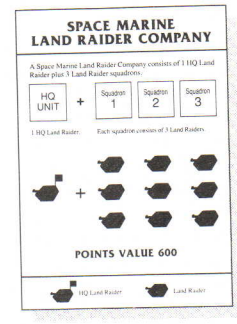
Put all of the special cards aside for the moment as they describe troops and weapons available separately. We have included them here to give you an idea of the sort of special troops and equipment available, and so we can describe how the special cards work in the overall scheme of things.

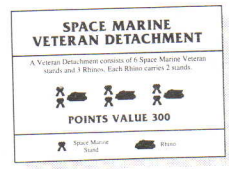
No doubt you will want to add some of the models described on the special cards to your collection. There is nothing to stop you improvising by using a spare troop stand to represent your Chaplain, Medic, etc.



Special Card
Special Cards represent rare and valuable troops and equipment that usually operates independently to the rest of the force.

Company Card
Company Cards represent the major military groups within an army. They usually consist of several formations. They are the basic building blocks of an army, and there must be at least one in every force.





Support Card
Support Cards represent smaller formations of troops or vehicles whose role it is to support the larger companies.

You are now left with two sizes of card. Sort out the larger sized cards - these are the **Company Cards** representing either Space Marine Companies, Eldar Warhosts, or Ork Clans. These are big, fundamental military groups which usually consist of several different formations. Company cards are the building blocks of armies - even the smallest army must contain at least one company card and most forces will consist of several.

The remaining cards are half the size of either the Company or Special cards - these are **Support Cards**. These represent smaller formations of troops, such as a single squadron of tanks or a single detachment of Space Marines. These are troops whose role is to support the larger companies. This might be a detachment of troops, or a squadron of tanks (both can be formed from the infantry and tank models in this box) or it might be a battery of artillery or some other kind of support group for which models are available separately. We've included support cards for a variety of extra models for each army.

To choose an army both players agree on a points value and use the epic army cards to select troops up to that value. Every card has its points value clearly marked upon it - for example a Space Marine Tactical Company costs 750 points. Your army must always include at least 1 Company card but it can include more. For every Company card you can include up to 5 Support cards and 1 Special card. These restrictions ensure that your army is structured just like a real Space Marine, Ork or Eldar force, with a proper proportion of front-line combat troops, support troops and special troops.

SPACE MARINES

The Space Marines are the best of all the Emperor's troops and the ultimate human warriors. They are divided into many Chapters – each a small independent army with its own spacefleet and everything it needs to function. Most Chapters control an entire planet which forms their home base although some are based on mobile space fortresses. The Chapters are scattered throughout the Imperium so that wherever danger threatens there will always be Space Marines nearby.

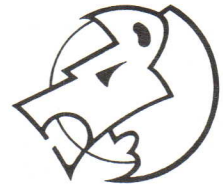
As the highly mobile elite of the Imperium the Space Marines will often find themselves right at the spearhead of the action, whether it is to plug a vulnerable gap while the larger and less mobile formations of the Imperial Guard can be brought into action, to recover captives, or to act as a swift and deadly strike force sent deep into enemy territory to knock out vital installations. On other occasions Space Marines fight alongside troops from the Imperial Guard, Squats, or the Titan Legions, adding their considerable might to the vast combined forces of the Imperium.

CHOOSING THE SPACE MARINE ARMY

Your Space Marine force represents part of a Chapter of Space Marines, though it is possible to represent an entire Chapter or even several different Chapters if you have enough extra models. Your troops are chosen using the epic army cards. Begin by fixing a points value for the whole army – your force may not exceed this value.

You must choose at least 1 company card but you can choose more (assuming you have the models of course). For every company card chosen you may include up to 5 support cards and 1 special card. Support and special cards add new formations to the army, for example a new detachment of Space Marines or a squadron of Land Raiders. As you choose your cards note down the total points value and make sure that the total does not exceed the value for the army.

There are many Chapters of Space Marines, some scattered on the very edges of the galaxy where they have little contact with the Imperium, while others are clustered around the central sectors where large populations and valuable industries need protecting. Each Chapter has its own traditions and cultural identity which determines how it fights, its code of honour, and its uniform schemes. We have only space here to discuss this briefly, but you can find more information about Space Marines in further *Space Marine* publications, Games Workshop's monthly magazine *White Dwarf*, and in the *Warhammer 40,000* rulebook. Details of some of the most famous Space Marine Chapters are given below.

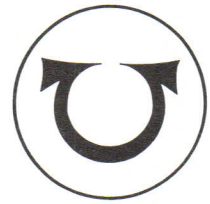


The Space Wolves.

The Space Wolves live on a world called Fenris, a planet covered by great oceans studded with many tiny islands. The planet's inhabitants are fierce sea-borne raiders, much like the nordic warriors of ancient earth with their long dragon ships. It is from these proud warriors that the Space Wolves recruit their Space Marines. The Space Wolves' uniform and main Chapter colour is a pale grey which echoes the colour of the great Dire Wolf whose head forms the Chapter's emblem.

The Dark Angels.

The Dark Angels are age-old rivals of the Space Wolves. When they fight together each Chapter will try to outdo the other, recalling the ancient rivalry between the two original founders of these Chapters: Leman Russ Primarch of the Space Wolves, and Lion El'jonson Primarch of the Dark Angels. On eleven occasions in their history the two Chapters have gone to war against each other, the most recent being the Magdelon War in which the Space Wolves finally ousted the Dark Angels from the second moon of Magdelon and its famed gem mines. The Dark Angels uniform is very dark green and their badge is the winged dagger.



The Ultramarines.

The basic uniforms and tactical doctrines of the Space Marine Chapters were laid down after the Horus Heresy in a book called the Codex Astartes. Although most Space Marine Chapters have changed considerably in the ensuing ten thousand years, the Ultramarines have religiously maintained the purity of these traditions. Their main uniform colour is blue and their badge is the ancient omega symbol.

The Blood Angels.

The Blood Angels are amongst the most highly honoured of all Space Marine Chapters. Ten thousand years ago, during the dark days of the Horus Heresy, the Blood Angels' founder Primarch Sanguinius was slain while battling for the life of the Emperor. Ever since that time the Blood Angels have kept the memory of their revered Primarch alive by countless acts of heroism and self-sacrifice. The Blood Angels' uniform colour is red and their badge is the winged blood drop.

SPACE MARINES

Space Marines Chapters are tightly and carefully organised fighting forces in which individual companies and detachments are designed to fulfil specific roles. A typical Space Marine Chapter has ten companies – although more companies will be created and maintained in times of prolonged war. Each company is made up of three detachments plus an HQ unit.

HQ unit. A Space Marine command unit is called an HQ unit, and consists of a single stand of Space Marines marked with a banner pole to indicate that a Captain and his staff are included on the base. Specific Space Marine officer models are available separately and can be included on the HQ stand if you wish. Any Imperial formation may add +1 to its morale dice if a Space Marine HQ unit is within 10cm.

A **Detachment** can be either *Tactical, Assault,* or *Devastator.* Each type carries different weapons and equipment and fulfils a different tactical role. This is shown in the game by the different game details.

Assault Space Marines are equipped with close quarter weapons such as pistols and swords, and they wear powered jump-packs which enable them to leap over terrain and move much faster than ordinary troops. Assault Space Marines may therefore ignore movement penalties – they simply use their jump packs to leap over trees, rocks and buildings.

Devastator Space Marines carry heavy weapons, such as lascannons, which they use to burst open enemy tanks and installations.

Tactical Space Marines usually carry bolt guns and are highly flexible and tactically adaptable troops. They make up the majority of most Space Marine Chapters. The models provided with the box game are all Tactical Space Marines.

MARTIN MCKENNA

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Tactical Marines	10cm	None	+2	Bolters	50cm	1	5+	0	
Assault Marines	15cm	None	+3	Pistols\Swords	25cm	1	5+	0	Jump Packs.
Devastator Marines	10cm	None	+2	Hvy Weapons	75cm	2	5+	-1	
HQ Unit	10cm	None	+4	Bolt Pistols	25cm	2	5+	0	Imperial troops within 10cm add +1 morale.

VETERANS AND SCOUTS

Veterans. The first (number 1) company is the Veteran Company. Space Marine Veterans are the most experienced and toughest Space Marines in the entire Chapter. Their game details are superior to other Space Marines. Veterans can fight in normal Space Marine power armour or as Terminators in special Terminator armour.

Scouts. A Chapter also has at least one Scout Company, made up of young Space Marines who have yet to complete the final stages of their training and bio-chemical enhancement. Until they are ready to join the brother-warriors of the Space Marines they fight as Scouts.

Scouts are more lightly equipped than other Space Marines. They are trained to infiltrate the battlefield unseen, clearing the way for the Space Marines, securing vital strong points, and scouting the enemy's firepower.

To represent the way in which Scouts infiltrate the battlefield unseen by the enemy, the Space Marine player is allowed to reposition Scouts once the two armies have been set up. Before the game begins the Space Marine player may move any or all of his Scouts once at up to charge rate (ie double normal move rate). This may bring the Scouts close to the enemy line – but they are not allowed to move closer to any enemy troops than 5cm.

Although the Space Marine box does not contain Terminator, Assault, Devastator Marines or Scouts, their details are included here for your convenience. Additional types of Space Marine models are available in the Epic Space Marine miniature set.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Marine Veterans	10cm	None	+4	Bolters	50cm	1	5+	0	
Terminators	10cm	6+	+6	Storm Bolters	25cm	2	4+	-1	
Marine Scouts	10cm	None	+2	Bolt Pistols	50cm	1	5+	0	

SPECIAL SPACE MARINE COMMAND UNITS

Every Space Marine Chapter includes a number of Space Marine officers who fulfil special roles within the Chapter. For example: Tech-Marines who are expert mechanics, Librarians who have psychic powers, and Chaplains who are important cult leaders. Each of these special officers is represented by a single stand forming a command unit which is assumed to include one or more of the officer type, plus other lower-ranking officers, bodyguards, or other accompanying individuals. Each of these special command units has its own special rules and epic army card – but we only have space in show a representative sample in this rule book. The remainder are covered by Space Marine Armies supplements.

Chaplains. Every Space Marine Chapter has its own priests of the Imperial Cult – these are called Chaplains and their role is to look after the Chapter's shrines and chapels, and to administer the various ceremonial rites of the Chapter. All Chaplains are extraordinarily brave, even by Space Marine standards, inspiring tremendous loyalty and fighting fury in the troops around them. Any Imperial troop stands within 10cm of a Chaplain may add +1 to their close assault factor to represent this.

Medic. Every Chapter has its medical staff including high-ranking surgeons and doctors, although these specialists don't always fight on the battlefield. Field-medics are relatively junior medical staff, whose role is to attend to the wounded in the heat of action. Thanks to the advanced technology of the Imperium even the badly wounded stand a good chance of survival, while warriors who are lightly wounded have their injuries tended on the battlefield so they can carry on fighting.

Any Imperial troop stands within 10cm of a Medic may take a special saving throw if they are slain. Roll a D6: if the score is 5 or 6 the Medic has managed to save some or all of the casualties and the troop stand fights on as normal. On the roll of less than 5 the Medic may still have saved the lives of the troops concerned, but they are in no condition to fight on and are removed as casualties as normal.

Note that a Medic can only save the lives of troop stands in this way (including bike riders) – he can't save tanks or any other kind of vehicle or weapon.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Chaplain	10cm	None	+4	Pistols & others	25cm	2	5+	0	Imperial troops within 10cm add +1 to CAF.
Medic	10cm	None	+2	Pistols & others	25cm	1	5+	0	Imperial troops within 10cm save on 5+.

JIM BURNS

LAND RAIDER ARMOURED FIGHTING VEHICLE

The Land Raider armoured fighting vehicle combines speed, firepower and troop carrying capacity, making it an ideal vehicle for a mobile and tactically flexible force such as the Space Marines.

Some Land Raiders are built by the Adeptus Mechanicus and supplied direct to Space Marine Chapters in return for goods, services, or hard cash. However, most Chapters prefer to build Land Raiders in their own armouries, where they can incorporate their own modifications. The Land Raider is the Space Marines' main armoured fighting vehicle, as it combines a great deal of punch into a relatively small space.

The Land Raider can move up to 20cm, a reasonable rate for any armoured vehicle and quite fast considering its heavy armour. Thick plasteel plating gives the Land Raider an armour saving throw of 2 or more, which means that shots will bounce off its armour on the D6 roll of anything but a 1 (of course, as with all vehicles, the enemy's save modifier may reduce the chances of saving).

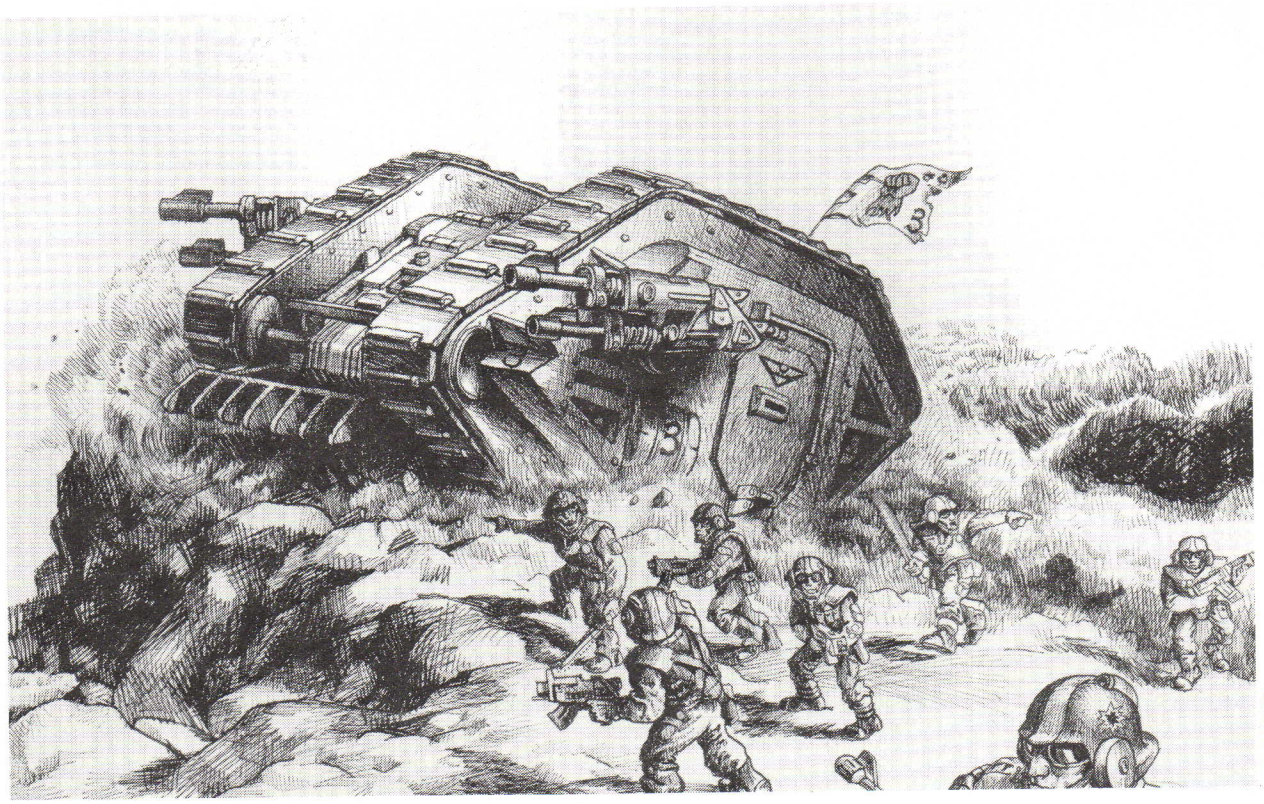
The Land Raider is designed to offer good close combat support. It carries two bolt guns mounted in a cupola high up on its hull positioned to rake down on enemy infantry below. The restricted vision and inflexibility of the small slot on the cupola reduces the effective range of the bolters – their main purpose is to deter infantry from attacking in close combat.

The Land Raider is an excellent vehicle in close combat, crushing enemy troops and light vehicles under its huge tracks, so it has a close assault factor of +3. The Land Raider's main armament is two sponson-mounted lascannons. A separate attack dice is rolled for each lascannon, so the Land Raider has two lascannon shots per turn. Targets hit by the lascannon must subtract -2 from their armour saving dice roll, which means that it can slice through most armoured vehicles. Even heavily armoured tanks like the Land Raider can be knocked out (in the case of a Land Raider you would have to roll a 4 rather than the normal 2 to save, for example).

The Land Raider can shoot its bolters up to 15cm range. This counts as one shot because the bolters are very light weapons compared to the lascannon. Targets hit by the bolters do not suffer the armour saving throw penalty.

The Land Raider can carry ten Space Marines (two troop stands) although its primary role is a battle tank rather than a troop carrier. However, in emergencies Land Raiders can pick up and reposition troops, and they have been known to act as carriers during the initial stages of a battle. On the whole, though, they are too powerful to use in this way. It is better to take up a position which gives a good view over the battlefield, and to use the Land Raiders' long range firepower to pick off enemy tanks from a distance.

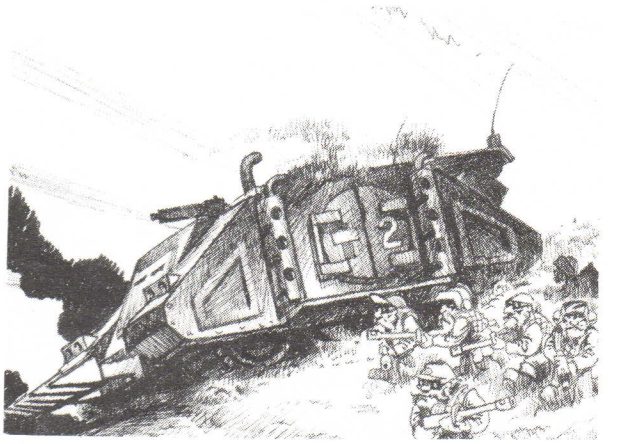
Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Land Raider	20cm	2+	+3	Lascannon Bolters	75cm 15cm	2 1	5+ 6+	-2 0	May carry 2 troop stands.



PAUL BONNER

RHINO ARMOURED TROOP CARRIER

The Rhino armoured troop carrier is the most widely used transport vehicle in the Imperium, in service with the Space Marines, the Imperial Guard, the Titan Legions, and even supplied to the Squats and Knight Worlds. Though the Adeptus Mechanicus manufacture large numbers of Rhinos, most planetary Lords and Space Marine Chapters prefer to build and equip their own locally. The Rhino's enduring popularity is due to the ready adaptability of the vehicle's basic design, and the fact that it can be built from a wide range of materials, from steel to high-tech thermo-plasteen. It can be modified to suit local climates or to fulfill different military roles. One of the most common variants, the Whirlwind, is described below.



As the data shows, the Rhino armoured troop carrier can move up to 25cm – relatively fast for an armoured vehicle. This speed allows troops to be moved quickly to their fighting positions with minimum exposure to enemy fire. The Rhino's armoured skin gives it a saving throw of 4 or more on a D6, so when the vehicle is hit the shot rebounds from the armour without any effect on the dice roll of 4, 5 or 6. Remember that when a troop carrier is destroyed any troops inside are eliminated too, so the armour saving throw is important.

The Rhino carries two bolt guns mounted in small flat turrets (called cupolas) on its upper surface. Because of the cupolas' restricted vision and movement the bolt guns only have a short effective range, but this is enough to enable the Rhino to advance with its infantry and fight alongside them in close combat, blasting away at extremely short range. This can make all the difference to the infantry with the Rhinos, especially if you can use the Rhinos to gang up on enemy pieces to outnumber them.

Because of the Rhino's light armament, it has a close assault factor of 0. Its bolter armament can be fired at a range of up to 15cm. Although there are actually two bolt guns, they are such light weapons that their combined fire is represented by a single dice. A 6 is required to hit, and no save modifier is applied to the target's armour saving throw. This means that Rhinos stand little chance against real tanks, but can keep enemy infantry busy and aid friendly infantry by providing extra short range firepower.

The Rhino can carry ten men, ie two troop stands. The best way to use your Rhinos is to decide where you want your infantry to be right at the start of the game, then use the Rhinos to carry them there quickly, preferably in the first turn. As soon as possible get the troops out of the Rhinos and into cover, and from then on use the vehicles as support. Remember that a vehicle travelling in the open is a vulnerable and inviting target – infantry are far safer once they have left their vehicles and either dispersed or taken cover.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Rhino	25cm	4+	0	Bolters	15cm	1	6+	0	May carry 2 troop stands.

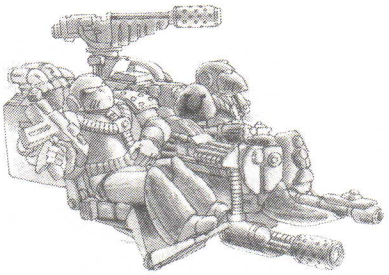
IMPERIAL BIKE

Several sorts of bike are adapted for warfare by the Space Marines. Such well armed and highly mobile troops make excellent reconnaissance troops and may be used to seize forward positions from the enemy. Bikers have a faster move than ordinary infantry as shown on their data sheet. Although they are mounted on a base like infantry, they are treated as vehicles when it comes to moving. This means bikers cannot cross some terrain, and other terrain will slow them down considerably. Bikers can fight in close combat just like other troops. Their close assault factor and other details are given on the data sheets, though there are no bike models included in the Space Marine game itself.

To prepare bike models glue them onto plastic bases – they won't fit into the holes but you can glue them over the top quite easily. Fix two bikers to each base to give a stand of two bikes. The game details shown below refer to a single stand of 2 bike models, just as an infantry stand has 5 models. Bike models are available in the separate Epic Space Marine model set.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Space Marine Bike	30cm	—	+3	Bolters	15cm	1	6+	0	

LAND SPEEDER

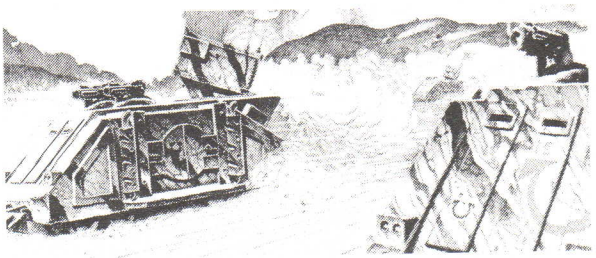


The Land Speeder is a very fast two man light attack vehicle powered by gravitic-reaction jets which suspend it in the air. The Land Speeder is a *skimmer*, and can make special pop-up attacks as described in the main rules. It is armed with the short ranged but deadly multi-melta, which fires a blast of heat capable of melting steel or boiling exposed flesh.

Land Speeder models are available separately in the Epic Space Marine miniatures boxed set.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Land Speeder	30cm	None	+3	Multi-melta	25cm	1	3+	-2	Skimmer.

WHIRLWIND MISSILE CARRIER

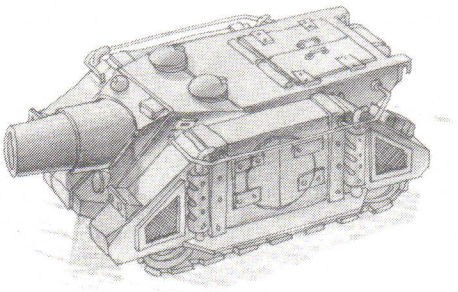


The Whirlwind is an adaptation of the Rhino, featuring the addition of a multiple rocket launcher. This provides long range support barrages which can be used to cover an advance or a retreat, or to pick off exposed enemy at long distances. It is a useful addition to the armouries of the Imperium.

Whirlwinds are part of the large and ever expanding range of metal models available separately from Citadel Miniatures.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Whirlwind	20cm	4+	0	Multi-launcher	150cm	2 Barrage Points		0	Fires barrage.

VINDICATOR HEAVY SUPPORT TANK



The Vindicator is another Rhino variant - a heavy, well armoured and brutal looking tank. Its Thunderer cannon fires an extremely powerful but very short ranged shot, used to shift enemy troops from cover, especially from buildings. The terrific blast of the Thunderer shell makes a nonsense of any attempt to take cover behind walls or vegetation, as such cover is soon blown apart!

The Thunderer cannon ignores the usual modifiers applied to the 'to hit' roll when firing at troops in cover. See the summary sheet for details of these modifiers.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Vindicator	20cm	2+	+2	Thunderer	50cm	1	4+	-3	Ignores to hit modifiers for cover.

ORKS

Orks are a tough, brutal, and remarkably successful race. They rank amongst the most powerful warriors in the whole galaxy. They control a significant part of known space, but this sprawling territory is divided amongst thousands of individual Warlords. Were Orkdom ever to unite against the Imperium it is unlikely that humanity would survive very long.

Rival Warlords are fiercely competitive and spend much of their time fighting each other. They all want to gather the Clans together and lead a huge Waa-Ork against their greatest enemies. The Waa-Ork is a sort of crusade when the Orks stop fighting each other and decide to stomp someone else instead. This overriding urge to expand and conquer is a natural part of the Orks' psychological make-up, and has greatly contributed to their success as a race.

All Orks are slightly psychic so very potent ideas tend to filter from one Ork to another. When a Warlord gets really powerful other Orks sense it and flock to join him, increasing his power and encouraging more and more Boyz to join the growing Waa-Ork. As Ork Boyz from nearby worlds gather they form into their ancestral clan groups ready to do battle. Mekboyz, the mechanics and engineers of the Orkish race, also sense that something is brewing, and begin to build huge fighting machines in readiness for war.

PAUL BONNER

CHOOSING THE ORK ARMY

Your Ork force represents either part of a very large Waa-Ork or maybe an entire smaller Waa-Ork. Like other forces, your troops are chosen using the epic army cards. In Ork armies the company type cards are called Clan cards and each card represents one of the six different Ork Clans. Other armies, such as Space Marines, are allowed as many companies as they can afford, but Orks can only ever have a maximum of six Clans (one of each).

Rather than adding more Clan cards to form a bigger force, the Ork player must add reinforcements to one or more of his Clans to make bigger formations. This system means that Orks behave in a different way to other armies - their formations are larger and more powerful, but there will usually be less of them.

If you look at any Ork Clan card (other than Snakebites) you will see that it consists of only two formations - the command unit formed of several Nobz troop stands, and the Boyz Mob formed of about a dozen Boyz stands. The Nobz can fight separately, but it is a good idea to keep them as close to your Boyz as possible because Ork formations can only be given orders if there are Nobz nearby. This is fully described below as the special Ork Command Rule.

The general rules for choosing armies apply: first agree a points value total for the whole army and then choose your troops using the army cards. You must choose at least 1 Clan card and you can choose more (assuming you have the points and the models of course). For every Clan card in your army you can choose up to 5 support cards and 1 special card.

In this respect choosing an Ork army is just like choosing a Space Marine or any other army. However, the support and special cards work slightly differently. In other armies the support and special cards act as independent formations - but in the case of Ork armies they either provide reinforcements for an existing formation or an entire new formation for the Clan. For example, the basic Goff Clan consists of a command unit of 8 Goff Nobz stands plus a Boyz Mob of 15 Boyz stands. You might add two Ork Boyz support cards to your Clan - increasing the size of the Boyz Mob by an extra 8 stands and making a total of 23 Goff Boyz. You might also want to add a Lungbursta Squadron support card - this adds a squadron of 3 Lungbursta

tanks to the Goff Clan. Remember that any extra formations you add to your Clan are bound by the Ork Command Rule described below, so they have to stick close to your Nobz if they are to operate effectively.

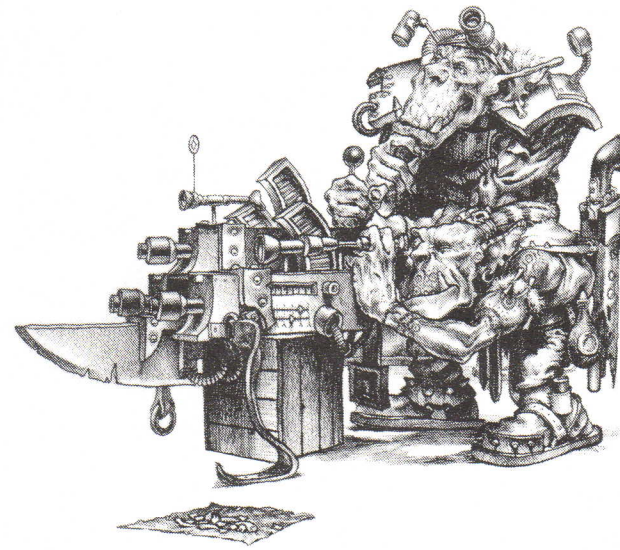
THE ORK COMMAND RULE

Orks respect strength and power - they like loud noise and enjoy fighting more than anything else. Orks who are really strong and especially good fighters may be adopted by an Ork Nob - the head of an Ork household - and if one of them fights well he may get to take over the household on the death of its master. In other words he fights his way up to become a powerful Nob in his own right. The admiration and loyalty which other Orks feel for Nobz goes beyond mere Clan boundaries. The Boyz will do anything a Nob tells them to - and the Nobz see it as their duty to command and look after other Orks.

As the most courageous and battle-hardened Orks the Nobz are usually found in the thick of battle. Naturally, the Boyz like to stick close to the Nobz to make sure they don't miss out on the fun. If there are no Nobz nearby, other Orks will tend to follow their natural inclinations. To reflect this we have the special Ork Command Rule.

You can only give an order to an Ork formation if there is a command unit within 10cm. The command unit does not have to be Nobz from the same Clan as the formation, it might be another Clan's Nobz or it might be a different command unit (such as a Warboss or Warlord).

PAUL BONNER



If there is no command unit within 10cm Orks will become confused and follow their natural instincts - no order counter is placed for them. This applies to Boyz Mobz and all other Ork formations including Boarboyz, Bikeboyz, and other troops. The Orks' response won't necessarily be very sensible at the time but there is little you can do about this (Ork instincts are very hard to overcome!). The only Ork troops not affected are command units and a few non Ork types which are available separately to the Space Marine boxed game.

In general, Ork formations which have no command unit within 10cm may not move at all, but they can shoot at any enemy within 25cm (which counts as advancing fire) and they can fight normally in close combat. Enemy who are further away are ignored. This is the usual Ork response - a bit too disorganised to decide which way to go but quite happy to blast away at anything that comes near them. Snakebites and Goffs are both exceptions - they react rather differently because of the distinctive nature of their Clans.

Snakebites will not shoot but may move towards the nearest enemy at up to normal rate. If they enter close combat they will fight normally. Snakebites feel that close combat is somehow more proper for an Ork than shooting and they are always happiest when fighting at close quarters. Note that Snakebites don't have to move if you don't want them to - it is an option.

Goffs *must* move between normal and double rate towards the nearest enemy - they have no choice! If enemy are already within the Goffs' normal move at the start of the turn they must charge them. They may not shoot but if they enter close combat they will fight normally. Goffs are enthusiastic hand-to-hand fighters (they're good at it too!) and their natural response to an enemy threat is to stomp it quick.

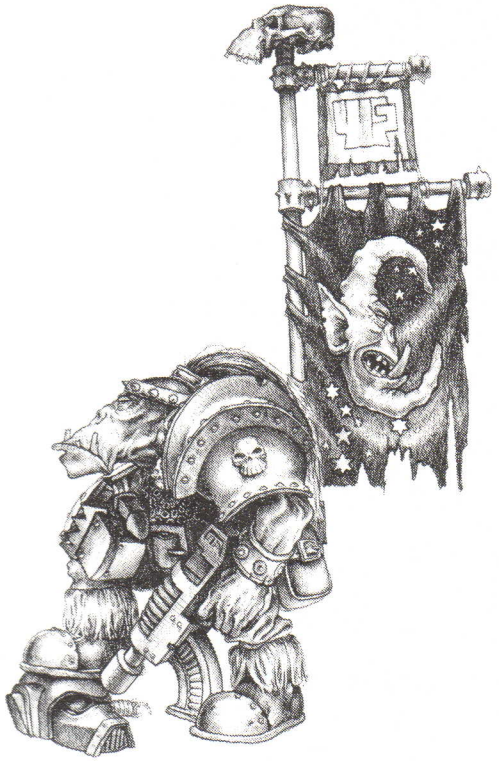
ADRIAN SMITH

NOBZ

We have already described a little about Nobz and how they behave. Nobz form command units on the battlefield. Unlike Space Marine command units these consist of several stands which fight together as a single formation. Nobz have the same general likes and dislikes as the Clans they come from and prefer the same colours, although they are much more powerful fighters as can be seen on their data sheet.

The size of a Nobz unit is fixed by the Clan card, but extra Nobz can be added to the unit as support cards. Generally speaking, a Nobz command unit can act as a command unit to any formation of Orks regardless of Clan. The exception is the Blood Axe Nobz who can't act as a command unit to Orks from other Clans. No one likes these treacherous gitz very much and having one ordering you about is just too much for any self-respecting Goff or Snakebite to bear! To compensate for this Blood Axes are cheap - you get a lot for your points.

You can make a Nobz stand by taking a Boyz troop stand and adding a banner pole to show that the Orks are Nobz. You can also make a suitable banner out of paper to decorate the pole if you wish. An alternative and much better way of representing a Nobz stand is to use the special Nobz and banner bearer models from the Ork Invasion boxed set available separately. Stands may be made up from 1 Boss Nob, a banner bearer, 2 or 3 Nobz, and any additional Ork model to make the total up to 5.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Ork Nobz	10cm	None	+4	Bolters	50cm	2	5+	-2	Command Unit

WARBOSS

The Waa-Ork is centred upon a single mighty Ork leader called a Warboss. He fights alongside a group of select Nobz from his own household: these are the toughest Nobz and carry the best weapons. His followers may also include Meks, and other special types of Ork.

In most Waa-Orks there is only one Warboss, but sometimes two or more Waa-Orks will merge together, in which case the toughest of the Warbosses takes over the entire Waa-Ork and becomes a Warlord. This means that the Waa-Ork might have a Warlord plus one or more Warbosses. A Warboss or Warlord troop stand may be represented in the same way as a Nobz stand but it is important to mark the great leader out in some way so that he is distinguished from the other Nobz. One way of doing this is to make a much larger banner from paper and making a proper 'bosspole'. Alternatively you could place several banners on the stand to show that the Warboss is present.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Ork Warboss	10cm	None	+5	Bolter	50cm	2	5+	-2	Command Unit
Ork Warlord	10cm	None	+7	Bolter	50cm	2	4+	-2	Command Unit

ORK BOYZ

Each Ork Clan is noted for its slightly different character and traditions - a reflection of the basic genetic differences between the Orks of each Clan. When the Waa-Ork is underway all the Ork Boyz in each Clan fight together in one big formation called a **Boyz Mob**.

Each Clan provides a single Boyz Mob (as indicated on the Clan card) but the size of this Mob can be increased by adding extra Ork Boyz support cards. As each Extra Ork Boyz card adds 4 Boyz stands the most extra you can have is +20 stands (ie 5 support cards).

BAD MOONZ

Orks quite sensibly use their teeth as currency, and as the Bad Moonz' teeth grow faster than anyone else's they are the richest of all the Ork Clans. The other Orks don't see this as an unfair advantage, after all if you're hard enough you can always bash a Bad Moon on the head and steal his teeth. Bad Moonz have expensive and effective weapons, wear the best and most elaborate armour, and flaunt the most gaudy and colourful clothes in vivid yellow and black patterns.

DEATHSKULLS

After a battle the Deathskull Boyz descend on the wreckage and salvage weapons, equipment, clothes, decoration, and anything else they can get their hands on. They are tremendously good at scrounging and looting (some would say stealing!) and as a result they carry all sorts of weapons they have 'found'. They are also superstitious and often paint their skin bright blue as a good luck token. Their clothes are often patched and ragged - so as a mass they look light brown and dusty.

SNAKEBITES

Snakebite Boyz take great comfort in traditional Orky values. They cling to old ways long since abandoned by other Orks and shun certain aspects of technological innovation. They prefer to wear pale grey or light brown clothes derived from animal skins and furs.

GOFFS

Goffs are the most aggressive of all Orks - which is saying something! They pride themselves on being the most orky of all the clans - carrying the most destructive weapons and fighting even harder than the rest. Goffs like to get to where the fighting is as quickly as they can and attack their enemies at close quarters. They prefer to wear black, which is the only proper orky colour as far as they're concerned, sometimes with red trim or black and white checks.

BLOOD AXES

All the other clans distrust the Blood Axes because they associate with the filthy humans. They wear military pattern camouflage pattern clothes (very unorky), salute, and do other humanish things which no self respecting Ork would do. They have been known to deal with human mercenaries, and even with the Imperium, although such affairs are often conducted through third parties or disguised Imperium officials to maintain a pretence of proper orky behaviour. As a result the Blood Axes have human style equipment which they have traded with humans. Blood Axe Boyz Mobz even have Rhinos to carry them around. See the separate description of the Rhino in the Space Marine section.

Blood Axes are not trusted by other Orks. They have a bad reputation for being treacherous gitz, who will quite happily join the Waa then run off or let you down once the going gets tough. Other Orks don't like the Blood Axes much and won't obey Blood Axe Nobz. For this reason Blood Axe Nobz can't give orders to Orks from other Clans and so don't count as a command unit to other Orks.

EVIL SUNZ

The Evil Sunz are strangely and uncontrollably attracted towards fast vehicles and loud noises. Actually this is true of all Orks, but in the case of the Evil Sunz the attraction is especially strong. Evil Sunz like to wear red, a colour which Orks associate with speed.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Bad Moonz	10cm	None	+1	Bolter	50cm	1	5+	-2	
Deathskulls	10cm	None	+1	Bolter	50cm	1	5+	0	
Snakebites	10cm	None	+2	Bolter	50cm	1	5+	0	
Goffs	10cm	None	+3	Bolter	25cm	1	5+	-1	
Blood Axes	10cm	None	+1	Bolter	50cm	1	5+	0	
Evil Sunz	10cm	None	+1	Bolter	50cm	1	5+	0	

BOARBOYZ

The Snakebite Clan prefer riding fierce boars instead of bikes or buggies - this is typical of the Snakebites as they only feel really comfortable with good old fashioned orky ways. Boarboyz are not included in the Space Marine boxed game but they are a vital part of the Snakebite Clan, so we have included rules for them here. The Boarboyz are a separate formation but they are still part of the Clan and are bound by the Ork Command Rule explained already. A Boarboyz troop stand consists of 2 Boarboyz models, not 5 models like infantry stands, because there isn't room for any more on a 20mm square stand. The Boarboyz require gluing to the stand, or you can make your own stand from a piece of card if you prefer. Boarboyz suffer the same movement penalties and restrictions as vehicles, and so are unable to move into some sorts of terrain.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Ork Boarboyz	20cm	None	+4	Bolters	15cm	1	6+	0	

TRAKTOR KANNON

Ork Mekboyz have an intuitive grasp of force field technology, and use it more effectively than any other race. They build all sorts of large force fields and tractor beams, which they use in all kinds of ways as weapons and protective shields. The most important use of this technology is in space where an airtight bubble is used to seal spacecraft and make them habitable – Ork spacecraft don't need airtight hulls as such!

The Traktor Kannon is an typically orky weapon, and the most common of the many Ork field-technology weapons. It is sometimes fitted into turrets and carried by tanks or Gargants, but it is more usually fitted onto its own mobile carriage. The Traktor Kannon projects a tight pulse of traktor energy that pushes against the target and immobilises it, pinning it in place to prevent it moving or shooting and even squashing it.

The following special rules govern the Traktor Kannon's use on the gaming table. Roll to hit your chosen target as with any other weapon – a basic hit roll of 5 or more is required. If the target is hit, take the saving throw as normal, with the -1 modifier indicated. If the save is passed the target is unaffected. If the target fails its save it may be *immobilised* in which case it cannot move, shoot, or do anything else in its following turn, or *squashed* in which case it is destroyed.

Roll a D6 to determine the result and add +1 if the target has no basic saving throw (ie, most infantry have no save and are more likely to be squashed).

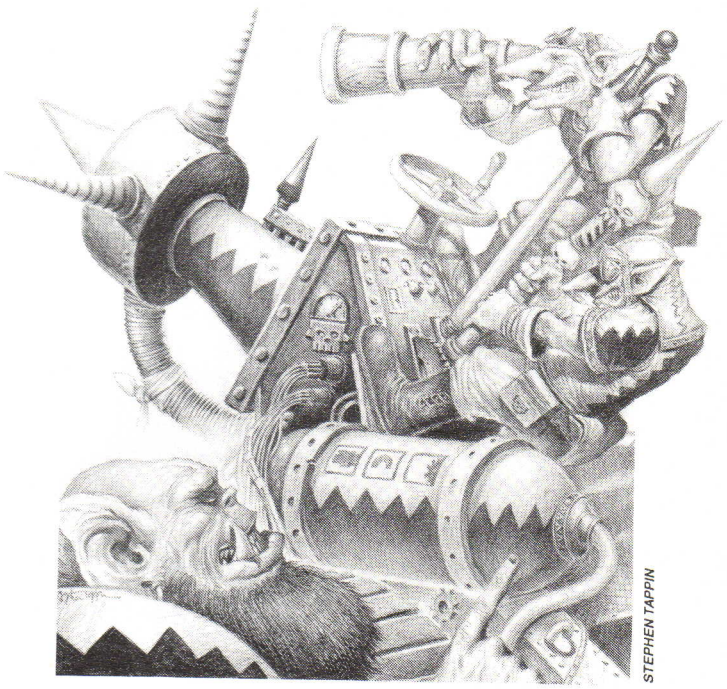
1-5 IMMOBILISED – May do nothing next turn

6+ SQUASHED – Destroyed

A Titan's shields cannot protect it from a Traktor Beam but it always counts its highest saving throw from all its areas, which means it is very hard to hit effectively.

Immobilised models can do nothing. If they are command units they cannot give orders, and in all respects they are 'out of it' while they are immobilised. Any psychic powers and bonuses the immobilised model normally confers are negated. Titans which have been immobilised can continue to use their shields but are otherwise incapable of doing anything. They cannot repair shields or damage for example.

Models which are immobilised do not have to stay in formation, but they must join their unit as soon as possible once the effects of the Traktor Kannon have worn off.


STEPHEN TAPPIN

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Traktor Kannon	15cm	None	0	Traktor Kannon	50cm	1	5+	-1	

BIKEBOYZ

As all Orks enjoy speed and loud explosions the bike is a popular weapon of war - laden with heavy cannons of course! Although not included in the Space Marine boxed set Bikeboyz are an exciting and useful part of any Ork army so we've included rules for them. Bikes are mounted two to a base in the same way as Boarboyz. Bikes are, of course, vehicles and suffer the same movement penalties and restrictions as other vehicles.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Ork Bikeboyz	30cm	None	+3	Bolters	15cm	1	6+	0	

STORMBOYZ

Many young Orks find that they are still too inexperienced and not quite big enough to make really good fighters. Impatient to get stuck in alongside the older Orks, they become rebellious and sometimes run away from their Nobz' household to join the infamous Stormboyz Korpz.

Stormboyz deliberately shun conventional Ork society and live together in special Stormboyz barracks. They wear uniforms and big shiny boots (which they even polish) and march around in step saluting their Stormboy Kaptins in a respectful, militaristic fashion. The older Orks regard all this posturing with a certain amount of amusement. As Stormboyz grow older and bigger they usually get fed up with the Stormboyz and return to their households although a few will stay on as Kaptins to lead fresh Stormboyz.

A Stormboyz Korps special card can be added to a Clan. The Ork command rule applies as normal, however, because the Korps has its own command unit (the Kaptin) it can fight in a quite remote part of the battlefield if you want. The Kaptin only counts as a command unit for the Stormboyz, not for other Orks, but the Stormboyz will respond to orders from any ordinary Ork command unit if their Kaptin is killed.

PAUL BONNER

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Ork Stormboyz	10cm	None	+1	Bolters	50cm	1	5+	0	

GRETCHIN

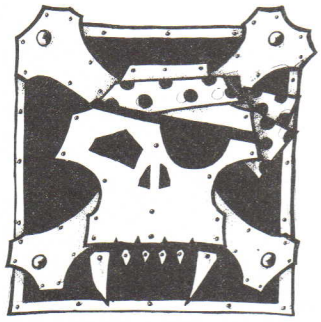
Gretchin are smaller and weaker than Orks, and so they form a class of underlings, servants and hangers-on. Every Ork Nobz household includes a number of Gretchin servants who also follow the Orks to war. They eagerly carry ammunition and supplies. When they get the chance they like to join in the fighting. As the Gretchin can only afford crude weapons like blunderbusses and shotguns they are not very good. Worse still, they have little idea of what to do, and latch on to a formation of Orks and copy them. This annoys the Orks so much that they throw rocks and rubbish at the Gretchin, who merely take this as a demonstration of comradely good humour and happily throw the stuff back!

A Gretchin Mob must be placed within 10cm of an Ork formation at the start of the game, and they will stay within 10cm of the Orks for the duration of the game. If the Orks are slain the Gretchin will latch on to the next nearest Ork formation, moving to within 10cm and following it around in the same way. The Gretchin must be given the same orders as the formation they are following as they always attempt to copy them, moving as the Orks move, firing as they fire, and so forth.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Gretchin	10cm	None	-1	Shotguns	15cm	1	4+	0	

BATTLEWAGON

Ork vehicles are built by craftsmen called Mekboyz (aided by their Gretchin servants) and every Mekboy likes to do things his own way. As a result no two Ork vehicles are ever quite the same. Having said that, there are some broadly similar designs which have become traditional. The Battlewagon is one of these tried and tested types, others include the Wartrack and the War Buggy. Although Battlewagons may differ one from another, they are still recognisably Battlewagons with broadly comparable speed, armament and general effectiveness. The Evil Sunz, who are especially keen on vehicles, have Battlewagons included in their Boyz Mobz and Nobz command units as shown on their Clan card. Other Clans can buy Battlewagons as support cards.



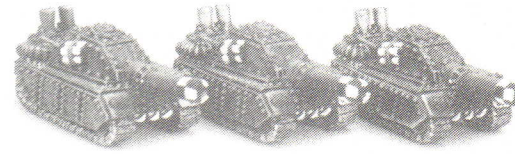
The Battlewagon moves up to 25cm. Orks love speed and are prepared to sacrifice heavy armour if it enables them to squeeze a bit more out of the engine. The Battlewagon has an armour saving throw of 4 or more, so shots bounce off its hull on the D6 roll of a 4, 5 or 6 (subject to further save modifiers of course). Orks enjoy getting to grips with their enemy, driving with such natural ferocity that enemy are scattered, knocked-over, or gunned down at close range with the vehicle's main armament. This is represented by the close assault factor of +1.

Although Battlewagons can be armed with almost any weapon the Ork Meks can fit to it, the most favoured weapon is a large bored cannon mounted in a turret of some kind - often broad and squat but sometimes tall and thin. The cannon fires powerful explosive shells which make a satisfying shrieking noise followed by a huge boom as they land. The cannon has a range of 50cm and hits on the D6 roll of a 5 or 6. On the whole the Battlewagon is a lighter and faster vehicle than the Space Marine's Land Raider and Ork players will find it is a mistake to try and take on better equipped tanks unless they have a vast advantage in numbers. The Battlewagon can carry up to 3 troop stands - Orks don't mind squashing in really tight (or even hanging to the outside).

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Battlewagon	25cm	4+	+1	Autocannon	50cm	1	5+	0	

LUNGBURSTA

The Lungbursta is a particularly well armoured and sturdy Ork battle tank. It is built and used by the Goffs, the Clan who most appreciate no-nonsense and effective weapons (and ones that produce great big explosions!). The Lungbursta's boxy exterior is well armoured and its block turret conceals a mighty battle cannon which fires explosive shells.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Lungbursta	20cm	3+	+1	Battlecannon	50cm	1	5+	-2	Goffs only

WAR BUGGY

As well as the largish wheeled Battle Wagons Meks also build small, fast, wheeled vehicles called War Buggies or just Buggies. Buggies have a crew of two Orks - a driver and the Ork who shoots the gun. Any suitable weapon can be fited to a Buggy, including auto-cannons, plasma guns, heavy bolters or whatever takes the owner's fancy.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
War Buggy	30cm	6+	+2	Autocannon	25cm	1	5+	0	

PAUL BONNER

MAD BOYZ

While all Orks behave in a way that would mark them as insane in human society there are some whose eccentricities are extreme even by Ork standards. Other Orks are happy to tolerate their strange behaviour – all the more so because Madboyz stick together and if you antagonise one the chances are his mates will soon come and sort you out. In battle the Mad Boyz' unpredictable antics are impossible to control and they are often downright dangerous to all and sundry. All the Madboyz fight together in single unit called a Mad Mob. There is no point in trying to give the Mad Mob orders because regardless of whether Ork Nobz are near it will always do what it likes. Even the Mad Boyz don't really know what they're about to do until some inspired individual yells "Charge...." or "Run forrit ladz!" To represent this, no order counter is ever placed for the Mad Mob. Instead, every turn once all other orders have been revealed a dice is rolled for them. On a 1-2 the Mob has first first orders, on a 3-4 advance orders, and on a 5-6 charge orders.

In addition, whenever there is a chance the Mad Mob will do something potty a roll is made on the Mad Boy Chart (below) to show how they react. A Mad Boy roll is made every time the unit suffers a casualty up until the unit is broken. Once the unit is broken it takes a Mad Boy roll every time it takes a casualty and every time a morale check is indicated instead of taking a morale check. Mad Boyz never check morale as such – they are far too insane to react normally to casualties or danger. Who knows how Madboyz will react - the first hint of danger can send them scurrying from the battle like frightened rabbits or turn them into savage maniacs each with the strength of 10, or (more likely) they will just do something completely bananas to the utter bewilderment of friend and foe. Most of the time the Mad Boyz simply caper about getting in everybody's way. However, sometimes the Mad Mob will do something totally unexpected and devastating, turning the tide of battle in the Orks' favour by knocking out a huge enemy tank or destroying a fortified position!

MAD BOY CHART - Roll 2D6

2 Mob turns tail and runs for it, and the Mad Boyz spend the rest of the battle in hiding, quaking with unreasoning terror. Remove the entire Mob from the battlefield. The Mob is to all intents destroyed and your opponent gains the appropriate Victory Points.

3 The Mob is suddenly distracted by some small creature. It will do nothing else until it is called upon to take another Mad Boy roll.

4 A particularly morose Mad Boy convinces the entire Mob that they are dead. The Orks all lie down and play dead. The Mob will do nothing else until it is called upon to take another Mad Boy roll. So convincing is the ploy that no enemy are allowed to shoot at the Mad Mob or fight it in close combat. Even if enemy troops move right through them the Mad Boyz will keep up the pretence of being dead.

5 Under the inexplicable conviction that all the pins have fallen from their grenades the Orks start passing their grenades about like hot potatoes until one is foresighted enough to throw the whole lot as far away as he can. To determine where the grenades land randomly select one Mad Boy stand – this is the one that throws the grenades out from the unit. Now roll a D6 and add 3 to determine the distance the grenades are thrown. Randomly determine their direction by using the scatter dice and place a burst marker over the spot indicated. Models under the burst marker are hit as if by a normal barrage and the number of barrage points is randomly determined with a D6. No modifier is applied to the armour saves.

6 The Boyz feel suddenly exposed and make for the nearest cover. Until a different Mad Boy roll is made the Mob will head towards the nearest piece of terrain and occupy it. If the nearest terrain is already occupied by enemy troops the Mad Boyz will charge them if they can (a charge order is automatically placed in the orders phase if this is the case).

7 The Mad Boyz start to argue about "wot is wrong with the Warboss's battleplan", and the Mob is quickly reduced to a scrum of squabbling Orks. The Mob can do nothing for the rest of the turn. If engaged in close combat the enemy are so baffled by the Orks' behaviour that neither side fights. Fortunately these matters are quickly forgotten so the dispute doesn't last long. The Mob returns to normal in the following turn.

8 The Mob decides that the key to winning this battle is to shoot everything they have at the nearest enemy. If the nearest enemy is out of range the Orks blast away regardless although they can't cause any damage. If the enemy is within range the Mad Mob automatically gets an extra shot. If the Mob has already shot that turn then they may shoot again immediately, regardless of the game sequence and even if the Mob is in close combat. If the Mob hasn't already shot then it fires twice in the combat phase.

9 The Boyz decide that they are invulnerable. Injured Boyz staunchly ignore their wounds and pretend that any Boyz killed are "jus pretendin". Boyz who are badly wounded will soldier on regardless and the Mob now has a saving throw of 3+ to represent their unshakeable belief in their own invulnerability. This lasts until another Mad Boy roll is made.

10 A sudden fury overtakes the Mob and the Mad Boyz become reckless, savage killers. All movement rates are doubled, their close assault factor is increased to +8, and their shooting to hit roll is now 2+. This lasts until a new Mad Boy test is made.

11 The Boyz decide to get the enemy tanks, and determinedly head towards the nearest enemy tank unit. If no tanks are visible the Orks will make do with bikes, vehicles, or artillery pieces. From now on the Orks automatically have charge orders and their movement rate is doubled. They will go straight for the nearest visible tanks and attempt to engage them in close combat. Their grim determination leaves the enemy aghast and distracts their fire, and the Mad Boyz get a saving throw of 3+ to represent this. The Mad Boyz won't shoot at all, but double their close combat dice roll score to account for their grim determination. This lasts until a new Mad Boy test is made.

12 The Mob begins a Weirdboy chant, which releases their latent psychic energy. Only a Weirdboy can control the psychic energy that is released. If there is a Weirdboy within 25cm he automatically receives an influx of +4D6 psychic energy, and the Mad Boyz' energy is drained away with no further effect. However, if there is no Weirdboy within 25cm the Mad Boyz are in trouble. The psychic energy level grows so great that the Mad Boyz literally explode – destroying themselves and sending a massive psychic shockwave across the battlefield. All troops within 25cm of the Orks must make their basic saving throw or are destroyed along with the Mad Boyz. This applies to vehicles with crews and all living creatures, but not to robots who have no minds are are therefore invulnerable to psychic shock.

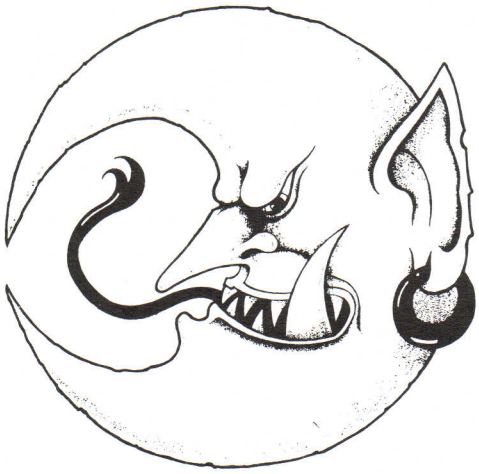
Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Ork Madboyz	10cm	None	+1	Bolters	50cm	1	5+	0	

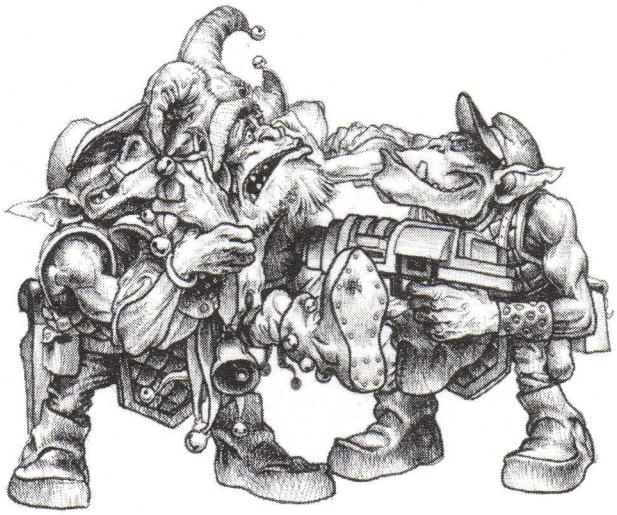
WEIRDBOY BATTLETOWER

All Orks are psychic to some extent, their minds constantly bubbling with energy that manifests itself as a general awareness of orkyness and occasionally as poltergeist activity of some sort. Some Orks are far more psychic than others, and they pick up psychic activity from other Orks like a sponge. They have no control over this process and even find it rather painful and frightening, especially when the build-up of energy become so great that it has to be released as a mighty explosion of force. These Orks are known as Weirdboyz.

Weirdboyz don't much enjoy using their powers, it hurts their heads and there is a real danger of psychic overload in which case their brains explode! As these random explosions are a danger to all and sundry, Weirdboyz are forced to live in special houses built on huge copper stilts which conduct the psychic energy away and disperse it in the ground (hopefully). They are also forced to wear special clothes, like a jester's uniform, with bright colours and a funny hat so that other Orks can see them coming and get out of the way.

Of course the potential of the Weirdboyz to cause mass destruction on the battlefield was recognised long ago. They are driven to battle in special mobile Weirdboy Battletowers, tall elegant structures which raise them above the battlefield and give them a good line of sight. Putting Weirdboyz in a tall, mobile tower also stops them running away - which Weirdboyz are prone to do as they really don't like using their powers with all the attendant risks of head explosions.





In the End Phase of every turn work out how much power the Weridboy has soaked up from the Orks around him. For every Ork Boyz or Nobz stand within 25cm the Weirdboy automatically soaks up 1 psychic energy point. For every Ork vehicle, bike stand, Dreadnought, Stompa or artillery piece within 25cm the Weirdboy soaks up 1/2 an energy point. If there is a Gargant within 25cm the Weirdboy soaks up D6 energy points (Gargants act as a focus of orkyness and so concentrate psychic power). Keep a record of this total – this is the number of points your Weirdboy will use in the next turn.

If the total reaches 20 or more the Weirdboy may have overloaded, in which case his head explodes and he is destroyed. If the total number of energy points is 20 or more roll a D6. If the roll is a 6 the poor Weirdboy's psychically swollen bonce gives way and the whole Weirdboy Tower plus any troops within 2D6cm are destroyed in a flash of psychic force.

Assuming the Weirdboy survives he can use his psychic force to shoot one or more special psychic bolts in the combat phase. The number, range and effect of the attack varies depending on the number of psychic points accumulated. As the tower is raised far above the ground the Weirdboy can shoot his psychic bolt over the heads of troops in front of him. So long as he can see the target he can fire at it. If the Weirdboy makes no psychic attacks the energy he has accumulated is automatically flared off, sending a bright sheet of power across the sky.

Energy Points	Range	Attack Dice	To Hit Roll	Target's Save Modifier
1-5	25cm	1	6+	-1
6-10	50cm	2	5+	-2
11-15	75cm	3	4+	-3
16-20	100cm	4	3+	-4
21-25	150cm	6	2+	-5
26+	200cm	8	2+	-5

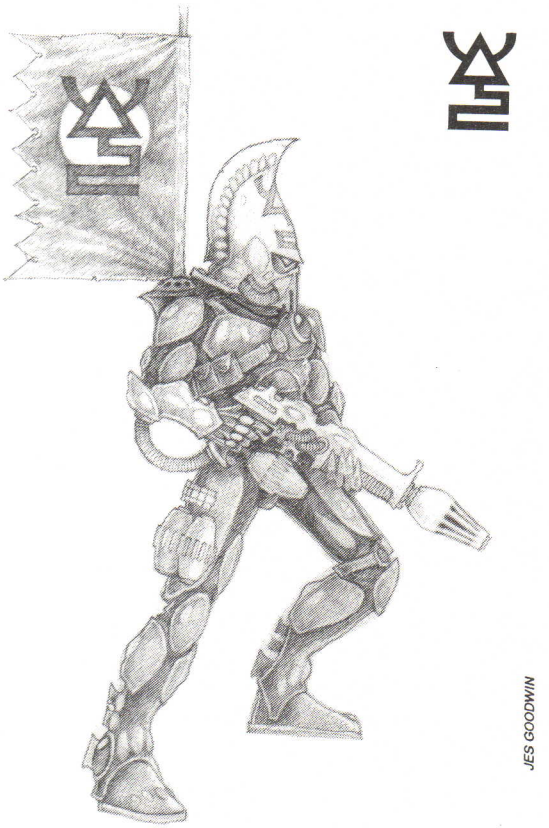
Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Ork Weirdboy	25cm	4+	+1	None	–	–	–	–	

THE ELDAR WARHOST

The Eldar way of life is quite unlike that of humans or other races. As Eldar reach maturity they choose a profession or way of life which they devote themselves to completely – perfecting their skills until they become totally accomplished. Having reached the pinnacle of achievement in one sphere they begin another, devoting themselves wholly to a new way of life until they gain complete mastery over it. As Eldar live for several hundred years they may pass through many of these cycles or Paths, as they are called.

The Eldar fighting forces are sharply divided into two types of warrior. Most Eldar, regardless of their current Path, fight as Guardians. In times of war every Eldar on a Craftworld fights if necessary, so the Guardian contingent can be very large indeed. The other type of Eldar troops are the Aspect Warriors. Aspect Warriors are Eldar currently pursuing the Path of the Warrior – they have devoted their entire lives to the study and perfection of combat. Needless to say they are extremely powerful warriors. There are many different kinds of Aspect warriors, each kind is devoted to a single aspect of warfare.

In addition to the Guardians and the Aspect Warriors there are groups of Eldar whose current Path gives them skills which can be applied directly to the battlefield. Most notable of these are the Warlocks – powerful psychics and influential leaders of Eldar society. They use their special powers of prediction to work out the army's strategy, and to influence the probabilities of success on the battlefield.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CHOOSING AN ELDAR FORCE

An Eldar army represents part of the fighting arm of a single Eldar Craftworld. To choose your force first agree the total number of points with your opponent. Then use the epic army cards to select your force. As with a Space Marine force you must choose at least 1 company card which in the case of the Eldar are called Hosts. For every Host you have in your force you may choose up to 5 support cards and 1 special card in the same way as with Space Marine forces.

As you choose forces from the epic army cards keep a record of the points value. Eldar forces are unusual in that the company type cards do not include command units. Space Marine and Ork armies include command units as part of their company cards, but Eldar command units, Warlocks, must be bought separately. Warlocks are included as support cards, so you can have up to 5 for every Host if you want. A Warlock stand is represented by placing a banner pole in an ordinary troop stand.

Special models of Warlocks, Aspect Warriors and other Eldar troops are available separately as are new Eldar vehicles and weapons of war. The following section includes rules and descriptions for a selection of additional models. The Eldar Data sheet lists all the Eldar troops discussed and also provides basic game details for our complete range of models.

GUARDIANS

Guardians carry lasguns and shuriken catapults – a special Eldar weapon which fires razor sharp steel discs. A shuriken disc can slice through armour and embed itself in the strongest steel.

Every Craftworld has its own combination of uniform colours as well as its own unique badges and banners. There are many Craftworlds, but the most well known are Alaitoc, Iyanden, Biel-Tan, and Saim-Hann. Each of these gigantic floating ship-worlds is the centre of an empire which includes many colony planets of its own.

Alaitoc Craftworld Guardians wear predominantly blue uniforms often with yellow helmets. Their banner shows the black sword.

Iyanden Craftworld Guardians wear basically yellow uniforms with blue helmets. Their symbol shows a shrine.

Biel-Tan Craftworld Guardians wear white with green helmets. Their symbol shows a heart superimposed over an Eldar rune.

Saim-Hann Craftworld Guardians wear red uniforms with white helmets. Their symbol shows a cosmic serpent.

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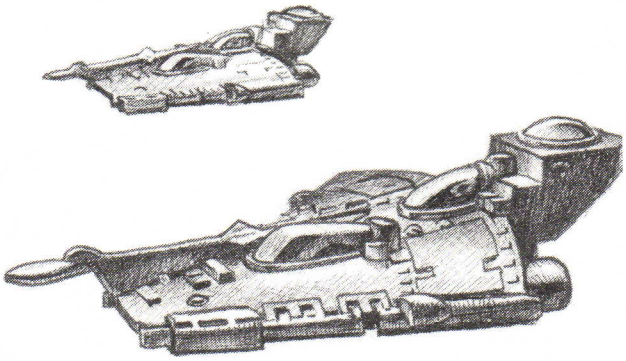
An Eldar Guardian Host card has three separate detachments of Guardians. Each detachment consists of 6 Eldar troop stands plus 3 Falcon Grav-Tanks. The Falcons can each carry 2 troop stands into battle, just like the Space Marines' Rhinos. Eldar Hosts differ from Space Marine Companies and Ork Clans in that they don't include command units. If you want command units for your Eldar you must take appropriate Warlock support cards.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Eldar Guardians	10cm	None	0	Shuriken	50cm	1	5+	0	

FALCON GRAV-TANK

The Falcon is a powerful and remarkably fast armoured tank. Like most Eldar vehicles it uses anti-gravity motors to propel it over the ground surface, skimming over minor irregularities, and sometimes using its motors to rise over the battlefield to see over woods or buildings. It is armed with a powerful laser cannon. The Falcon can also carry troops, so it is the ideal vehicle for the Eldar Guardians. The Falcon can carry the Guardians into battle and then support them using its heavy weaponry.

A Falcon can carry 2 stands, and every detachment of Eldar Guardians includes 3 Falcons as transports. Falcons also operate as independent squadrons, moving to offer their support wherever it is needed on the battlefield. Epic army cards for Eldar Guardians and Falcon Squadrons are included in the Space Marine box set.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Falcon Grav-tank	25cm	3+	+1	Lascannon	75cm	1	4+	-2	Carries 2 stands. Skimmer

WARLOCKS

Warlocks are warrior mages who have a deep and subtle understanding of the inner workings of the cosmos. Warlocks are masters of runic prediction. By casting the special Eldar Runes they can work out the strands of fate that spell success and failure on the battlefield. This enables the Warlock to accurately foretell the most successful course of action for his troops, giving them the best chance of winning. Although Warlocks can sense these strands of fate they can only make the best of all possible futures. They cannot manipulate events wholly in their favour and their efforts do not always succeed. They can also help the Eldar force directly by using their special psychic powers to attack enemy troops.

A Warlock stand is made up of 5 Eldar Warlock models representing a small group of Warlocks. No special Warlock model is provided with the Space Marine boxed game, but you can represent the Warlock stand by painting the models in different colours to your Guardians and fixing a banner pole to the base. You can also make a special banner for the pole and use an Eldar rune to indicate that the stand represents Warlocks. The Warlocks have their own transport in the form of a Falcon Grav-tank. The Warlock stand and Falcon form a command unit as described in the rules.

To represent the way in which Warlocks can accurately predict the best course of action for Eldar troops, it is not necessary to place orders for any Eldar formations within 10cm of a Warlock stand until the enemy player has placed and revealed all of his orders. This does not affect remaining Eldar formations. If a formation is not within 10cm of a Warlock stand you must choose and place orders in the orders phase as normal.

The Warlocks' psychic powers enable the stand to make one special psychic attack in the combat phase. This is treated as a separate combat attack, so the Warlocks can shoot as normal and make one of the following psychic attacks. These attacks are treated as if they were weapons, so the Warlocks must to be able to see the target to use the attack. These attacks can be used against Titans or other targets protected by shields, but the effect will be considerably reduced as the shields set up interference patterns which sap psychic energy.

If the target is a Titan with its shields up, or if a shielded Titan is within the area of a psychic storm, roll a D6 to determine the shield's effect. On a roll of 1-3 the pyschic effect is dispersed by the shield and nothing happens. On a 4-6 the shields are penetrated and fail to stop the attack. The shields themselves are not destroyed as a result of a successful psychic attack.

Mind Blast. The Warlocks project a blast of psychic energy which shreds the mind of living creatures. Choose a target within 25cm and roll a D6. On the roll of a 4, 5 or 6 the target is hit. No saving throw is allowed against a Mind Blast. A Mind Blast can be directed against a vehicle or Titan and has the same effect as a normal hit. Work out the random effect of a single hit on the Titan's head.

Psychic Lock. The Warlocks unleash a bolt of psychic energy which fixes on the target and pins it to the ground, holding it completely immobile and preventing it from shooting or fighting. Choose a single target within 75cm and roll a D6. On the roll of a 4, 5 or 6 the target is pinned to the ground, and remains pinned for the rest of the game or until it can roll a 4, 5 or 6 on a D6 during the End Phase. Whilst pinned the target can do nothing at all. If engaged in hand-to-hand fighting the target is unable to fight back. If the target is a Titan it is allowed to conduct any repairs and regenerate void shields as normal. Pinned troops ignore the normal formation rule, and do not have to stay within 6cm of their unit.

Eldritch Storm. The Warlocks conjure a storm of psychic energy which sends troops flying and creates an imprenetrable area of howling psychic wind. Take a barrage template to represent the area covered by the storm and position it within 50cm of the Warlock stand. All models under the template are struck by the storm and hurled in a random direction to a position at the storm's edge (use the scatter dice to decide which way they are flung). Any models moved in this way can do nothing else for the rest of that turn.

The Eldritch storm persists for the remainder of that game turn and then vanishes. While it is in effect no troops may move, see or shoot through it. Note that this does not stop a normal barrage being directed over the Eldritch storm by a third party who can see the target.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Eldar Warlocks	10cm	None	+2	Shuriken Pistols	25cm	1	5+	None	Psychic powers

ANTI-GRAV LASCANNON

Guardian Squads carry few heavy or specialised weapons. Instead these are carried by separate detachments equipped with lascannons mounted on anti-gravity platforms. Each weapon has a crew of two Eldar.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Anti-grav Lascannon	10cm	None	-3	Lascannon	75cm	1	4+	-2	

ASPECT WARRIORS

The Aspect Warriors embody different aspects of Khaine the bloody-handed war god of the Eldar. For example, the Swooping Hawks represent speed and mobility, the Dark Reapers have long range power, the Howling Banshees are fanatical close combat fighters, and so on.

Swooping Hawks use anti-gravity motors to glide over the battlefield, and the vanes of these motors are made to look like graceful wings. Because of their wings Swooping Hawks can move much faster than other Aspect Warriors but as a result their armour and weapons are relatively light.

Dire Avengers are equipped with the shuriken catapult and are the most tactically useful of all the Aspects. They are the most like ordinary troops without a particular speciality.

Dark Reapers carry long range missile launchers and wear heavy armour. They are slow but very powerful, and can be deployed to eliminate enemy armour from a distance.

Fire Dragons are armed with highly effective thermal weapons which can melt away armour and turn flesh to boiling liquid. They have only a short effective range but this is made up for by the devastation they cause.

Howling Banshees are fanatical close combat fighters whose piercing psychic scream unnerves the enemy as they charge into combat. This makes the Howling Banshees amongst the most deadly of all close quarter fighting troops. The psychic scream is worked out for each stand engaged in close combat before hand-to-hand combat is calculated. Roll a D6 for each Howling Banshee stand. On the roll of a 5 or 6 the Howling Banshees win that round of close combat against all their opponents regardless of their CAF. If the psychic scream doesn't work then close combat is worked out as normal. The psychic scream can be used against Titans, but a 6 is required for it to have an effect.

Striking Scorpions are also expert hand-to-hand fighters. They wear powerful armour and their helmets are fitted with piercing laser 'jaws' called Mandi-blasters. This allows the Striking Scorpions to roll an extra D6 in close combat – 3D6 instead of 2D6.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Swooping Hawks	20cm	None	+2	Lasguns	25cm	1	5+	0	
Dire Avengers	10cm	None	+2	Shurikens	50cm	1	5+	0	
Dark Reapers	5cm	6+	+1	Missile Launcher	75cm	2	4+	-1	
Fire Dragons	10cm	None	+2	Thermal Gun	25cm	1	5+	-2	
Howling Banshees	10cm	None	+6	Power Sword	None	–	–	–	Psychic Scream
Striking Scorpions	10cm	None	+6	Mandi-blaster	None	–	–	–	Roll 3D6 in close combat.

EXARCHS

If an Aspect Warrior remains at war for too long he may become trapped on the Path of the Warrior, breaking the normal cycle of Eldar life. Such Eldar are known as Exarchs, and remain warriors for the rest of their life.

Exarchs tend the shrines of the war god Khaine and wear the ancient wargear of the shrine. Their armour is far tougher than normal armour and their weapons are ancient artefacts with awesome power. The Exarch's abilities represent all the powers of the Aspect Warriors rolled into one super-warrior. The Exarch's mind is so enwrapped in the battle-rage of Khaine the bloody-handed god of war that he is virtually uncontrollable in battle.

Exarchs fight together in small independent command units. As command units they are immune to the effects of morale and so have no break point or morale value. Unlike Warlocks they have no ability to order or control other models, as once they are committed to battle they become blood-crazed slayers. Although each Exarch's powers are actually quite unique they are represented in the game by stands whose game profiles combine the various attributes of the different Aspect Warriors.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Eldar Exarch	20cm	6+	+8	Ancient Artefacts	75cm	2	3+	-1	

HARLEQUINS

Amongst the strangest of all Eldar are the followers of the Great Harlequin: the last living god of the Eldar and eternal opponent of Chaos. The Harlequins have a particular hatred of the arch-power Slaanesh, Lord of Pleasure and Bane of the Eldar. The Harlequins roam from one Craftworld to another to perform the ancient dance portraying the great decimation of the Eldar race by Slaanesh, the fall of Khaine into the material universe, and the endless struggle of the Great Harlequin against Chaos. The Harlequins are warriors of considerable power and can be found in the armies of all Craftworlds, especially fighting their great foe the forces of Chaos.

Harlequins fight in a single formation called a Harlequin Troupe, which consists of 4 Eldar troop stands. A special Harlequin model is included in the Eldar War Host miniature set, though you can also use other Eldar models to represent them if you wish. As the Harlequins wear all sorts of different clothes it is quite appropriate to mix a few Guardians or the odd spare Aspect Warrior onto the bases. Eldar Harlequins wear colourful patterned clothing and each one wears a slightly different costume. For example, some Harlequins wear quartered clothing with one arm and the opposite leg in one colour, such as blue, and the remaining arm and leg in a contrasting colour, such as red.

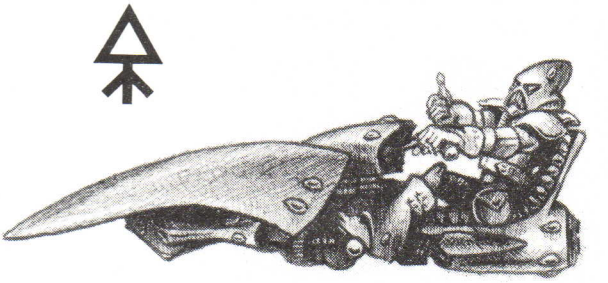
Harlequins check morale like normal troops, unless they are fighting a Chaos force, in which case they need never check morale. Harlequins are ferocious hand-to-hand fighters, the more so because the Great Harlequin watches over them and gives them extra power when they most need it. In close combat each Harlequin stand rolls 2D6 and adds its close assault factor of +6 just like other troops. However, if a Harlequin stand loses a combat the player may re-roll the 2D6 score. This represents the watchful spirit of the Great Harlequin directing extra power to his loyal followers.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Eldar Harlequin	15cm	None	+6	Shuriken Pistol	25cm	1	5+	0	Reroll close combat defeat

JET BIKES

Eldar Jet Bikes are fast and highly manoeuvrable vehicles. They are powered by advanced anti-gravity motors which propel them over the ground surface and can be used to carry them into the air above the maelstrom of battle.

A Jet Bike squadron consists of 5 stands, each with two bikes on it. Bikes are likely to be painted in the dominant colours of the Eldar Craftworld they come from. Jet Bikes can make special 'pop up' attacks as described in the rules for Skimmers and this, together with their high speed, makes them a potent striking force.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Eldar Jet Bike	35cm	None	+3	Shuriken Cannon	15cm	1	5+	-1	Skimmer

VYPER JET BIKE

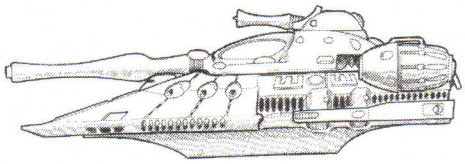
The Vyper Jet Bike is larger and heavier than the standard Jet Bike and has an additional crewman as well as a more substantial longer-ranged armament. It is employed alongside the lighter Jet Bikes to provide heavy support.

A Vyper squadron consists of 5 individual Vyper Jet Bikes. These do not need to be mounted on bases, but you can increase the stability of the models by mounting them onto either an ordinary troop stand base or a small washer, coin, or something similar.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Vyper Jet Bike	35cm	None	+3	Shuriken Cannon	25cm	2	5+	-1	Skimmer

TEMPEST

The Tempest is a large, superbly armoured and well-armed fighting machine. Like other Eldar vehicles it is powered by an anti-gravity motor which enables it to glide or skim over the ground surface and it can make 'pop-up' attacks as described in the rules for Skimmers. The Tempest is armed with an extremely potent double-barrelled Tempest laser cannon which is easily capable of destroying the most heavily armoured opponent. A turret-mounted shuriken cannon and several twin-mouted shuriken catapults on the hull provide protection against attacking infantry.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Eldar Tempest	25cm	1+	+4	Tempest Laser Shuriken Shuriken Cannon	100cm 15cm 15cm	2 2 1	4+ 6+ 5+	-3 0 -1	Skimmer

VIBRO-CANNON

The Vibro-cannon is mounted on its own anti-gravity platform and has a crew of two Eldar. It is a unique and unusual weapon. Forces generated inside the mechanism cause solid objects in front of the cannon to resonate. Vehicles shake and become unstable, troops are flung to the ground quivering uncontrollably, and even the ground itself is ripped apart as if by an invisible plough.

When you shoot a Vibro-cannon draw an imaginary line between the weapon and the target. The ground along this line is ripped up just as if a gigantic, invisible plough had driven a furrow through the ground. Any building along this line is destroyed unless it can roll its basic saving throw. Roll a D6 for any troop stand or vehicle that lies along the line, and on the roll of a 6 the vehicle or troop stand is so badly shaken that it is hit. The nominated target is hit on the D6 roll of a 5 or 6.

A model hit by the Vibro-cannon must make its armour saving roll if it has one, otherwise it is removed just as if it had been hit by a conventional weapon. Titans which have been hit by a Vibro-cannon work out damage to their legs. The Vibro-cannon transmits its shock wave along the ground so only the bottom part of the Titan's legs can be affected (if it has been knocked over then players may randomly select which area is hit in some mutually acceptable manner). For this reason the Titan's saving throw is always that for the lowest leg area.

If the Titan fails its save work out damage to the Titan using the leg location damage chart as normal. Note that the Vibro-cannon passes straight through Titan shields without damaging them in any way.

A single Vibro-cannon will be lucky to cause much damage because it has only a relatively low chance of causing sufficient resonance to inflict a hit. However, if the beams of two Vibro-cannons should cross the resulting discordance becomes far more severe – shaking the earth apart, tumbling over buildings, and ripping apart enemy troops. Where two or more beams cross any model or building is hit automatically and any armour saving throw is reduced by -1 for every Vibro-cannon firing. This means that if three beams cross saves are worked out at -3, where 6 beams cross the save is reduced by -6, and so on. This is a particularly effective way of taking out Titans, as not only does the Vibro-cannon bypass any shield but it also reduces the Titan's massive saving throw.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Eldar Vibro-cannon	10cm	None	-3	Vibro-cannon	75cm	Special Rules		–	Target hit on 5+. Intervening models on 6+.

THE TITANS

The Forge Worlds of the Adeptus Mechanicus are protected by the mighty Titan Legions and their awesome fighting machines. A Titan Legion is an army in its own right, with its own types of Adeptus Mechanicus support troops and different kinds of Titan. We have only room to include a single Titan model in the Space Marine box – more Titans and different weapons are available separately.

Titans can fight alongside any Imperial force, including Space Marines, and so the Titan model can be added to your Space Marine army if you wish. Because Titans are extremely powerful you'll need to find an opponent with a suitably large force to match it. You can fight a Space Marine or other Imperial force against Titans to represent one of the many rebellions against Imperial rule which have taken place throughout Imperial history. During the most dangerous rebellion of all, the Horus Heresy, some of the Titan Legions went over to Chaos and have fought against the Imperium ever since.

A Warlord Titan is represented by its own epic army card. Correctly speaking this is a company card which entitles you to include up to 5 Titan support cards and 1 Titan special card. These cards and details of troops will be covered in a future Space Marine supplement. This does not stop you using the Titan but it does mean you won't be able to include support or special cards for it.

WARLORD TITAN

The Warlord is the largest of the common Titan types and the mainstay of the Titan Legions. Its armoured body carries 4 of the many different weapon systems that have been developed by the Adeptus Mechanicus. In addition to the weapons included in this game, others are available separately from Citadel Miniatures either as metal castings or plastic components. As many players will wish to use these separate weapons we have included a description and game details for as many extra as we can.

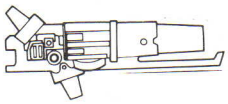
If you look at the Warlord Titan data sheet you will see that we have left the weapon details blank for you to fill in - this is so that you can write in the details of the weapons that your Titan actually has. If you use a pencil then you can rub out and replace details should you decide to change your Titan's weapons at a later date.

IMPERIAL TITAN WEAPON TABLE

Weapon	Range	Attack Dice	To Hit Roll	Target's Save Mod	Notes
Quake Cannon	100cm	1	3+	-3	
Gatling Blaster	75cm	4	5+	-1	
Laser Blaster	50cm	6	5+	0	
Chain Fist	Close Combat weapon. Roll off against opponent - causes maximum damage.				
Rocket Launcher	100cm	8 Barrage Points		0	Fire Barrage
Plasma Cannon	75cm	6	4+	-3	May not fire other weapons
Vortex Missile	See Combat section of main rules for details.				
Plasma Destructor	100cm	4	3+	-6	May not fire other weapon or move next turn.
Volcano Cannon	100cm	1	3+	-4	+3 to damage roll against Titans
Melta-Cannon	25cm	4	3+	-3	
Power Fist	Close Combat weapon. Adds D6 to combat dice score.				
Laser Burner	Close Combat weapon. Hits D6 times.				

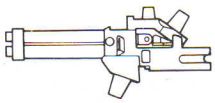
IMPERIAL TITAN WEAPONS

QUAKE CANNON



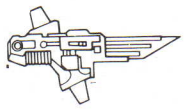
The Quake cannon is a large bore cannon which fires an extremely powerful explosive shell. A hit from a Quake Cannon can burst apart even the most resilient armour or building.

GATLING BLASTER



The Gatling Blaster fires a hail of shells from its revolving barrels, allowing the Titan to cut down waves of infantry or other poorly armoured troops.

LASER BLASTER

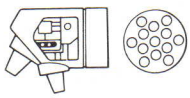


The Laser Blaster fires a hail of shots much like the Gatling Blaster except that it shoots blasts of laser energy instead of shells. It is a highly effective weapon against massed ranks of lightly armoured targets.

CHAIN FIST

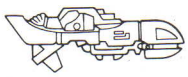
The Chain Fist is a motorised saw blade capable of ripping apart the toughest close combat opponent. Titans which carry a Chain Fist roll an extra D6 to resolve combat, add +2 to damage rolls against enemy Titans, and any building hit is destroyed unless it makes its saving throw. See the Close Combat section for details.

TITAN MULTIPLE ROCKET LAUNCHER



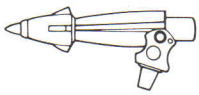
The Launcher fires a barrage of explosive rockets and is used to provide long range support fire for advancing troops.

PLASMA CANNON



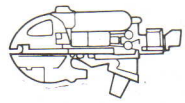
The Plasma Cannon fires a highly volatile energised matter called plasma, the same material that forms on the outer surface of the sun. When ordinary matter is struck by plasma it explodes, as its own structure is instantly turned to plasma. A Plasma Cannon requires tremendous energy to use and saps power from the Titan's other systems. If a Titan fires its Plasma Cannon it cannot fire any of its other weapons that turn - nor can the Titan use any of its special close combat weapons if it has any. This does not stop the Titan fighting in close combat by treading on things and barging them as normal.

VORTEX MISSILE



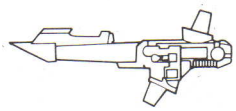
The Vortex Missile carries a deadly vortex mechanism which creates a small black-hole when the missile explodes. Anything which comes into contact with the vortex is destroyed. The vortex does not necessarily disperse immediately - it can last for several turns and also moves about in an unpredictable way! See the main rules for details. A vortex missile can only be used once, so when it has been fired it is gone.

PLASMA DESTRUCTOR



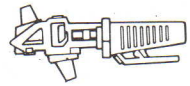
This is a bigger version of the Plasma Cannon and puts even more of a drain on the Titan's power system. It is astonishingly effective but the pay-off is also considerable. If you decide to shoot with a Plasma Destructor you may not shoot with any other weapon that turn (as with the Plasma Cannon) and you may not move at all in your following turn. The energy drain is so great that the Titan is unable to activate its normal drive motors and becomes temporarily immobilised.

VOLCANO CANNON



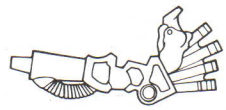
This large laser cannon fires a bolt of explosive laser energy which tears through steel and destroys the best armoured enemy. When determining damage against Titans add +3 to the damage roll.

MELTA-CANNON



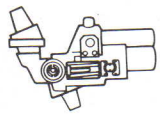
The Melta-cannon fires a blast of heat which literally melts away the target, turning metal, flesh and concrete into molten slag. It has only a short range as the heat is easily dissipated, but it is still extremely effective.

POWER FIST



This is a gigantic armoured fist surrounded by a powerful energy field which allows the Titan to tear chunks from other Titans or buildings. If the Titan hits an enemy Titan in close combat it can choose to make a grab attack with its Power Fist instead of rolling for damage as normal. To represent a grab attack the attacker nominates which Titan location he is going to grab and both sides roll a D6. The attacking Titan then adds +1 to his total, and if his score is highest he has managed to grab the nominated location and rip it apart. The enemy Titan takes maximum damage (worst result on the table). If the defender's total is highest he has slipped out of his attacker's grasp and no damage is caused. If the scores are equal the defender has slipped away but still sustains normal damage to the nominated location (D6 on the damage chart). If a Titan hits a building with a Power Fist the building is destroyed unless it can roll its saving throw with a -4 modifier.

LASER BURNER



The Burner is a searing laser beam whose energy is focused a few metres in front of the weapon. This intense energy causes bare metal to vapourise and electrically powered systems to burn out. It is used to attack other Titans. A Titan which hits another Titan in close combat can decide to strike with its Burner instead of rolling for damage as normal. The player rolls a D6 to determine the number of hits caused by the Burner. Work out each hit by choosing a target location and rolling damage as normal. A Burner can only hit a location once during the attack, so damage will be spread throughout the enemy Titan and even if the target survives it is likely to be badly damaged.

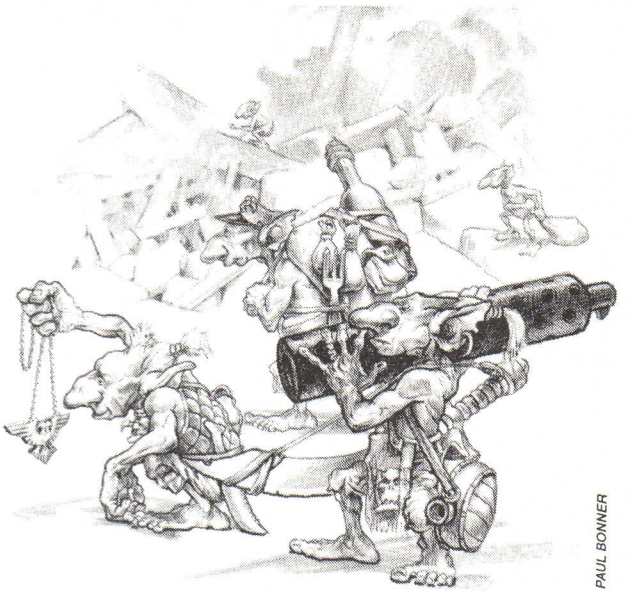
DATA SHEETS

The data sheets summarise all the game details you will need to use the various types of troop, vehicles, and the Titan provided in the Space Marine box. You will also find game details for many more of the troops, tanks and other equipment which are available as metal or plastic models from Citadel Miniatures.

There is a large range of other troops and fighting vehicles for Space Marines, Eldar, and Orks, as well as new forces in the form of Imperial Guard, Squats, and Chaos. We have included gaming details for as many of the forces available at the time of writing as we could. As new models are made the rules for them will be published in White Dwarf magazine along with more information about Space Marine and other Games Workshop games.

Many of the troops or weapons have special rules which we have not had space to include. These rules, together with the Epic Army Cards for the models are covered by the Space Marine Armies supplements.

The information on the Data Sheets is presented in the following manner.



PAUL BONNER

Troop Type: The type of troop stand, vehicle, Titan, etc.

Move: The model's speed in cms per turn.

Saving Throw: Some vehicles and a few other troops have a saving throw. This shows they are protected by especially thick armour or that they are very resistant to damage. If the model is hit the armour will stop it being destroyed if you can roll at least the number shown on a D6.

Close Assault Factor (CAF): This number represents how effective the unit is in close combat. The higher the number the better.

Weapons: The weapon(s) carried by the troops or vehicles. Some vehicles carry several weapons or weapon systems.

Range: The range of the weapon in cms.

Attack Dice: The number of attack dice represents the number of shots the troop stand or vehicle has. Most troops have 1 attack dice, which means they shoot once per turn. In some cases several attack dice are allocated to a single weapon because it is either multi-barrelled or rapid firing.

To Hit Roll: This number shows the minimum score you will need on a D6 in order to hit a target with that weapon.

Saving Throw Modifier: If a hit is scored by the weapon, and the target has a save, then the saving throw dice score is modified by the number shown here.

Notes: Any further useful information is covered here.

PAUL BONNER

ORK DATA SHEET

TROOP TYPE	MOVE	SAVING THROW	CLOSE ASSAULT FACTOR	WEAPONS	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES
ORK BOYZ									
Bad Moonz	10cm	None	+1	Bolter	50cm	1	5+	-2	
Death Skulls	10cm	None	+1	Bolter	50cm	1	5+	0	
Snakebites	10cm	None	+2	Bolter	50cm	1	5+	0	
Goffs	10cm	None	+3	Bolter	25cm	1	5+	-1	
Blood Axes	10cm	None	+1	Bolter	50cm	1	5+	0	
Evil Sunz	10cm	None	+1	Bolter	50cm	1	5+	0	
BIKEBOYZ	30cm	None	+3	Bolters	15cm	1	6+	0	
BOARBOYZ	20cm	None	+4	Bolters	15cm	1	6+	0	
WILDBOYZ	10cm	None	+3	Axes	None	None	None	0	
STORMBOYZ	10cm	None	+1	Bolters	50cm	1	5+	0	
MADBOYZ	10cm	None	+1	Bolters	50cm	1	5+	0	
NOBZ	10cm	None	+4	Bolters	50cm	2	5+	-2	Command Unit
WARBOSS	10cm	None	+5	Bolter	50cm	2	5+	-2	Command Unit
WARLORD	10cm	None	+7	Bolter	50cm	2	4+	-2	Command Unit
GRETCHIN	10cm	None	-1	Shotguns	15cm	1	4+	0	
ORK FREEBOOTERZ	10cm	None	+1	Bolters	50cm	1	5+	0	
BATTLEWAGON	25cm	4+	+1	Autocannon	50cm	1	5+	0	
WAR BUGGY	30cm	6+	+2	Autocannon	25cm	1	5+	0	
TRAKTOR KANNON	15cm	None	0	Traktor Kannon	50cm	1	5+	-1	
LUNGBURSTA	20cm	3+	+1	Battlecannon	50cm	1	5+	-2	Goffs only
GUTRIPPA	20cm	3+	+4	Battlecannon	50cm	1	5+	-2	Goffs only
GIBLET GRINDA BATTLE FORTRESS	15cm	1+	+8	Autocannon	50cm	5	5	-1	Deathroller
SKULLHAMMA BATTLE FORTRESS	15cm	1+	+4	Battlecannon	75cm	2	4+	-2	
BONECRUNCHER	20cm	4+	+4	Autocannon	50cm	2	5+	-1	Deathroller
BONEBREAKER	20cm	4+	+4	Battlecannon	75cm	1	4+	-2	Deathroller
BRAINCRUSHA	15cm	4+	0	Braincrusha Cannon	100cm	1	3+	-3	
BOWEL BURNA	30cm	5+	+1	Scorcher	15cm	1	4+	0	Ignores to hit modifier for cover. Evil Sunz only.
GOBSMASHA	25cm	5+	0	Autocannon	50cm	1	5+	0	Evil Sunz only
SPLEENRIPPA	30cm	5+	0	Battlecannon	75cm	1	4+	-2	Evil Sunz only
WARTRACK	30cm	6+	+1	Autocannon	50cm	1	5+	0	
SCORCHER	30cm	6+	+1	Scorcher	15cm	1	4+	0	Ignores to hit modifier for cover

IMPERIAL DATA SHEET

UNIT TYPE	MOVE	SAVING THROW	CLOSE ASSAULT FACTOR	WEAPONS	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES
LAND RAIDER	20cm	2+	+3	Lascannon Bolters	75cm 15cm	2 1	5+ 6+	-2 0	May carry 2 troop stands.
RHINO	25cm	4+	0	Bolters	15cm	1	6+	0	May carry 2 troop stands.
PREDATOR TANK	25cm	3+	0	Autocannon Lascannon	75cm 75cm	1 2	5+ 5+	-1 -1	
VINDICATOR	20cm	2+	+2	Thunderer	50cm	1	4+	-3	Ignores to hit modifiers for cover.
WHIRLWIND	20cm	4+	0	Multi-launcher	150cm	2 Barrage Points		0	Fires barrage.
LAND SPEEDER	30cm	None	+3	Multi-melta	25cm	1	3+	-2	Skimmer.
LEMAN RUSS TANK	20cm	3+	+2	Battlecannon Lascannon Bolters	75cm 75cm 15cm	1 1 1	5+ 5+ 6+	-2 -1 0	
BASILISK	15cm	5+	0	Earth Shaker Artillery Cannon	150cm	2 Barrage Points		-2	May fire 2 barrages per turn.
BOMBARD	10cm	5+	0	Siege Mortar	50-150cm	3 Barrage Points		-3	Fires barrage.
MANTICORE	15cm	5+	0	Rockets	200cm	6 Barrage Points		0	Fires barrage. 1 turn to reload.
SHADOW SWORD SUPER HEAVY TANK	10cm	1+	+6	Volcano Cannon Lascannon Bolters	100cm 75cm 15cm	1 2 6	3+ 5+ 6+	-4 -1 0	Volcano cannon adds +3 to damage rolls vs Titans.
BANEBLADE SUPER HEAVY TANK	10cm	1+	+8	Battlecannon Lascannon Bolters	75cm 75cm 15cm	2 2 10	4+ 5+ 6+	-2 -1 0	
TERMITE	15cm	4+	+1	None					May carry 2 troop stands.
MOLE	15cm	3+	+3	None					May carry 4 troop stands.
HELLBORE	15cm	1+	+5	None					May carry 12 troop stands.
LANDING POD Assault Support Deathwind	Special	4+	0	None Plasma Cannon Bombs	75cm 10cm	1 Special	5+ 4+	-2	Opens on a 3+ Carries 2 stands. Special rules.
GORGON SUPER HEAVY ASSAULT CARRIER	10cm	1+	+4	Bolters Mine Thrower	15cm 15cm	4 1	6+ 4+	0 -3	May carry 4 troop stands.

IMPERIAL DATA SHEET

TROOP TYPE	MOVE	SAVING THROW	CLOSE ASSAULT FACTOR	WEAPONS	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES
SPACE MARINES									
Tactical Marines	10cm	None	+2	Bolters	50cm	1	5+	0	Jump Packs.
Assault Marines	15cm	None	+3	Pistols/Swords	25cm	1	5+	0	
Devastator Marines	10cm	None	+2	Hvy Weapons	75cm	2	5+	-1	
Marine Scouts	10cm	None	+2	Bolt Pistols	50cm	1	5+	0	
Marine Veterans	10cm	None	+4	Bolters	50cm	1	5+	0	
TERMINATORS	10cm	6+	+6	Storm Bolters	25cm	2	4+	-1	
SPACE MARINE COMMAND UNITS									
HQ Unit	10cm	None	+4	Bolt Pistols	25cm	2	5+	0	Imperial troops within 10cm +1 morale.
Chaplain	10cm	None	+4	Bolt Pistols	25cm	2	5+	0	Imp. troops within 10cm +1 CAF.
Medic	10cm	None	+2	Bolt Pistols	25cm	1	5+	0	Imperial troops within 10cm save on 5+.
Terminator HQ	10cm	6+	+7	Storm Bolters	25cm	2	4+	-1	Imp. troops within 10cm +1 morale.
IMPERIAL GUARD									
Tactical Troops	10cm	None	0	Lasguns	50cm	1	5+	0	Jump Packs.
Assault Troops	15cm	None	+1	Pistols/Swords	25cm	1	5+	0	
Support Troops	10cm	None	0	Hvy. Weapons	75cm	2	5+	-1	
IMPERIAL BIKE	30cm	None	+3	Bolters	15cm	1	6+	0	
BEASTMEN	10cm	None	+3	Swords/clubs	None	None	None	0	
OGRYNS	10cm	6+	+6	Ripper Gun	10cm	1	4+	-1	
RATLING SNIPER	10cm	None	-1	Sniper Rifle	50cm	1	5+	0	Special Rules.
ROUGH RIDERS	20cm	None	+3	Hunting Lance	25cm	1	6+	0	
GUARD COMMAND									
Section HQ	As Guard platoon type								Part of platoon unit.
Company HQ	10cm	None	+2	Pistols + Sword	25cm	2	5+	0	Section HQ unit must stay within 50cm.
Commissar	10cm	None	+4	Pistols + Sword	25cm	2	5+	0	May give orders to any Imperial Guard unit.
DREADNOUGHTS	10cm	5+	+2	Auto-cannon	75cm	1	5+	0	
ROBOTS	10cm	5+	+2	Auto-cannon	75cm	1	5+	0	Special Rules.
RAPIER	10cm	None	-3	Las. Destroyer	50cm	1	4+	0	
TARANTULA	10cm	None	-3	Las-cannons	75cm	1	5+	-2	
MOLE MORTAR	5cm	None	-3	Mole Mortar	150cm	1 Barrage Point		0	Fires Barrage.
THUDD GUN	5cm	None	-3	Thudd Gun	75cm	2 Barrage Points		0	Fires Barrage.
SENTINEL	25cm	6+	+2	Autocannon	50cm	1	4+	0	

ELDAR DATA SHEET

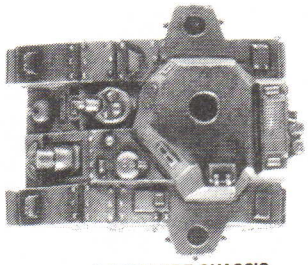
TROOP TYPE	MOVE	SAVING THROW	CLOSE ASSAULT FACTOR	WEAPONS	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES
GUARDIANS	10cm	None	0	Shuriken	50cm	1	5+	0	
ASPECT WARRIORS									
Swooping Hawks	20cm	None	+2	Lasguns	25cm	1	5+	0	
Dire Avengers	10cm	None	+2	Shurikens	50cm	1	5+	0	
Dark Reapers	5cm	6+	+1	Missile Launcher	75cm	2	4+	-1	
Fire Dragons	10cm	None	+2	Thermal Gun	25cm	1	5+	-2	
Howling Banshees	10cm	None	+6	Power Sword	None	–	–	–	Psychic scream
Striking Scorpions	10cm	None	+6	Mandi-blaster	None	–	–	–	Add 3D6 in combat
WARLOCKS	10cm	None	+2	Shuriken Pistols	25cm	1	5+	None	Psychic Powers
EXARCHS	20cm	6+	+8	Ancient Artefacts	75cm	2	3+	-1	
HARLEQUIN	15cm	None	+6	Shuriken Pistol	25cm	1	5+	0	
ELDAR JET BIKE	35cm	None	+3	Shuriken Cannon	15cm	1	5+	-1	Skimmer
VYPER JET BIKE	35cm	None	+3	Shuriken Cannon	25cm	2	5+	-1	Skimmer
FALCON GRAV-TANK	25cm	3+	+1	Lascannon	75cm	1	4+	-2	Carries 2 stands. Skimmer
TEMPEST	25cm	1+	+4	Tempest Laser	100cm	2	4+	-3	Skimmer
				Shuriken	15cm	2	6+	0	
				Shuriken Cannon	15cm	1	5+	-1	
ANTI-GRAV LASCANNON	10cm	None	-3	Lascannon	75cm	1	4+	-2	
VIBRO-CANNON	10cm	None	-3	Vibro-cannon	75cm	Special Rules		–	Target hit on 5+. Intervening models on 6+.
DREADNOUGHT	15cm	5+	+2	Lascannon & Power Fist	75cm	1	5+	-2	
WRAITHGUARD	10cm	6+	+2	Wraith Cannon	50cm	1	5+	-1	

SQUATS

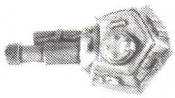
TROOP TYPE	MOVE	SAVING THROW	CAF	WEAPONS	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MOD.	NOTES
ATTACK SQUAD	10cm	None	+2	Bolt Pistols	25cm	1	5+	0	
COMBAT SQUAD	10cm	None	0	Lasguns	50cm	1	5+	0	
WARLORD	10cm	6+	+6	Bolters/Pistols	50cm	2	5+	-2	Command unit
HEARTHGUARD	10cm	6+	+6	Bolters/Pistols	50cm	1	5+	-2	
GUILD BIKERS	30cm	None	+4	Bolters	15cm	1	6+	0	
GUILD TRIKE	30cm	None	+4	Multi-melta	25cm	1	3+	-2	

IMPERIAL TANKS & WAR MACHINES

BANEBLADE
SUPER HEAVY BATTLETANK



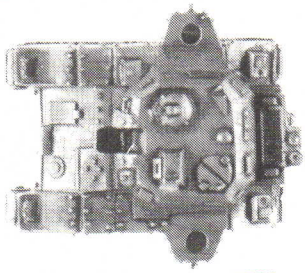
BANEBLADE CHASSIS
072714/32



BATTLE CANNON/
LAS-CANNON
TURRET
072714/34

SPONSON
TURRETS 1
072714/33

SHADOWSWORD
SUPER HEAVY TANK DESTROYER

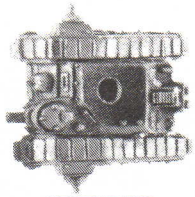


SHADOWSWORD CHASSIS
072714/40

DEFENCE LASER
072714/41

SPONSON
TURRETS 2
072714/42

LEMAN RUSS
BATTLE TANK

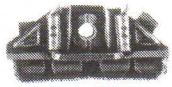


LEMAN RUSS
CHASSIS
072714/50

BATTLE CANNON
TURRET
072714/49

PREDATOR

AUTO CANNON
TURRET
072714/4



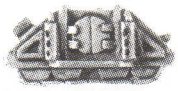
PREDATOR
LEFT SIDE
072714/2

PREDATOR
CHASSIS
072714/1

LAS-CANNON
SPONSON'S
072714/5

PREDATOR
RIGHT SIDE
072714/3

WHIRLWIND



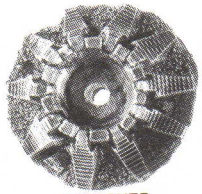
WHIRLWIND
SIDES
072714/7

WHIRLWIND
CHASSIS
072714/6

WHIRLWIND
MULTI LAUNCHER
072714/8

DEPLOYED
DROP POD

DROP POD
072714/35



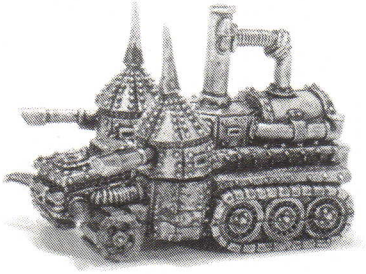
DEPLOYED
DROP POD SHELL
072714/36

ASSAULT POD
CARGO
072714/38

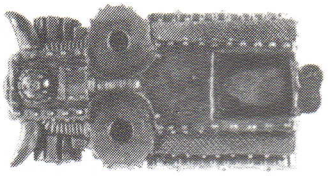
SUPPORT POD
CARGO
072714/37

DEATHWIND
CARGO
072714/39

ORK BATTLEWAGONS



SKULL HAMMA



SKULL HAMMA CHASSIS
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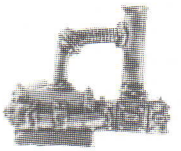

BOILER
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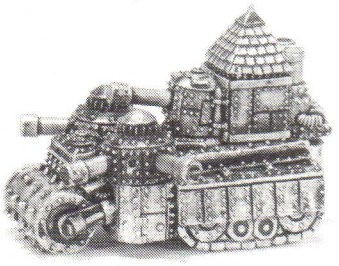
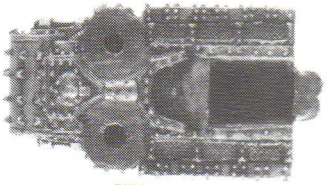
ORK BATTLE CANNON TURRET 1
072789/3



GIBLET GRINDA



GIBLET GRINDA CHASSIS
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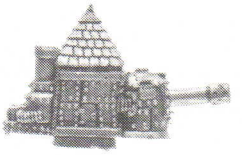
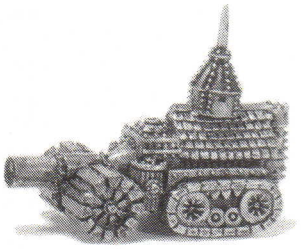
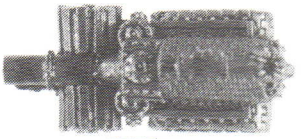
ORK BATTLE CANNON TURRET 2
072789/24



BATTLE CANNON/ OBSERVATION TOWER
072789/23



BRAIN CRUSHA



BRAIN CRUSHA WITH MACRO CANNON
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OBSERVATION TOWER
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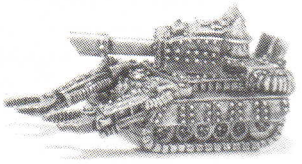

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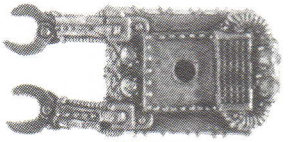

GUT RIPPA CHASSIS
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ORK BATTLE CANNON TURRET 3
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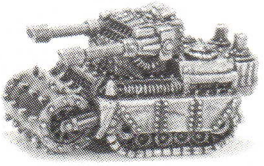
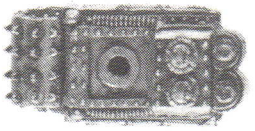


BONE CRUNCHA



BONE CRUNCHA CHASSIS
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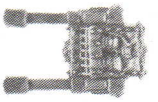

DUEL AUTO CANNON TURRET
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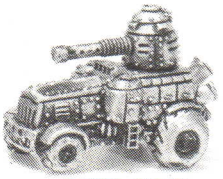
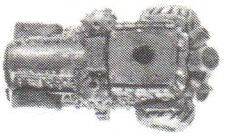


BOWEL BURNA



BOWEL BURNA CHASSIS
072789/25

ORK BATTLE CANNON TURRET 4
072789/26

TERRAIN CHART

	TO HIT	INFANTRY	VEHICLE	TITAN
Buildings / Trenches / Bunkers	-2	No effect	Impassable	Impassable
Fox holes, rocks, rubble, craters, broken ground	-1	No effect	Difficult	No effect
Hill	0	No effect	No effect	No effect
Marsh	0	Impassable	Impassable	Impassable
River	0	Impassable	Impassable	No effect
Woods	-1	No effect	Impassable	Difficult

Difficult: The terrain is crossed at half move rate.
Impassable: The terrain may not be entered, and may only be crossed if it is possible to step, jump or fly over it.
Buildings: Show that a unit has entered a building by placing it on the roof. You may only place as many troops in a building as will fit on its roof.

TERRAIN TABLE

Number of terrain pieces per 2' by 2' area: 1-2 = One, 3-4 = Two, 5-6 = Three.

	1	2	3	4	5	6
1	Hill	Hill	Hill	Woods	Woods	Rubble
2	Woods	Woods	Woods	Woods	Hill	Craters
3	Hill	Town	Town	Hill	Woods	Hill
4	Town	Hill	Town	Town	Town	Woods
5	Town	Craters	Town	Town	Town	Town
6	Town	Hill	Woods	River	Marsh	Town

BUILDING TABLE

CONSTRUCTION MATERIAL	SAVING ROLL (2D6)
Light (Wood, mud bricks)	6+
Standard (Bricks, concrete)	4+
Reinforced (Forticiations)	2+

VICTORY POINT TABLE

CONDITION	EFFECT
REDUCE AN ENEMY ARMY CARD TO ITS BREAK POINT	SEE CARD
CAPTURE AN OBJECTIVE COUNTER	+5VP
LOSE AN OBJECTIVE COUNTER	-5VP

BARRAGE TABLE

TOTAL BARRAGE POINTS	TO HIT ROLL
1-2	6+
3-4	5+
5-6	4+
7-8	3+
9 OR MORE	2+

VICTORY LEVEL TABLE

GAME BATTLE VALUE	NUMBER OF VP'S REQUIRED TO WIN
UP TO 1,000	30
UP TO 2,000	35
UP TO 3,000	40
UP TO 4,000	45
UP TO 5,000	50
ETC	ETC

SPACE MARINE PLAY SHEET

SEQUENCE OF PLAY

ORDERS PHASE
Place order counters. Both players roll a D6 to determine initiative. Reveal orders.

MOVEMENT PHASE
The player who won the initiative decides to move 1st or 2nd. The 1st player moves his forces. The 2nd player then moves his forces.

COMBAT PHASE

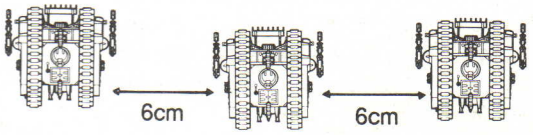
1. **First Fire Segment**
2. **Close Combat Segment**
3. **Advancing Fire Segment**

Players alternate firing, firing one unit (detachment, squadron, Titan, HQ unit, etc) at a time, starting with the player who won the initiative.

END PHASE
Record Victory Points. If a player reaches his target VP he has won! Repair damaged Titan void shields. Check morale for units broken that turn. Check morale for falling back troops who want to rally. Broken troops who fail their morale check fall back and are routed or destroyed if they fail a further check.

FORMATIONS

A unit (detachment, squadron, HQ unit, etc) must maintain its *formation* at all times when possible. Each model or stand in the unit must be no further than 6cm from its neighbour, forming a chain or compact clump. Where transport vehicles are unable to maintain formation with faster moving foot troops due to impassable terrain they are placed as close as possible.



3 Land Raiders in Formation

BARRAGE

Direct barrages never scatter – place the template over the target and work out damage from the Barrage Table overleaf. Indirect barrages may scatter 2D6cm off target as indicated by the scatter dice. A unit must have first fire orders to shoot an indirect barrage and the target must be visible to at least one model on your side.

ORDERS

Order counters are placed for each formation in the order phase. Place counters face down and reveal simultaneously. Note that Eldar Warlocks allow formations within 10cm to place orders *after* other orders have been revealed. Also note that Ork formations can only be given orders if there is a command unit within 10cm. Otherwise Orks revert to their traditional behaviour (see rules).

FIRST FIRE
May nor move. Fire in the first fire segment.

ADVANCE
Move in the movement phase. Fire in the advancing fire segment.

CHARGE
Move at double rate in the movement phase. May not shoot - but may fight close combat with enemy.

If you forget to give units orders troops may not move but may shoot in the advancing fire phase (see special rules for Orks). Command units do not need orders – they may move in the movement phase and shoot in the first fire segment.

COMBAT

SHOOTING
For each shot roll D6 to hit as shown on the data sheets. Apply any to hit modifiers for terrain. Targets which are hit must make their saving roll or are removed as casualties. Reduce saves by -1 for side shots, and -2 for rear shots. Command units may only be shot at if they are the closest troops.

CLOSE COMBAT
Roll 2D6 for each side and add close assault factors. The highest score is the winner and the loser is removed (or sustains 1 hit in the case of Titans). No armour saves apply in close combat.

For multiple combat fight one 'pair' at a time. The 2nd combatant adds a further D6, the 3rd D6+2, and so on.

Troops on first fire orders may shoot against close combat opponents who engaged that turn.

Only Skimmers can pin Skimmers in close combat, and Titans can only be pinned by another Titan.

POP-UP ATTACKS
Skimmers with first fire orders can make special pop-up attacks over concealing cover. Only enemy on first fire orders can return fire.

MORALE

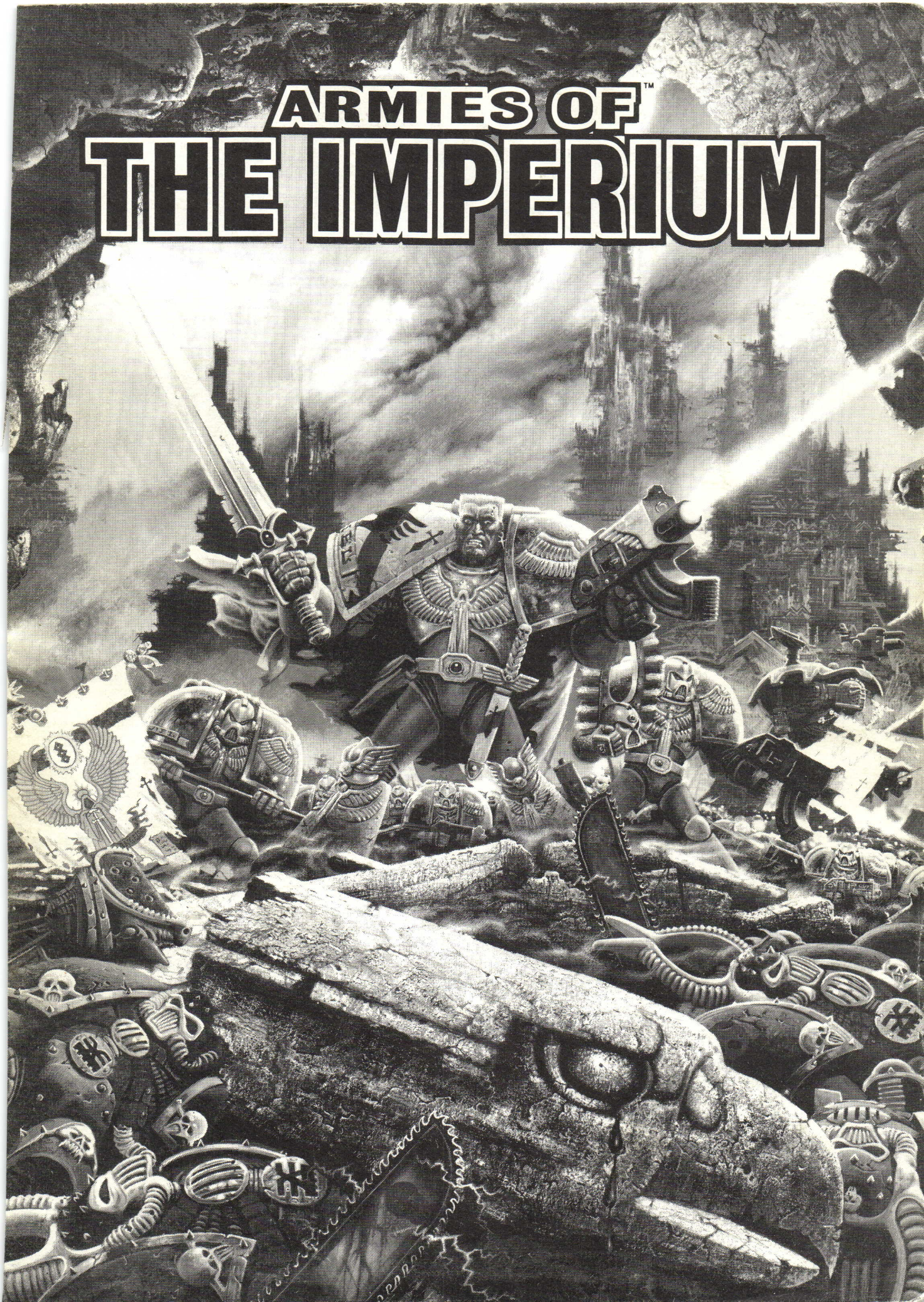
Roll a D6 for each unit to be tested. If the score is equal to or greater than the unit's morale value it has passed. Troops which fail a morale check must fall back. A fall back counter is placed next to the unit. The unit moves away from the enemy at double rate and may not shoot. In close combat they fight with a -2 penalty. Falling back troops are routed and removed from play if they fail a another morale check.

Check morale in the following instances:

1. Broken that turn.
2. Broken troops are engaged in hand-to-hand combat. Test at start of combat phase.
3. Attacked by daemons or otherwise, as identified by the rules.
4. Wanting to rally.

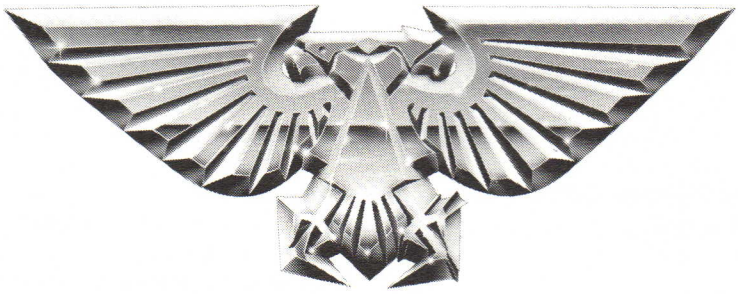
A falling back unit may attempt to rally by taking a morale test. If successful the fall back counter is removed and the unit ceases to fall back.

ARMIES OF™ THE IMPERIUM



ARMIES OF THE IMPERIUM™

By Jervis Johnson & Rick Priestley



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ARMIES OF THE IMPERIUM

Armies of the Imperium describes the different sorts of Space Marines and Imperial Guards that make up the vast armies of the Imperium. This volume contains all the rules for every model available at the time of going to press, and therefore includes details for many new models and cards for new formations. We have also incorporated the relevant rules from the Space Marine rule book in order to provide a complete single reference volume for Imperial armies.

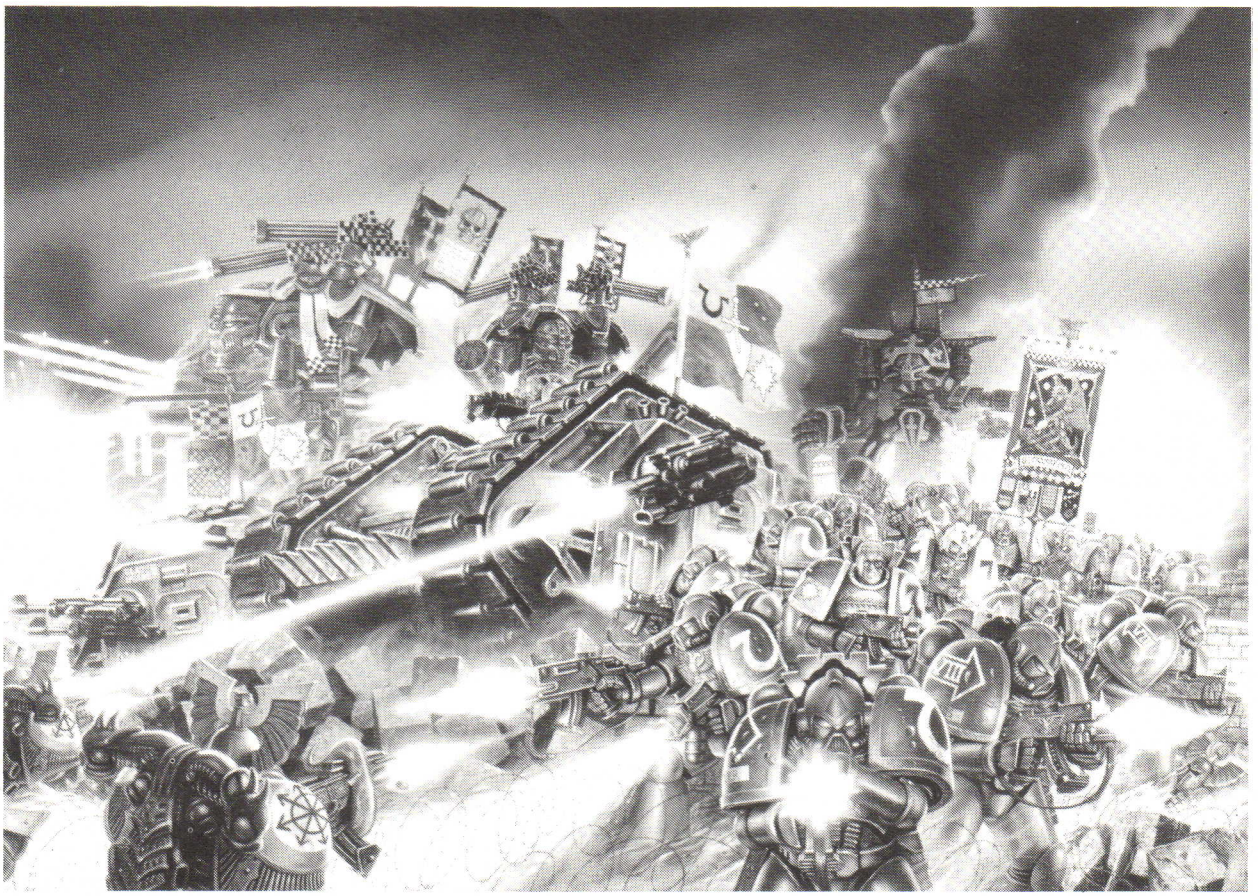
In the light of playing experience and useful comments from Space Marine gamers we have revised a few of the data sheet details to fit in better with new models or formation sizes. All the current data sheets for Imperial Guard and Space Marines are reproduced in the middle of this book.

Although they can also form part of Imperial armies, Titans and Squats are not covered by this volume, but will be described fully in further Space Marine supplements.

The new epic army cards describe many new formations for Space Marines and Imperial Guard. There are also a number of unique cards for the four Chapters covered in detail by this volume – Ultra Marines, Space Wolves, Blood Angels and Dark Angels, which can be used alongside the original cards from the Space Marine game.

You will notice that the new cards have been coloured in a distinctive fashion so you can tell the Imperial forces apart and differentiate them from other races' armies. You can extend this colour coding to your existing black and white cards by using coloured markers or adhesive labels if you want. There is certainly nothing to stop you combining original and new cards, or several sets of the new cards.

The actual number of cards supplied with the game is not intended to provide a limit on your forces. The points values and rules governing which cards you can combine already provide sufficient



GERRY GRACE

limitations to ensure a fair and challenging game. Ambitious players with huge armies may wish to photocopy existing cards to make new sets. You are allowed to do this so long as the cards are for your personal use only. In the future we hope to release separate sets of cards to enable players to augment their forces more easily.

Everything in this volume and all the cards are up to date at the time of printing. New Citadel models will be advertised in White Dwarf magazine and new rules and epic army card details will be provided for them at the same time.

THE IMPERIAL ARMY

In many cases Imperial armies consist of combined Space Marine and Imperial Guard forces, and players may well want to assemble their own armies in this manner. A few players may prefer to collect only Space Marine or Imperial Guard, and this is entirely up to them of course! As well as Space Marines and Imperial Guard, Imperial armies are also likely to include Titans and Squats, although they are not described in this volume.

An Eldar craftworld will sometimes ally with Imperial forces for the duration of a specific battle or campaign, but they remain aloof from humans and prefer not to get involved in combined operations. This is quite different to the Squats whose worlds are independent, but very closely allied with the Imperium, and who fight alongside Imperial Guard and Space Marines.

To combine Imperial Guard, Space Marines or Squats into a single army then choose two or three separate forces using the appropriate epic card sets. The total points value of your army can be divided in any way between the different types. Bear in mind you have to choose each force separately – you cannot use Space Marine company cards to entitle you to Guard or Squat support cards.

For example, you might wish to field a 5000 point force which consists of 2,400 points of Space Marines, 1,500 points of Imperial Guard, and 1,100 points of Squats. This gives you the advantage of being able to field top class Space Marine troopers alongside Imperial Guard super heavy tanks and Squat bikers. The disadvantage of this option is that you will reduce the points available for support and special cards, as you will have to include at least one company card from each force.

If you wish, you can also include Eldar allies in your Imperial army. Eldar are fiercely independent and their attitude to humans is ambivalent to say the least. Sometimes humans attempt to settle worlds which the Eldar consider their own, having seeded them in eons past to create habitable environments. This can lead to conflict and even prolonged

WAYNE ENGLAND

warfare, but ultimately both sides realise that they have more to gain by cooperation.

While no Eldar commander would place himself or his forces under the direct control of the Imperium, Eldar and Imperial forces sometimes cooperate to achieve a common objective. Usually this takes the form of armies fighting across different parts of a warzone, or Eldar space fleets clearing enemy shipping while Imperial ground forces attack planetary strong points, but occasionally Eldar and human armies find themselves thrown together by the fortunes of war.

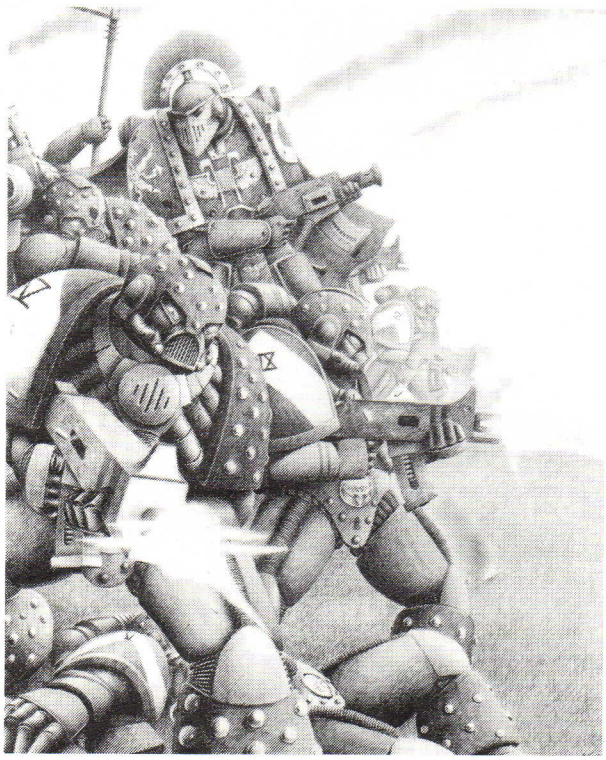
With a few restrictions, Eldar can be included as allies in an Imperial force. It wouldn't really be fair to allow Imperial players unrestricted use of Eldar, so no Imperial army can include more than 50% of its total points value as Eldar troops.

As with combined Squats, Imperial Guard and Space Marine forces you must choose the Eldar force separately – you cannot use Space Marine company cards to entitle you to Eldar support cards. Remember too that many of the Space Marine command unit bonuses *only* apply to Imperial Guard and Space Marines and *not* to Squats and Eldar fighting alongside them.

SPACE MARINES

The Space Marines are the finest warriors in the entire Imperium. They are divided into about a thousand different Chapters, each an independent fighting force with its own armouries and spacefleets. Almost every Chapter rules over a planet which serves as its operational base and often forms its main recruiting ground as well. Unlike most worlds in the Imperium Space Marine homeworlds are not obliged to provide tithes for the Adeptus Terra or recruits for the Imperial Guard. Instead their entire resources go to maintain the Space Marine Chapter. Some Space Marine homeworlds are large with a substantial population of ordinary humans. Others are small with little or no native population so that recruits have to be taken from elsewhere in the Imperium.

The inhabitants of most of these worlds are aware that their lords and masters are Space Marines but this is not always the case. A few homeworlds are primitive, such as Fenris, the world of the Space Wolves, where the natives revere their masters as divine beings who live on the mountain tops. On other worlds the inhabitants remain totally unaware of the Chapter's presence or even know nothing of the Imperium at all. Their products and resources are secretly directed to the hidden Space Marine base by the few powerful individuals privy to the truth.



ADRIAN SMITH

There are a great many Chapters scattered throughout the galaxy. We have chosen to describe four in detail: the Space Wolves, the Dark Angels, the Ultramarines and the Blood Angels. These are probably the most famous Chapters of all, and also show how diverse the Space Marines can be in organisation and character. Of course, we will never be able to describe every Chapter, so there is plenty of opportunity for you to invent your own if you want, making up their organisation and uniform details to your own liking. For those of you who wish to pursue this more individualistic approach the following details will provide you with a basis to work from and examples to consider.

IMPERIAL ARMIES

Space Marines form an important part of the Imperial Army. Players can choose to have their army formed entirely of Space Marines, just as it can be formed entirely of Imperial Guard, but it is more common to mix the two forces together into one army. The Space Marine part of the army is chosen using the Space Marine epic army cards. You can use the original cards supplied in the Space Marine game and the new cards from the Armies of the Imperium supplement. The new Space Marine cards are indicated by an Imperial eagle symbol and red coloured band (you can use coloured pens or pencils to colour your black and white cards too if you wish). Some cards represent units from specific Chapters, such as the Dark Angels Deathwing, and these cards are indicated by the Chapter symbol. How you use the card pack depends on what kind of Space Marine force you want to represent.

CHOOSING SPACE MARINES

A Space Marine force may be assembled from the epic cards in the manner described in the Space Marine rule book. Having decided on your points total choose cards to represent your force. You must chose at least 1 company card, though you can choose more if you wish. For every company card you can choose up to 5 Space Marine support cards and 1 Space Marine special card.

MIXED CHAPTERS

Space Marine Chapters often fight together in armies of several Chapters. In large wars as many as twenty Chapters might be banded together into one army. Usually such an army would also include

Imperial Guard and Titans. Imperial players may field a mixed force of Space Marines too; there is no need for your army to restrict itself to just one Chapter.

It is easy to assemble a mixed force of Space Marines by painting units to represent different Chapters. Chapters are mostly distinguished by their armour colour, so collecting several different Chapters enables you to vary the colour schemes of your units.

A mixed force can include any of the Chapters discussed in detail in this volume, those illustrated in the Warhammer 40,000 books, or Chapters you have invented yourself. So, for example, you might choose the Dark Angel Deathwing as a company card, and add support cards to represent two Blood Angel Devastator detachments, a Space Wolf Blood Claws Pack, an Ultramarine tactical detachment, and a squadron of Crimson Fist land speeders. The Crimson Fists are not specifically discussed in this book or represented by cards but they are depicted on the cover of Warhammer 40,000. You could paint your models to represent this or any other of the Chapters described in any of the Warhammer 40,000 books.

ADRIAN SMITH

ONE CHAPTER

If you wish you can paint your Space Marine force to represent just one Chapter. As Chapters vary in size tremendously there is no problem of creating a Chapter that is bigger than a real Space Marine Chapter as during prolonged wars all the Chapters train more recruits to increase their size. Obviously you will not be able to use any of the cards which represent troops that are specific to other Chapters. You can always add units from other Chapters later, turning it into a mixed force as described above. You can represent any single Chapter without restricting yourself as regards its size and the types of cards it includes, even Ultramarines, Space Wolves, Dark Angels and Blood Angels should you want to.

CHAPTERS USING LISTS

The way in which you choose your epic army cards automatically reflects the army's organisation so that the proportion of company cards to support and special cards creates a reasonable and fair army. If you like the idea of collecting a Chapter in a more coherent way then you can use the army lists described on the following pages for the Space Wolves, Blood Angels, Dark Angels, and Ultramarines. Alternatively you can draw up your own lists, in which case you'll find those given are a useful guide. You do not have to use these lists if you do not want to, not even if you are collecting one of these Chapters. They are intended only as a guide to assemble your armies and the restrictions that apply are entirely voluntary.

The lists represent Chapters at their 'stand-by' strength. In time of war more troops are routinely added and this will obviously change the list and lift many of the restrictions. However, by using the lists provided you will ensure that Chapters are fielded in a representative manner. An army that consisted entirely of Space Marine Devastators might be theoretically legal, but is stretching the rules to the point where other players may refuse to fight you! It is therefore suggested that players who like a more restricted game mutually agree to use these lists, or ones drawn up and agreed upon by the players themselves.

The Chapter lists restrict the availability of each type of unit, so it is impossible to field more than one Terminator company, for example. The restrictions vary for each Chapter, and in the case of the Space Wolves a wholly different organisation is presented. Only troop types given in the lists are restricted, other types of unit are not restricted in any way. So for example, land speeders and bikes are limited to those given in the lists, but you can add as many Predator or Whirlwind squadrons as you like. These kinds of vehicles are usually crewed by household troops who are not themselves Space Marines, although their leaders are usually Space Marines and their morale values are therefore the same.

THE ULTRAMARINES

The Ultramarines are the best example of an orthodox Space Marine Chapter. Ten thousand years ago, following the end of the Horus Heresy, the original Space Marine Legions were substantially re-organised to form the Space Marine Chapters we know today. A new code of organisation and operational methods called the Codex Astartes was drawn up by the Adeptus Terra. This sought to define standard organisations and uniform details as well as providing the ultimate reference work on strategy and tactics. Over the millennia most of the Chapters have evolved variations on the details laid down by the Codex Astartes. Some have changed quite radically so that their organisation and operating procedures bear almost no resemblance to the textbook. The Ultramarines however have retained every detail of the Codex Astartes intact and have become famous for their rigid adherance to its ancient orthodoxy. This means the Chapter is a very good place to start, as all other Chapter organisations represent developments of the Codex Astartes or complete revisions of it.

Every Space Marine Chapter has only a finite number of Space Marine Companies and these are of specific types: Veteran, Battle, Tactical, Devastator, Assault and Scout. The Ultramarines, for example, have one Veteran Company, four Battle Companies, two Tactical Companies, one Devastator Company, and one Scout Company. You can choose to field as many of these as you want, choosing and paying points for epic army cards as normal, but you cannot exceed the number available to you. These limits are summarised on the charts below. Some Space Marine Companies can split up into separate support detachments – for example a Tactical Company can split into three detachments.

When a company splits its HQ unit joins the upper echelons of command behind the battle lines and so is not represented on the table. If you look at the chart you will see which companies can be fielded as separate detachments. Obviously you cannot field the same troops as a whole company and as separate detachments; you must do one or the other.

If you opt to field troops as support detachments then you can field one, two, or three detachments and these are chosen as support cards as described in the Space Marine rulebook. In the case of Scout, Veteran, and Tactical Companies you have the extra option of fielding support troops in different roles. In the case of Ultramarine number 6 Tactical Company, for example, you can field each detachment as a Tactical Detachment or as a Bike Squad. You can field any combination of these but you cannot field more than three in total. In the case of the Veteran Company these can be fielded either as Veteran Space Marines in powered armour or as Terminators in heavy Terminator armour.

As you can see the Chapter lists restrict your choice of troops by placing a limit on the number of specialist troops you can field, particularly Terminators, Bikes and Land Speeders. If you are choosing a very large force you will find the choices harder. On the whole the Ultramarines represent a well prepared force true to the tactical precepts of flexibility and mutual support encoded in the Codex Astartes. Some Chapters offer more special troops or unusual combinations of weaponry, but few rival the Ultramarines' flexibility.

ULTRAMARINES

COMPANY NUMBER	FIELD THESE AS 1 COMPANY CARD or	UP TO 3 SUPPORT CARDS WHICH MAY BE
1	VETERAN COMPANY or TERMINATOR COMPANY	VETERAN DETACHMENTS or TERMINATOR DETACHMENTS
2	BATTLE COMPANY	None - Battle Companies are always fielded as whole Companies consisting of a Company HQ Unit, a Tactical Detachment, a Devastator Detachment, and an Assault Detachment.
3	BATTLE COMPANY	
4	BATTLE COMPANY	
5	BATTLE COMPANY	
6	TACTICAL COMPANY	TACTICAL DETACHMENTS or BIKE SQUADS
7	TACTICAL COMPANY	TACTICAL DETACHMENTS or LAND SPEEDER SQUADRONS
8	ASSAULT COMPANY	ASSAULT DETACHMENTS
9	DEVASTATOR COMPANY	DEVASTATOR DETACHMENTS
10	SCOUT COMPANY	SCOUT DETACHMENTS

DARK ANGELS

The Dark Angels differ only slightly from the basic Chapter organisation of the Codex Astartes. The main difference is that they have a specially equipped mobile company called the Ravenwing in place of one of the Battle Companies. This consists of Space Marines riding either Bikes or Land Speeders and gives the Dark Angel player the option to field a large mobile formation. However, his other formations are less flexible – the Tactical Companies can only break down into Tactical Detachments for example. The first company is the Deathwing and is represented by a special card - the Dark Angel first company always fights as the Deathwing Company or as Deathwing Detachments, never as Veteran Space Marines. The Dark Angel force may not include other Veteran or Terminator Space Marines.

DARK ANGELS

COMPANY NUMBER	FIELD THESE AS 1 COMPANY CARD or	UP TO 3 SUPPORT CARDS WHICH MAY BE
1	DEATHWING COMPANY	DEATHWING DETACHMENTS
2	RAVENWING	LAND SPEEDER DETACHMENTS BIKE DETACHMENTS
3	BATTLE COMPANY	None - Battle Companies are always fielded as whole Companies consisting of a Company HQ Unit, a Tactical Detachment, a Devastator Detachment, and an Assault Detachment.
4	BATTLE COMPANY	
5	BATTLE COMPANY	
6	TACTICAL COMPANY	TACTICAL DETACHMENTS
7	TACTICAL COMPANY	TACTICAL DETACHMENTS
8	ASSAULT COMPANY	ASSAULT DETACHMENTS
9	DEVASTATOR COMPANY	DEVASTATOR DETACHMENTS
10	SCOUT COMPANY	SCOUT DETACHMENTS

JIM BURNS

BLOOD ANGELS

The Blood Angels were one of the original Space Marine Legions, whose genetic implants were cloned from their leaders – super-human warriors called Primarchs. The Blood Angel's Primarch, Sanguinius, was able to fly thanks to long hawk-like wings that grew from his back. At the climax of the Horus Heresy Sanguinius sacrificed his life to earn the Emperor time to hunt down and destroy Horus in person. Though the Emperor triumphed, his injuries were so terrible that he was confined to life-support stasis ever since. The body of Sanguinius was also placed in stasis and cells from it are still used to create the genetic implants for every Blood Angel Space Marine.

All other Chapters use genetic material from Space Marines to produce implants, but the Blood Angels are incapable of this and rely on cells drawn from the body of their Primarch. This has a particular effect upon the minds of the Chapter as a whole, which manifests itself as the Death Company.

The genetic material of Sanguinius is still saturated with his last moments of desperate sacrifice, and fleeting memories of that conflict continually break through into the consciousness of every Blood Angel Space Marine. These ghostly memories are partly pacified by the ceremonies and peculiar blood rituals for which the Chapter is famous. However, many Blood Angels succumb to the overwhelming emotions of their Primarch's final moments. When this happens, as it is prone to do on the eve of battle, a Blood Angel's overwhelming impulse is to seek death. So desperate and irresistible is this impulse that the individual loses all touch with reality and becomes fearless to the point of madness. Blood Angels who are taken by this death frenzy prior to battle join together in a special unit called the Death Company.

Death Company. Once you have chosen your Blood Angel force roll a dice for each Space Marine detachment. Make sure you roll a dice for every detachment including Veterans, Terminators, Bikes, Land Speeders, and Scouts – in fact everything you have chosen from the list. On the roll of a 5 or 6 some Space Marines from that detachment join the Death Company; remove 1 stand from the detachment and place it to one side. Once you have done this for the entire force replace all the stands you have removed with Death Company stands.

The Death Company paints its armour black, sometimes adding red crosses signifying the wounds of Sanguinius. The most simple version of this is a plain black scheme with red detail, such as the bolter and shoulder pads.

The Death Company forms a single unit on the tabletop. Its size will vary from game to game, up to a maximum size of 1 stand for every Space Marine detachment in the army. Obviously any detachments losing stands to the Death Company will fight one stand down from the start of the game, but stands removed from these detachments are not considered to be casualties and do not affect their original unit's break point value. The Death Company itself is provided with enough additional Rhinos to carry all the stands, which cost no points.

The Death Company never checks morale and cannot be broken, nor is it worth any victory points to your enemy. Space Marine stands fight with a close assault factor of +4 and the company must always be given advance or charge orders. It cannot be given first fire orders as the Space Marines are in far too frenzied a state of mind to sit tight and pick their targets. Once all the Space Marines in the Death Company are killed any remaining Rhino transports are automatically considered to have been routed and are removed from the tabletop.

BLOOD ANGELS

COMPANY NUMBER	FIELD THESE AS 1 COMPANY CARD or	UP TO 3 SUPPORT CARDS WHICH MAY BE
1	VETERAN COMPANY or TERMINATOR COMPANY	VETERAN DETACHMENTS or TERMINATOR DETACHMENTS
2	BATTLE COMPANY	None - Battle Companies are always fielded as whole Companies consisting of a Company HQ Unit, a Tactical Detachment, a Devastator Detachment, and an Assault Detachment.
3	BATTLE COMPANY	
4	BATTLE COMPANY	
5	BATTLE COMPANY	
6	TACTICAL COMPANY	TACTICAL DETACHMENTS or BIKE SQUADS
7	TACTICAL COMPANY	TACTICAL DETACHMENTS or LAND SPEEDER SQUADRONS
8	ASSAULT COMPANY	ASSAULT DETACHMENTS
9	DEVASTATOR COMPANY	DEVASTATOR DETACHMENTS
10	SCOUT COMPANY	SCOUT DETACHMENTS

SPACE WOLVES

The three Chapters described above differ from each other only in detail. They use mostly the same cards, and only the Dark Angels are forbidden from using any specific cards (Terminators and Veterans as these are represented by the Deathwing). The Space Wolves are completely different and are a very good example of just how individual a Space Marine Chapter can be.

Like the other Chapters the Space Wolves were re-organised after the Horus Heresy according to the Codex Astartes. However, their Primarch, the famous Leman Russ, was never conventional and the Chapter soon adapted to suit its leader's fierce warrior mentality. The Space Wolves Chapter is divided into twelve Great Companies each led by a mighty warrior called a Wolf Lord. Each Great Company has its own lands and its own base called a Lair.

Space Wolf Scouts who have proven their worth in battle ("Earned their claws" as the Space Wolves say) are ready to join one of the Great Companies. To determine which of the Great Companies they will join, and as a final demonstration of their readiness, groups of Scouts visit the Great Wolf, Lord Fenris, Master and Ruler of all the Space Wolves. The Great Wolf sets each group a task, usually to raid the Lair of one of the Great Companies and capture some special item of worth such as a war trophy. The young Wolf Scouts must infiltrate the Great Company's Lair and capture their target. No weapons are used and all fighting is conducted by unarmed combat. Space Marines are exceptionally strong so injuries are common although death blows and any deliberate attempt to maim are strictly avoided. If the Wolf Scouts successfully complete their task they will be allowed to join the ranks of the Great Company whose trophy they have captured.

Each Great Company consists of the Wolf Lord himself who always fights alongside his Wolf Guard – the bravest and best of his fighters. This core of elite troops forms the command unit for the Great Company. Wolf Guard have the option to fight as Wolf Guard Terminators. The remaining Space Wolves are divided into three types: Grey Hunters, Blood Claws, and Long Fangs. All of these favour close quarter fighting over fighting at a distance, although the Long Fangs carry a higher proportion of heavy weapons than the others.

The three types reflect the seniority and fighting prowess of the Space Marine. Initially he will join the Great Company as a lightly armed, mobile

BLOOD ANGELS CHAPTER BANNER

ULTRAMARINES CHAPTER BANNER

SPACE WOLVES CHAPTER BANNER

DARK ANGELS CHAPTER BANNER

JES GOODWIN

JES GOODWIN

Blood Claw. After a few years of combat experience he joins the main warrior band the Grey Hunters. If he is sufficiently successful he will be invited to fight alongside his master as a Wolf Guard, otherwise his advancing age and experience will earn him a respected place amongst the Long Fangs. As Space Wolves actually have fangs their title reflects a physical reality as well as their battlefield potency.

Blood Claws carry mostly hand-to-hand weapons and grenades and are equipped with jump-packs so that they can move rapidly over the battlefield. They are famous for their howling cry and terrifying charge. They sometimes fight from Land Speeders or Bikes and provide the Chapter's mobile strike force.

Grey Hunters carry a mixture of close combat weapons, bolt guns and grenades. They are the majority troop types of the Space Wolves and every Great Company has a good sized band.

Long Fangs are the most heavily armed of all Space Wolves as their ranks include a fair number of individuals with missile launchers, lascannons and other heavy weapons as well as bolters, and the usual mixture of hand-to-hand weapons, pistols and grenades. As the oldest and most battle-hardened of the Chapter they provide long range covering fire for the more head-strong warriors. Even by Space Marine standards Long Fangs are very hard to break, and there are many famous occasions when they have held the battleline against all odds to cover a retreat or hold a position whilst reinforcements rushed forwards.

Wolf Guard. The Wolf Guard are the chosen companions of the Wolf Lord and the best fighters in the entire Chapter. They fight alongside the Wolf Lord and form the command unit for their company. Wolf Guard are armed with a variety of personalised weapons with a bias towards close combat weapons. They can fight in Terminator armour as Wolf Guard Terminators.

CHOOSING A SPACE WOLF FORCE

Space Wolves are organised quite differently from other Space Marines, and so you choose your forces in a different way than normal. You can use any of the *specific* Space Wolf epic cards, but you cannot use any of the following *general* Space Marine cards: Veteran, Terminator, Battle, Tactical, Assault, Devastator, Scout, Space Marine Land Speeder or Space Marine Bike, as these types are represented by special Space Wolf cards. You can use other Space Marine cards such as Vindicators, Whirlwinds, and so on – these represent vehicles and weapons with crews of Servitors or other ordinary human troops in the service of the Space Wolves. You can also use any of the special cards.

Because Space Wolf Great Companies vary in size there is no formal list to choose from. The only limit is that you may choose no more than 12 Great Companies. The normal support and special card allowances apply, so you can choose 5 support cards and 1 special card for each company card. This means a Space Wolf force can be potentially very large indeed.

JOHN BLANCHE

SPACE MARINES

Space Marine Chapters are tightly and carefully organised fighting forces in which individual companies and detachments are designed to fulfil specific roles. A typical Space Marine Chapter has ten companies – although more companies will be created and maintained in times of prolonged war. Each company is made up of three detachments plus an HQ unit.

HQ Unit. A Space Marine command unit is called an HQ unit, and consists of a single stand of Space Marines marked with a banner pole to indicate that a Captain and his staff are included. Various epic scale plastic Space Marine officer models are available in the Epic boxed sets of miniatures, and can be included on the HQ stand if you wish. Any Imperial Guard or Space Marine formation may add +1 to its morale dice if a Space Marine HQ unit is within 10cm.

A **Detachment** can be either *Tactical, Assault,* or *Devastator.* Each type carries different weapons and equipment and fulfils a different tactical role. This is shown in the game by the different game details.

Assault Space Marines are equipped with close quarter weapons such as pistols and swords, and they wear powered jump-packs which enable them to leap over terrain and move much faster than ordinary troops. Assault Space Marines may therefore ignore movement penalties – they simply use their jump packs to leap over trees, rocks and buildings. A stand consists of 5 assault Space Marine models.

Devastator Space Marines carry heavy weapons, such as lascannons, which they use to burst open enemy tanks and installations. A stand consists of 4 tactical Space Marine models and 1 model with a heavy weapon.

Tactical Space Marines usually carry bolt guns and are highly flexible and tactically adaptable troops. They make up the majority of most Space Marine Chapters. A stand consists of 5 tactical Space Marine models.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Tactical Marines	10cm	None	+2	Bolters	50cm	1	5+	0	
Assault Marines	15cm	None	+3	Pistols\Swords	25cm	1	5+	0	Jump Packs.
Devastator Marines	10cm	None	+2	Hvy Weapons	75cm	2	5+	-1	
HQ Unit	10cm	None	+4	Bolt Pistols	25cm	2	5+	0	Imperial troops within 10cm add +1 morale.

VETERANS AND SCOUTS

VETERANS

The first (number 1) company is the Veteran Company. Space Marine Veterans are the most experienced and toughest Space Marines in the entire Chapter. Their game details are superior to other Space Marines. Veterans can fight in normal Space Marine power armour or as Terminators in special Terminator armour. A stand consists of 5 tactical Space Marine models.

SCOUTS

A Chapter also has at least one Scout Company, made up of young Space Marines who have yet to complete the final stages of their training and bio-chemical enhancement. Until they are ready to join the brother-warriors of the Space Marines they fight as Scouts.

Scouts are more lightly equipped than other Space Marines. They are trained to clear the way for the Space Marines, secure vital strong points, and scout the enemy's firepower. To represent the way in which Scouts infiltrate the battlefield unseen by the enemy, the Space Marine player is allowed to reposition Scouts once the two armies have been set up. Before the game begins the Space Marine player may move any or all of his Scouts once at up to charge rate (ie double normal move rate). This may bring the Scouts close to the enemy line – but they are not allowed to move closer to any enemy troops than 5cm. Scouts do not use power armour, so a stand may be represented by 5 Imperial Guard tactical troopers painted in the appropriate Chapter colours.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Marine Veterans	10cm	None	+4	Bolters	50cm	1	5+	0	
Marine Scouts	10cm	None	+2	Bolt Pistols	50cm	1	5+	0	

SPECIAL SPACE MARINE COMMAND UNITS

Every Space Marine Chapter includes a number of Space Marine officers who fulfil special roles within the Chapter. For example: Tech-Marines who are expert mechanics, Librarians who have psychic powers, and Chaplains who are important cult leaders. Each of these special officers is represented by a single stand forming a command unit which is assumed to include one or more of the officer type, plus other lower-ranking officers, bodyguards, or other accompanying individuals. A stand consists of a Space Marine commander, standard bearer and Space Marine models making a total of 5. A distinctive banner will allow stands to be easily identified.

LIBRARIANS

Every Chapter includes a number of powerful Space Marine psykers who are known as Librarians. Not all of these fight in battle, some remain behind the lines monitoring psychic communication and transmitting psychic messages to commanders far from the battle itself. Only fighting Librarians regularly appear at the front, using their powers to attack the enemy or protect Space Marines from enemy psykers.

A Librarian stand may be made up from Space Marine models including an officer to represent the Librarian himself - the remainder are his bodyguard. You can use a banner pole and banner to further emphasise the model if you wish. The Librarian's powers enable the stand to make one special psychic attack in the combat phase. This is treated as a separate attack, so the Librarian can shoot as normal and make one of the following psychic attacks. These attacks are treated as if they were weapons, so the Librarian must be able to see the target to use the attack. Psychic attacks may be used against Titans and other comparably large targets with power or void shields, but the effect will be considerably reduced as shields set up interference patterns which sap psychic energy. Should the target have one or more shields up roll a D6. On a 1-3 the psychic energy is dispersed by the shield with no effect. On a 4-6 the shields are penetrated and fail to stop the attack. The shields themselves are not destroyed as a result of a psychic attack.

Purge Psyker. The Librarian can use this power to destroy an enemy psyker within 50cm. Purge Psyker can be used to attack an Eldar Warlock, Ork Weirdboy, another Librarian, or other living psyker but not a daemon, Chaos Android, Eldar Wraithguard or Eldar Dreadnought. Basically, Purge Psyker will affect anything not affected by Destroy Daemon and vice versa. Choose a visible target within 50cm and roll 2D6 to represent the strength of the Librarian's psychic power. The enemy psyker rolls 1D6. If the Librarian's score is higher the enemy psyker is destroyed. If the enemy's score is higher there is no effect unless the score is twice that of the Librarian in which case the Librarian is destroyed by psychic feedback. If the scores are equal both players roll again.

Mind Blast. The Librarian projects a blast of psychic energy which shreds the mind of living creatures. Choose a target within 25cm and roll a D6. On the roll of a 4, 5 or 6 the target is hit. No armour saving roll is allowed against a Mind Blast. A Mind Blast can be directed against a vehicle with a live crew and has the same effect as a normal hit - it is assumed the crew are slain and the vehicle wrecked. The Mind Blast can also be used against a Titan's crew, in which case a D6 roll of 4 or more is required to penetrate any shields. If its shields are penetrated the Titan automatically sustains a hit to the head, representing damage to the crew. Work out damage to the head by rolling on the damage chart as normal.

A Mind Blast has no effect on Robots as they obviously have no mind, nor on daemons or any daemon-like troops which are not flesh and blood living creatures. A list of the latter is given in the Destroy Daemon attack (below).

Destroy Daemon. The Librarian unleashes a potent bolt of energy which focuses onto the nearest daemon. The bolt has a maximum range of 25cm and automatically strikes the nearest visible daemon stand or greater daemon. Destroy Daemon works against Eldar Avatars, as well as Wraithguard and Eldar Dreadnoughts, both of which contain the spirit of a dead Eldar. Destroy Daemon is also effective against Chaos Androids which contain a bound daemon. The Librarian player rolls 2D6 to represent his psychic power. The target piece rolls 1D6 if it is a daemon stand or Chaos Android, 2D6 for Wraithguard or Eldar Dreadnought, and 3D6 if it is a Greater Daemon or Avatar. If the Librarian's score is higher the daemon is destroyed. If the daemon's score is higher then there is no effect unless the daemon's score is twice that of the Librarian in which case the Librarian is destroyed by psychic feedback. If both scores are equal then the players roll again.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Chaplain	10cm	None	+4	Pistols & others	25cm	2	5+	0	Imperial troops within 10cm add +1 to CAF.
Medic	10cm	None	+2	Pistols & others	25cm	1	5+	0	Imperial troops within 10cm save on 5+.
Tech-marine	10cm	None	+2	Pistol	25cm	1	5+	0	Imperial vehicles within 10cm save on 5+.
Librarian	10cm	None	+4	Bolt Pistols	25cm	1	5+	0	Command unit.

CHAPLAINS

Every Space Marine Chapter has its own priests of the Imperial Cult – these are called Chaplains and their role is to look after the Chapter's shrines and chapels, and to administer the various ceremonial rites of the Chapter. All Chaplains are extraordinarily brave, even by Space Marine standards, inspiring tremendous loyalty and fighting fury in the troops around them. Any Imperial troop stands within 10cm of a Chaplain may add +1 to their close assault factor to represent this.

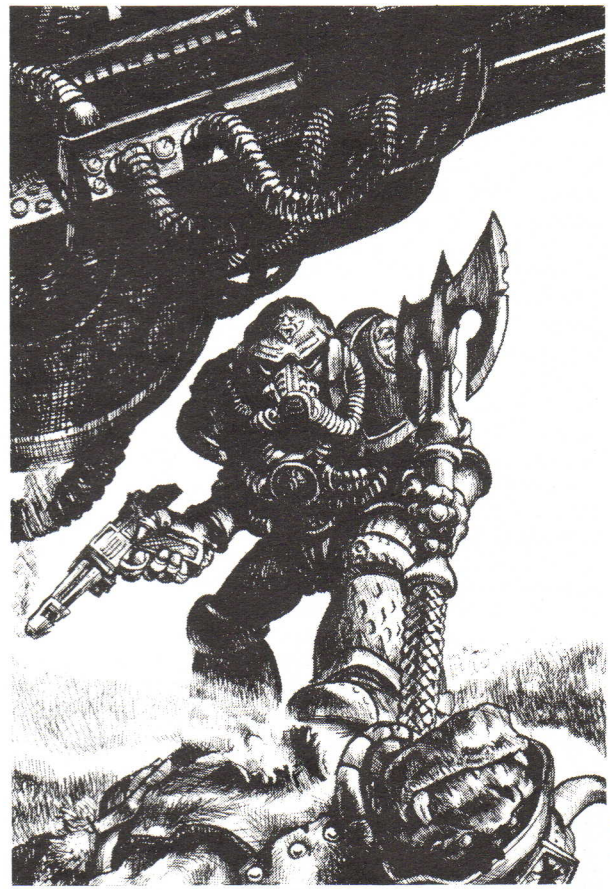
MEDICS

Every Chapter has its medical staff including high-ranking surgeons and doctors, although these specialists don't always fight on the battlefield. Field-medics are relatively junior medical staff, whose role is to attend to the wounded in the heat of action. Thanks to the advanced technology of the Imperium even the badly wounded stand a good chance of survival, while warriors who are lightly wounded have their injuries tended on the battlefield so they can carry on fighting.

Any Imperial troop stands within 10cm of a Medic may take a special saving throw if they are slain. Roll a D6: if the score is 5 or 6 the Medic has managed to save some or all of the casualties and the troop stand fights on as normal. On the roll of less than 5 the Medic may still have saved the lives of the troops concerned, but they are in no condition to fight on and are removed as casualties as normal.

Note that a Medic can only save the lives of troop stands in this way (including bike riders) – he can't save tanks or any other kind of vehicle or weapon.

DAVE GALLAGHER



PAUL BONNER

TECH-MARINES

Every Space Marine Chapter sends a proportion of its most intelligent young recruits to the Adeptus Mechanicus for training as Tech-Marines. These fortunate few receive all the training and special powers that every Space Marine enjoys, and in addition they are taught the age-old technical secrets of the Adeptus Mechanicus. They learn how to make and repair all kinds of complex devices, and how to turn ordinary humans into cyborg servitors to perform mundane mechanical tasks. Together with their servitors the Tech-Marines manufacture and maintain their Chapter's technical equipment, from the humblest bolt pistol to the mighty spacecraft that propel the Space Marines to war.

The Tech-Marine is represented by a single stand which includes the Tech-Marine plus a number of junior officers or servitors. The stand is a command unit and so does not require orders and does not need to check morale. On the battlefield the Tech-Marine's most valuable skill is his ability to repair damaged and broken down machinery. If a vehicle is destroyed by enemy fire there is always a chance the Tech-Marine and his servitors can effect some temporary repair which will get the machine back into action. Any Imperial vehicle or artillery piece within 10cm of a Tech-Marine may make a special saving throw once it has been hit and destroyed by enemy fire. Roll a D6 - if the score is 5 or 6 the Tech-Marine has managed to repair the machine and it may continue to fight as normal. If the dice roll is less than 5 the repair does not work and the machine remains out of action. Note that the Tech-Marine can only save machines in this way including tanks, artillery pieces and Dreadnoughts, but he cannot save troop stands or bike riders.

SPACE WOLVES

Space Wolves are organised differently to other Space Marines. They are divided into Great Companies, each composed of the Space Wolf chieftain, or Great Wolf, and his band of fighting warriors. A Great Company card consists of a command unit called the Wolf Guard, and two Packs of Grey Hunters representing the Great Wolf and his band of warriors. Space Wolf Marine detachments are called Packs and they are often larger than ordinary detachments. Packs of Long Fangs, Grey Hunters, Blood Claws, Blood Claw Bikers, and Blood Claw Land Speeders can also be included as support cards.

Wolf Guard. The Wolf Guard are the chosen companions of the Great Wolf and the best fighters in the entire Chapter. They fight alongside the Great Wolf and form the command unit for their company. The Wolf Guard are armed with a variety of personalised weapons with a bias towards close combat weapons. They are the equivalent to HQ Units in other Chapters and may be represented by adding a Space Marine officer model to a stand of tactical Space Marines or by fastening a banner pole and banner. Any Imperial formation may add +1 to its morale dice if a Wolf Guard or any other Space Marine HQ unit is within 10cm.

JOHN BLANCHE

Wolf Guard Terminators. The Wolf Guard can fight in Terminator armour and some of the Great Company cards have this option. The Space Wolves are unusual in that their Terminators also fight as command units. The usual +1 morale bonus for Imperial formations applies. A stand consists of 5 Terminator models.

Blood Claws carry mostly hand-to-hand weapons and grenades and are equipped with jump-packs so that they can move rapidly over the battlefield. They are famous for their determined and terrifying charge accompanied by wolf-like howling. An enemy unit which is charged by Blood Claws must take a morale test. Robots or other models which do not take morale tests are obviously exempt from this rule. If enemy fail a morale test a fall back counter is placed by the unit and they suffer a -2 penalty on their close assault factor. Blood Claws can also fight from Land Speeders or Bikes without jump-packs. A stand consists of 5 assault Space Marine models.

Grey Hunters carry a mixture of close combat weapons, bolt guns and grenades. They are the main troop types of the Space Wolves, equivalent to tactical troops from other Chapters. However, their preference for short ranged weaponry means that they are even better at close combat fighting. A stand consists of 5 tactical Space Marine models.

Long Fangs are the most heavily armed of all Space Wolves as their ranks include a fair number of individuals with missile launchers, lascannons and other heavy weapons as well as bolters and the usual mixture of hand-to-hand weapons, pistols and grenades. As the oldest and most battle-hardened of the Chapter they provide long range covering fire for the more head-strong warriors. Long Fangs are very hard to break, even by Space Marine standards, and there are many famous occasions when they have held the battleline against all odds to cover a retreat or hold a position while reinforcements rushed forwards. A stand consists of 1 or more Space Marine models with heavy weapons plus tactical Space Marines making a total of 5 models.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Wolf Guard	10cm	None	+4	Bolt Pistols	25cm	2	5+		Command unit. Imperial troops within 10cm add +1 to morale.
Wolf Guard Terminators	10cm	Fixed 6+	+6	Storm Bolters	25cm	2	4+	-1	Command unit. Imperial troops within 10cm add +1 to morale.
Blood Claws	15cm	None	+3	Bolt Pistols	25cm	1	5+	0	Morale test when charge.
Grey Hunters	10cm	None	+3	Bolt Weapons	50cm	1	5+	0	
Long Fangs	10cm	None	+3	Hvy Weapons	50cm	2	5+	-1	

GREY KNIGHTS

MARK GIBBONS

The Grey Knights are the most extraordinary Space Marine Chapter of all. Their secret headquarters is believed to be situated on an outer planet of the solar system, possibly Titan, but only the Inquisition knows its whereabouts for certain. The Grey Knights are daemon-hunters, recruited because of their latent psychic talents or extreme psychic resistance, and their role is to provide the Inquisition with a potent fighting arm anywhere in the galaxy.

The very existence of daemons and the Chaos Powers is not widely acknowledged outside the Inquisition, as to do so could cause universal fear and terror that would serve the purposes of Chaos only too well. Combat troops are generally kept away from daemonic forces, as few men who encounter these horrors face-to-face survive with their sanity intact. Ordinary Space Marines are too valuable to expose to such horror, although for those unfortunate enough to do so there is the prospect of selective memory removing surgery to ease the pain. Grey Knights are made of tougher stuff, men whose natural resistance protects them from daemonic presence or whose own psychic powers enable them to fight back.

Grey Knights are only deployed against daemonic forces as they are too valuable to risk against conventional enemy. Grey Knights may therefore only be used if you are fighting against a Chaos army. Note that the Grey Knight card is available as a Space Marine ***and*** an Imperial Guard support unit. This is indicated on the card by the Space Marine eagle symbol and the Imperial Guard skull.

Grey Knights wear steel or brass-coloured Terminator armour and carry a variety of close combat and distance weapons including psychic weapons such as force swords and the nemesis weapon. The Grey Knights have a fleet of fast warp ships and the best astro-navigators that the Inquisition can supply. When they arrive at the battle zone they use teleporters to transport down onto the surface or into the heart of enemy spacecraft.

A Grey Knight stand consists of five Terminator models, and four stands make up a detachment. A Grey Knight detachment may be deployed as normal at the start of the battle or it can be teleported down during any subsequent movement phase. To teleport the detachment nominate a landing point and roll the scatter dice. If the dice shows the teleporter is on target place one stand on the nominated point and the remaining three stands within 6cm of it. If the scatter dice indicates a scatter move the landing point 2D6cm in the direction shown and position the first stand in the place indicated, then place the remaining three stands within 6cm as before.

Grey Knights are not affected by the normal morale roll taken when daemons attack, though they are affected by other morale rolls as normal. Grey Knights do not suffer any to hit penalties for shooting at daemons or close combat penalties for fighting against them. If attacked by a psychic power, such as an Eldar Warlock's psychic attack, a Weirdboy psychic bolt, or a spell from a Greater Daemon, then a Grey Knight stand has a psychic saving throw to represent its psychic resilience. Roll a D6, and on the score of a 4, 5 or 6 the stand is unaffected.

Grey Knights wear Terminator armour which is incredibly thick as well as affording a reasonable degree of mobility. This combines the two advantages of infantry and vehicles, and makes Terminators relatively difficult targets. At long range they are quite small and easily concealed behind localised cover or folds in the ground, while at short range their thick armour protects them from all but the more powerful weapons. To represent this Terminators have an armour saving throw of 6 on a D6 – almost all other infantry stands have no saving throw. Furthermore, because part of their save represents their small size and ability to move quickly, the save never drops below 6 - even if hit by a Volcano Cannon, Tempest Laser or other powerful weapon.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Grey Knights	10cm	Fixed 6+	+6	Various	35cm	2	4+	-1	Psychic save of 4+.

INQUISITORS

Inquisitors belong to the organisation known as the Inquisition, and are probably the most important agents of the Imperium. The Inquisition is answerable to no-one but itself. Its purpose is to root out the moral and physical corruption of Chaos and to uncover the secret enemies of mankind. Inquisitors travel the galaxy and often find themselves embroiled in the bloodiest battles. Respected and held in awe by all humans, Inquisitors are naturally enough feared and hated by mankind's enemies.

The Inquisitor fights alongside a small group of followers making up a single troop stand. These do not have to be specific models, as Inquisitors adopt whatever style of dress is appropriate, so you can make up an Inquisitor stand using whatever oddments you have at hand.

The Inquisitor stand is counted as a command unit and so never requires orders but always moves as if on charge orders and shoots as if on first fire orders. As a command unit the Inquisitor never tests morale. The inspirational powers of the Inquisitor are phenomenal, and any Imperial unit within 25cm of the Inquisitor stand will automatically pass any morale test. Inquisitors do not suffer any of the usual close combat penalties for fighting against daemons, and are also very resistant to psychic attacks. If attacked by a psychic power, such as an Eldar Warlock's psychic attack, an Ork Weirdboy's psychic bolt, or a spell from a Greater Daemon, then an Inquisitor stand has a psychic saving throw to represent its psychic resilience. Roll a D6, and on a score of 4, 5 or 6 the stand is unaffected.

Inquisitors and their followers often have special weapons and armour. They sometimes wear Terminator armour, or they might have experimental force fields or even ancient and incredibly rare alien devices. They also carry unusual or unique weapons which are awesomely powerful. To represent this, Inquisitors have an armour saving throw of 4, 5 or 6 on a D6. This is unusual because almost all other infantry stands have no saving throw. Furthermore, because of the special nature of their armour, as well as the benefit of small size and agility, the save never drops below 4, 5 or 6, so even a hit from a Volcano Cannon, Tempest Laser or other powerful weapon can be saved on a 4 or more.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Inquisitor	10cm	Fixed 4+	+6	Various	35cm	2	4+	-1	Psychic save of 4+.

FANGORN

LAND RAIDER ARMOURED FIGHTING VEHICLE

The Land Raider armoured fighting vehicle combines speed, firepower and troop carrying capacity, making it an ideal vehicle for a mobile and tactically flexible force such as the Space Marines.

Some Land Raiders are built by the Adeptus Mechanicus and supplied direct to Space Marine Chapters in return for goods, services, or hard cash. However, most Chapters prefer to build Land Raiders in their own armouries, where they can incorporate their own modifications. The Land Raider is the Space Marines' main armoured fighting vehicle, as it combines a great deal of punch into a relatively small space.

The Land Raider can move up to 20cm, a reasonable rate for any armoured vehicle and quite fast considering its heavy armour. Thick plasteel plating gives the Land Raider an armour saving throw of 2 or more, which means that shots will bounce off its armour on the D6 roll of anything but a 1 (of course, as with all vehicles, the enemy's save modifier may reduce the chances of saving).

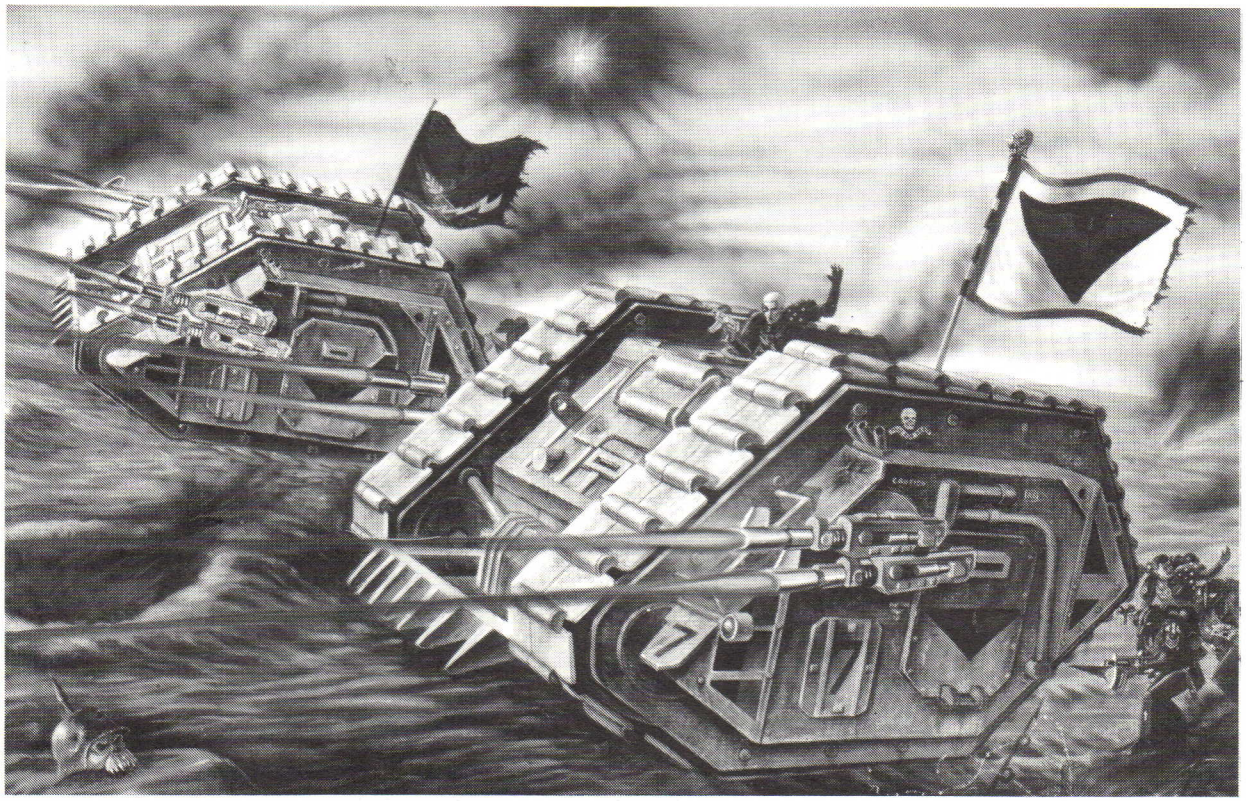
The Land Raider is designed to offer good close combat support. It carries two bolt guns mounted in a cupola high up on its hull positioned to rake down on enemy infantry below. The restricted vision and inflexibility of the small slot on the cupola reduces the effective range of the bolters – their main purpose is to deter infantry from attacking in close combat.

The Land Raider is an excellent vehicle in close combat, crushing enemy troops and light vehicles under its huge tracks, so it has a close assault factor of +3. The Land Raider's main armament is two sponson-mounted lascannons. A separate attack dice is rolled for each lascannon, so the Land Raider has two lascannon shots per turn. Targets hit by the lascannon must subtract -2 from their armour saving dice roll, which means that it can slice through most armoured vehicles. Even heavily armoured tanks like the Land Raider can be knocked out (in the case of a Land Raider you would have to roll a 4 rather than the normal 2 to save, for example).

The Land Raider can shoot its bolters up to 15cm range. This counts as one shot because the bolters are very light weapons compared to the lascannon. Targets hit by the bolters do not suffer the armour saving throw penalty.

The Land Raider can carry ten Space Marines (two troop stands) although its primary role is a battle tank rather than a troop carrier. However, in emergencies Land Raiders can pick up and reposition troops, and they have been known to act as carriers during the initial stages of a battle. On the whole, though, they are too powerful to use in this way. It is better to take up a position which gives a good view over the battlefield, and to use the Land Raiders' long range firepower to pick off enemy tanks from a distance.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Land Raider	20cm	2+	+3	Lascannon Bolters	75cm 15cm	2 1	5+ 6+	-2 0	May carry 2 troop stands.



ANGUS FIELDHOUSE

SPACE MARINE DREADNOUGHTS

Dreadnoughts are huge fighting machines almost three times the height of a man. Although they could be mistaken for robots or even extra-ordinarily large armoured fighting suits in fact they are quite unique. The Dreadnought's operator is not an ordinary Space Marine but one of the Old Ones – a Space Marine mortally wounded in battle many years ago. Rather than letting him die he has been implanted inside the Dreadnought, his nervous system connected into the machine. The Space Marine himself survives only as a tightly curled and shrivelled organic component deep inside the Dreadnought which is at once his reborn body and his tomb. Once installed, the Space Marine can never leave the Dreadnought. He loses all sensation from his body and relies completely upon the artificial senses of the machine.

Dreadnoughts are often very ancient, sometimes many thousands of years old, with memories which stretch back to the early days of the Chapter's history. They are revered by the other Space Marines not just as potent warriors but also as ageless forebears and as the living embodiments of battles fought long ago. Dreadnoughts are difficult to build and many of the secrets of their construction were lost after the Horus Heresy. There are therefore relatively few of them in each Chapter and those that survive are carefully maintained and repaired when necessary. If a Dreadnought's occupant is killed in action then the Dreadnought is refurbished and prepared for another Space Marine.

Dreadnoughts are large machines and relatively cumbersome as a result. They have the same movement restrictions and penalties as vehicles. See the Terrain Chart on the Space Marine summary sheet for details of these restrictions. Dreadnoughts can be armed with a variety of weapons such as auto-cannons, chainsaws, heavy bolters, and many more. They are especially powerful hand-to-hand fighters.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Dreadnought	10cm	5+	+2	Autocannon	75cm	1	5+	0	

TERMINATORS

Every Chapter has a small number of Terminator armoured suits: very heavy and bulky powered suits with built in weaponry. Generally speaking only the best of Space Marines are allowed to wearing this rare and potent armour. Terminators are at their best fighting at close quarters where their lack of mobility doesn't hamper their fighting abilities. They are used, for example, to board spacecraft, especially Tyranid hive ships, where the extra thick armour is essential to survive. On the open battlefield they are less useful, because their extra armour is largely countered by the heavier weapons found there, but they are still powerful close combat adversaries.

A Terminator stand contains five Terminator models exactly like other infantry troop stands. If a whole company of Terminators fights at once, as for example the Dark Angel Deathwing, then a Terminator HQ Unit will be present too. This can be indicated by use of a banner pole and paper banner, or by painting one of the Terminators as a Captain with decorated or distinctively coloured armour.

Terminator armour is incredibly thick and affords a reasonable degree of mobility. This combines the two advantages of infantry and vehicles, and makes Terminators relatively difficult targets. At long range they are quite small and easily concealed behind localised cover or folds in the ground, while at short range their thick armour protects them from all but the more powerful weapons. To represent this Terminators have an armour saving throw of 6 on a D6 – almost all other infantry stands have no saving throw. Furthermore, because part of their save represents their small size and ability to move quickly, the save never drops below 6 - even if hit by a Volcano Cannon, Tempest Laser or other powerful weapon.

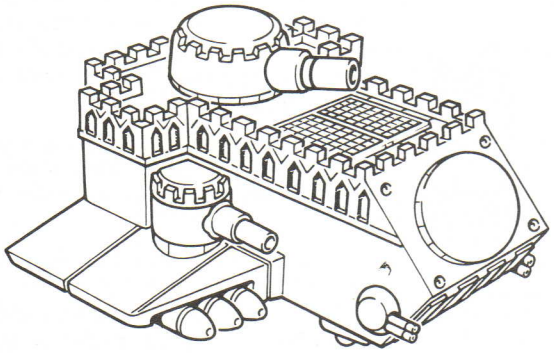
Terminators are available only in limited numbers as either whole companies or support cards depending on the Chapter. Space Wolves have a different organisation - their Terminators are mixed into companies and are command units – see the section on Space Wolves.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Terminators	10cm	Fixed 6+	+6	Storm Bolters	25cm	2	4+	-1	
Terminator HQ	10cm	Fixed 6+	+7	Storm Bolters	25cm	2	4+	-1	Command unit. Imperial troops within 10cm add +1 to morale.

THUNDERHAWK GUNSHIP

Space Marines are expert planetary assault troops and employ a variety of special craft to carry them down through the atmosphere onto the battlefield. The smallest of these craft are drop pods, but these can only carry a few troops and are difficult to land precisely. Space Marines therefore prefer to use the larger and more tactically flexible gunships to land troops directly into a battlezone.

Thunderhawk gunships are dropped from a spacecraft in low orbit. Once they reach the lower atmosphere their jet engines fire, allowing them to fly like aircraft. Gunships fly around the battlezone attacking enemy from the air, and can land their troops right in the thick of the action.



A Space Marine player may include Thunderhawk gunships in his force as support cards. A gunship can carry a single detachment of up to 6 troop stands. It cannot carry bikes or vehicles, and any Rhinos or Land Raiders which would normally accompany the detachment are lost. This does not affect the unit's break point. Detachments must be selected and placed with their gunships before the game. Make sure you make a note of which detachments you have assigned to gunships. It will help if you place the gunship card together with the card for the detachment it carries.

Thunderhawks are not part of the units they transport, they can move away and act totally independently once their cargoes have been delivered to the battlefield. The break point of transported units remains the same, even though the attendant Rhinos are not present. This reflects the do or die determination of troops dropped into the thick of the combat.

A gunship may move onto the tabletop during any movement phase. When it does, place an advance or charge order counter immediately. While gunships are in the air they must be given advance or charge orders, they cannot be given first fire orders until they have landed. When it enters the table the gunship model on its flying base is placed at any point on the table edge and may be moved that turn. Once the Thunderhawk has moved it may elect to remain airborne or land. Once landed the flying base is removed. A landed gunship can take off and move in any subsequent turn, but it cannot take off and land in the same turn.

While it is in the air the Thunderhawk can only be shot at by enemy units with first fire orders to represent the difficulty of hitting a speeding aerial target. It is possible to fire a barrage against a flying gunship but this won't affect troops on the ground even if they lie directly under the barrage marker because the shells or missiles explode too high in the air to harm them.

Rules for loading and unloading troops from Thunderhawk gunships are the same as for Rhinos and other troop carriers. If the carrier does not move the troops may move a full move, if the carrier uses half its move the troops may move up to half their move, etc. The proportion of move used by the vehicle is deducted from the remaining move of the troops.

While in the air the gunship will be able to see potential targets more easily because of its height above the ground. The model is left on its flying base and all shooting is worked out assuming the Thunderhawk can see over intervening scenery in the same way as skimmers making pop-up attacks. A flying gunship can fire all its armament, but once it has landed it cannot fire its rockets, though it can fire its other weapons as normal. The Thunderhawk's weapons have a relatively short range because they are designed for close range strafing of enemy positions rather than long range pot shots.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Gunship	60cm	4+	0	Rockets	50cm	6 barrage points		-2	
				Battlecannon	50cm	1	4+	-2	
				Bolters	15cm	3	6+	0	

DROP PODS

Drop pods are pod-shaped landing craft which are launched from orbitting spaceships, fall through the atmosphere, and land on the battlefield. They can carry Space Marines or robotic weapon systems designed to clear a landing area or support foot troops.

The Space Marines use three kinds of drop pod: the Assault Pod, which carries two Space Marine stands; the Deathwind Pod, which carries a multiple bomb launcher; and the Support Pod, which contains a turret-mounted heavy plasma gun. Deathwind and support pods are robotic and have no living crew.

Before the game begins alot a number to each drop pod, and note down which numbers correspond to Deathwind, Support and troop carrying Assault Pods.

You can decide to bring pods down in any turn - but you must note in which turn they are going to land *before* the game begins. For each pod note down whether you want the pod to arrive with the first wave (the first turn), the second wave (second turn), third wave (third turn) and so on.

Drop pods land on the table during the orders phase after orders have been placed but before they are revealed to the other player. Determine where pods land using the special drop markers. These are supplied with the epic army cards for the drop pods and consist of small numbered cards which correspond to the numbered pods.

Place all the markers for pods landing that turn on a burst template, and hold it about 30-40cm above any part of the table. Invert the template sharply so that the markers fall on the table, and place a closed pod model where every marker lands. Don't remove the markers yet as you will need to refer to the number when the pod opens.

A pod is destroyed if it lands off the table, in terrain which is impassable to vehicles or on a Titan. Titans or buildings that are hit by a pod take a hit with a -3 saving throw modifier. If a pod lands on top of any other troops they are destroyed.

Enemy troops with first fire orders may fire on drop pods as they fall from the sky. This is an exception to the normal turn sequence. Instead of firing in the combat phase, troops fire at the end of the order phase after orders have been revealed. Because the pods are falling through the sky, firers ignore any intervening terrain that might block their sight. Any troops that fire in this way are not allowed to fire again during the turn.

Once the pods have landed explosive locking bolts fire and the petal-like sides unfold, releasing the troops within. Unfortunately, the extreme heat of the journey through the atmosphere often fuses the pod's outer surface and prevents it opening.

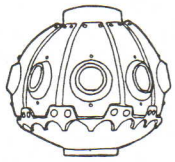
Test to open each pod as follows: at the end of the orders phase roll a D6 - on the roll of a 3, 4, 5 or 6 the pod opens. If it doesn't open, then test in the orders phase of each following turn until it does. Once the pod has opened troops may disembark or weapons can fire as described below. Until the pod opens it is a sitting target.

Deathwind Pod. As soon as the pod opens the missile launcher inside is triggered. This is an exception to the normal turn sequence, as firing occurs at the end of the orders phase. The launcher rotates at speed, scattering missiles in every direction. Any troop stand or vehicle within 10cm of the pod is hit on the D6 roll of a 4 or more and must make its save to avoid destruction. As Titans are bigger they roll 3 dice, and suffer a hit on each roll of a 4 or more. The Deathwind is a one shot weapon - once it has fired it has no further effect.

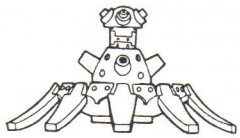
Assault Pod. As soon as the pod opens place the troops it carries next to it. Troops emerging from a pod automatically have advance orders and move normally in the movement phase.

Support Pod. The Support Pod carries a plasma gun which can be fired normally in the combat phase once the pod has opened. There is no need to put an order counter down for Support Pods - they always fire in the first fire segment.

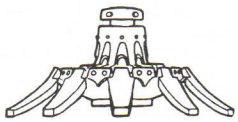
A pod can be fired at while it is on the ground both before and after it has opened.



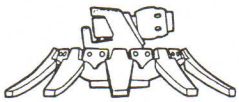
Closed Pod



Deathwind



Assault Pod



Support Pod

	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Assault Pod	Special	4+	0	None					Carries 2 stands
Support Pod	Special	4+	0	Plasma Cannon	75cm	1	5+	-2	
Deathwind	Special	4+	0	Bombs	10cm	Special	4+		Special rules

DAVE GALLAGHER

IMPERIAL GUARD COLOUR SCHEMES

Following the dark days of the Horus Heresy, when Space Marines fought fellow Space Marines and the whole Imperium was torn by conflict, the victorious commanders of the Emperor sat down together to draw up a new galactic order. They laid the foundations upon which the Imperium of the 41st millennium is built. In particular, and after a great deal of discussion, they produced the great tome of ancient military wisdom known as the Codex Astartes.

THE CODEX ASTARTES

Many of the most brilliant minds of the age contributed to the Codex Astartes. It describes not only methods of fighting wars, but also deals with such diverse elements as organising troops, establishing supply lines, clothing and feeding troops, subterfuge and espionage, and of course, countless tactics and ploys to confound the opposing commander.

With such brilliant minds as the Space Marine Primarchs Leman Russ and El'jonson offering sagely advice, as well as the practical wisdom of the great Imperial Guard commander General Tybour, the Codex Astartes has always been regarded as an essential part of every young officer's education. Every Imperial officer is familiar with its contents, and its many precepts and ideas form the basis for much lively debate. The book remains fresh and valid ten thousand years after it was written.

This is because it is presented as a series of discussions and ideas by the most advanced military thinkers of its day, not as a strict code of practice soon to become out of date. Much of its content is contradictory or inconclusive, representing different aspects of military practice, and this is what makes the volume an eternal source of inspiration to military commanders whatever their personal inclinations.

The Imperial Guard is a vast fighting force and its leaders vary in ability from the most talented genius to the dullest functionary. The teachings of the Codex Astartes provide a minimum standard, enabling the least able to command in an effective if uninspired way. Of course an able commander may rise above this level, and the best commander knows exactly when to apply the ancient wisdom of the Codex and when to literally throw the book away. Such commanders are rare but over such a vast span of time there have been many names to brighten the annals of Imperial history: Foch, Born Tahal, Castrokali, and many other heroes of the Imperium.

The Codex Astartes has much to say on the subjects of troop organisation, uniforms, colour schemes, and camouflage. Such things are important because only a well ordered and enthusiastic force can fight at its best. Naturally there are practical details to consider such as the best type camouflage to provide the best chance of avoiding enemy fire, unit markings to enable commanders to see where troops are, and banners for leaders so that troops under their command can identify their officers.

The following sections illustrates organisational and other markings used by the Imperial Guard and are taken from examples described in the Codex Astartes. The colour schemes and camouflage details provide sufficient combinations of colour and pattern to afford protection in almost any fighting environment. Although these are the most common colours and schemes, they are not the only ones by any means, as it is up to the commander to decide on the overall schemes for the force. Of course, in practice troops often have to make do with vehicles hastily painted, or even equipment transferred from another warzone and already painted a certain way. Some Guard regiments have traditional, famous and immediately recognisable schemes of their own which are completely different to those shown. This variety enables the ambitious painter free rein to invent new schemes, just as confident battlefield commanders do.

PAUL BONNER

THE REGIMENT

The Regiment is the largest formation in the Imperial Guard. Every Regiment consists of a number of companies and is usually recruited from one world. The following pages illustrate some of the colour schemes and markings used by tank and artillery companies.

PAINTING DETAILS

All of the tanks and vehicles shown were painted using the same technique. After undercoating, the models were given a base coat of the chosen colour, making sure that this covered properly without any patchiness. Once properly dry they were drybrushed with a mix of Skull White and the base colour. A few colours are highlighted slightly differently as explained in the description below. All of the tracks and guns are painted Chaos Black and then drybrushed with Boltgun Metal and Mithril Silver.

CODEX COLOURS

The 12 colours shown over the next page were all mixed from Citadel Paints and the chart below describes how we achieved the final results. The exact shades do vary as you might expect in a warzone with paint applied over different surfaces and allowed to fade or dull to various degrees before repainting.

BATTLE GREEN
This neutral green colour makes ideal camouflage in rural zones with temperate climates where the light is soft and the terrain either wooded or consists of pasture or prairie. Battle Green is mixed from Ghoul Grey, Goblin Green and Chaos Black.

FORGE BRONZE
This is a highly reflective finish designed to protect the vehicle against excessive solar radiation or other harmful atmospheric effects. It is a common finish amongst Titan Legion ground forces, hence it is named after the Forge Worlds of the Adeptus Mechanicus. To make it mix Gold, Bolt Gun Metal and Brown Ink. Highlight with Shining Gold.

FIRE ORANGE
Fire Orange is excellent camouflage on desert worlds which have a strong orange mineral oxide base. It is quite a bright colour but blends in well in hot, sunny, fiery coloured terrain. Use Blood Angel Orange with a touch of Red Gore - a spot is enough. Highlight with Sunburst Yellow.

ASH WASTE
The light grey/green colour blends well against drifts of mineral waste found in ash deserts as well as other light-saturated desert environments. To make Ash Waste mix Rotting Flesh and Skull White.

NIGHTWORLD
This is a favoured colour in poorly lit worlds as it reflects little light and blends well against caverns and rocks. To make Nightworld Blue mix Moody Blue and Chaos Black. Highlight with Enchanted Blue.

JUNGLE GREEN
As its name implies this is a colour designed to blend in with lush jungle scenery, although it also merges into darker forests too. It is also used on desert worlds with a strong green copper oxide sand. Mix the colour from Woodland Green and Chaos Black. Highlight with Goblin Green .

CODEX GREY
This colour is usable for most environments and is especially effective amongst urban ruins, rubble and dust. We've used codex grey for our Leman Russ Company. To make Codex Grey use Elf Grey and mix in a little Chaos Black.

SULPHUR DESERT
This dark yellow colour provides excellent camouflage against sand, yellow oxide, and sulphurous terrain. To make it use Sunburst Yellow and add a spot of Orc Brown.

APOCALYPSE RED
Red is a very strong colour but it works well on worlds with dark red iron oxide soils, red skies, and spectacular volcanic features which bathe the terrain with ruddy light. To make Apocalypse Red, mix Blood Red and Blood Angel Orange. Highlight with Bad Moon Yellow.

POLAR WHITE
This is a scheme designed to blend into frozen wastes such as ice and snow. It can also be used on some very light coloured mineral deserts, especially salt flats. Make Polar White by mixing Elf Grey and Skull White. Highlight with Skull White.

STRIKE GREEN
This is a light shade of yellow/green which is favoured on sun-drenched worlds with open vegetation. It is also the colour used for most artillery pieces. Strike Green is mixed from Striking Scorpion Green and Snakebite Leather.

HORIZON BLUE
This is a pale blue-grey colour which reflects the background colour of the sky and is therefore known as Horizon Blue. Across open territory is is surprising how effectively this works. Mix this colour from Space Wolf Grey and Enchanted Blue. Highlight with Space Wolf Grey

CAMOUFLAGE

The Codex Astartes discusses the effects of different patterns and how stripes or patches of various contrasting colours can be used to break up the shape of a vehicle and effectively disguise it. Not only does this make a vehicle harder to see at a distance, but even at short range it means the vehicle becomes a harder target because it is difficult to judge its distance and the direction it is moving in. Although the Codex illustrates some specific patterns, it is the principle of using shapes to disguise the underlying vehicle which is important. The examples shown over the page are particularly favoured patterns. You can combine any colours to produce a suitable effect - it is the pattern itself which is important not the colours. The patterns can also be varied. For example you can twist any of the patterns round to fit the vehicle's shape, and you can add more stripes or patches if the vehicle is larger or longer. Another variation is to add edging colours to the stripes and patches.

Even though each of the patterns shown is different, the technique for painting them is basically the same. The underlying light colour is applied first to the whole tank and then the overlying colour is applied in the chosen pattern. It is important to paint the pattern so that it looks attractive and that the areas are visually balanced. If the basic scheme is a striped camouflage, the first stripe is painted on from one of the vehicles rear corners to the opposite front corner, then the other stripes are applied evenly spaced to either side of this so that they look balanced. Don't try and paint on too many stripes or the shape of the tank will be too well hidden and the model will look less attractive. The schemes shown in the examples use two or at the most three colours - you can add more but on the whole it is best to avoid this as the result often looks messy and confused.

MARKINGS

The painted examples have company, squadron and other markings painted on. This requires considerable patience, especially for the more complex shapes. Of course you don't have to include all these markings if you prefer not to, they are often obliterated from vehicles in the field, so there is no reason why you should feel obliged to include them Citadel will shortly be producing a new transfer sheet based on these designs. On the larger tanks there is plenty of room to apply transfers these but on some of the smaller vehicles it may be necessary to file a small area flat to accommodate the design. We found this helped when painting some of the markings too, and doesn't detract from the appearance of the model at all.

FLAGS AND CONVERSIONS

The flags were made from paper with the designs painted on. The completed flags were wrapped around a flag pole made from wire (in fact a pin but any rigid wire will do fine). To fix the flags in place we used superglue to fasten the poles to a suitable anchorage point. In some cases we drilled a hole to fasten the pins more securely.

Attaching a flag is the most simple conversion but there is no need to stop there if you feel confident enough to try something more ambitious. Opening hatches and putting in commanders is an obvious and attractive conversion. We used a fine saw to slice off the turret hatch on our Leman Russ Company commander. If you're careful the same hatch can be re-glued in an open position - otherwise use a circle of card or plastic. The figure is simply an Imperial Guard model cut at the waist and glued into position. You don't have to do this to your HQ tanks, but it does help to make them that bit more special.

JOHN BLANCHE

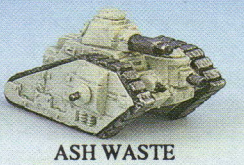
COLOURS

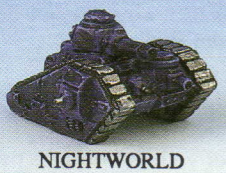
The 12 core vehicle colours recommended by the Codex Astartes are shown below on Leman Russ battletanks. Commanders in the field often devise their own schemes, but the ancient wisdom of the Codex Astartes is highly respected and most commanders rely heavily upon the sound words of its authors.

BATTLE GREEN

FORGE BRONZE

FIRE ORANGE

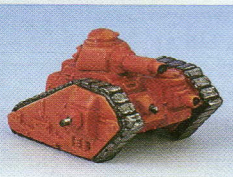

ASH WASTE


NIGHTWORLD

JUNGLE GREEN

CODEX GREY

SULPHUR DESERT


APOCALYPSE RED

POLAR WHITE

STRIKE GREEN

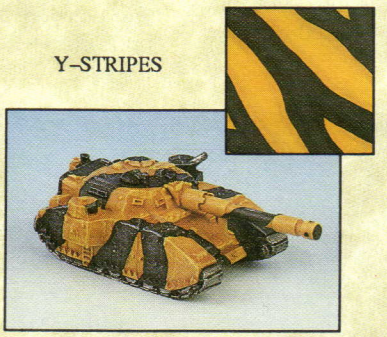
HORIZON BLUE

CAMOUFLAGE

The Codex Astartes contains a whole section devoted to the art of camouflage and illustrates many vehicle camouflage patterns of which the 8 most effective are shown below. The camouflage schemes are patterns only, the colours may vary.

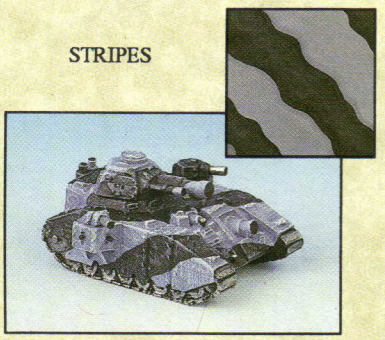
ZIG–ZAG

Y–STRIPES

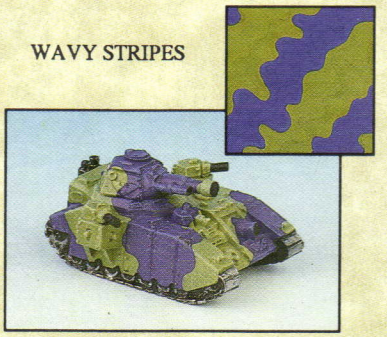


PATCHES

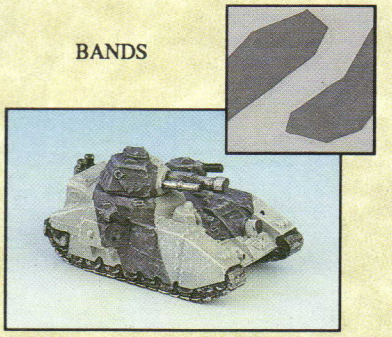
STRIPES



WAVY STRIPES



BANDS



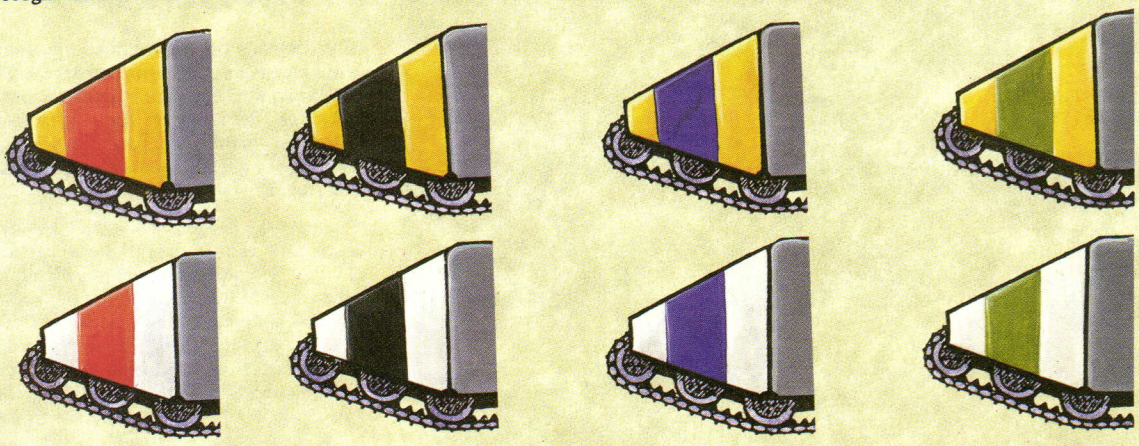
JAGGED STRIPES

JAGGED STRIPES WITH INSETS

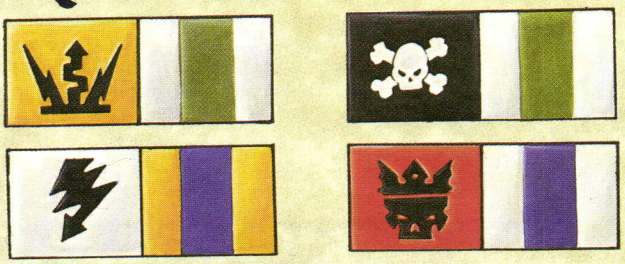
The vehicles illustrated are examples of camouflage patterns applied over various standard colours. In practice the combinations of colours differ and the patterns themselves inevitably vary as they are applied. The patterns may be twisted round so that stripes run the opposite way for example, and the number of stripes or patches are sometimes varied to suit the local terrain or the shape of the vehicle. It has been known for commanders or crews to superimpose two camouflage schemes together, or to add smaller patches, stripes, or other features.

COMPANY MARKINGS

Each Imperial Guard Regiment is made up of many individual companies. Tank and mobile artillery companies are distinguished by coloured bands consisting of a light broad band with darker inner band as shown on the examples below. This identifying banding is painted in a convenient position to aid recognition in combat. The side armour is often treated in this way and the design may also be repeated on the turret and frontal plate.



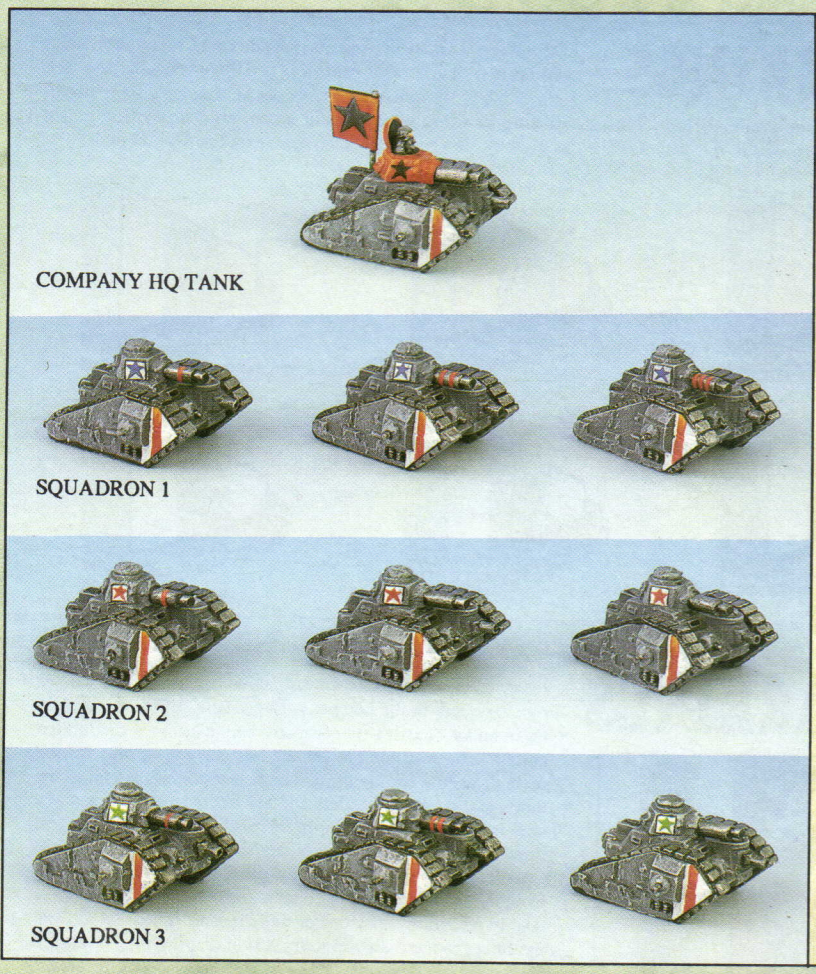
SQUADRON MARKINGS



Every company has its own distinctive badge which is carried by every tank in the company. Every tank squadron - usually three tanks - carries its company badge but in a distinctive colour - for example red for the first squadron, blue for the second, yellow for the third. The actual colours are up to the individual company leaders and are likely to be changed if a new colour scheme is adopted for a fresh campaign. The important thing is that the colours show up well enabling the squadrons to be identified by the company commander. Company commanders have their own tank which is always readily recognisable by one or more means. It is usual to paint the turret red and also to carry a flag displaying the banded companies marking on one side and the badge on the reverse.

I II III IV V VI VII VIII IX X XI XII 1 2 3 4 5 6 7 8 9 10

A selection of Imperial Guard squadron markings plus identification numbers sometimes used to identify individual vehicles in a company.



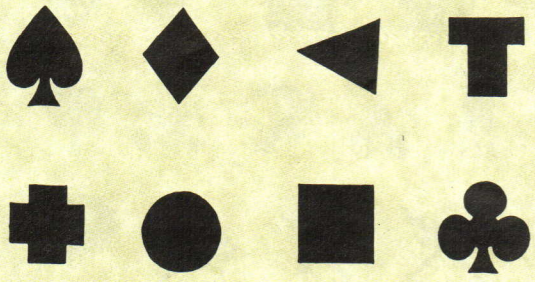
LEMAN RUSS COMPANY

This company consists of three squadrons plus a commander and demonstrates the use of the colour schemes and various company markings. The tanks are codex grey with red over white company markings producing a distinctive banding along the side armour.

The company badge is a star over a square patch and in this case the star colour changes to indicate the three different squadrons. Within each squadron every tank has distinctive barrel markings - this enables the squadron HQ tank to be recognised from the other two tanks. Another method of distinguishing the squadron HQ is to add numbers to the tanks, or to affix a pennant. There is no mandatory system for identifying individual tanks, but 1, 2 and 3 barrel stripes is practical and effective.

The Company Commander is a special conversion. Apart from the red turret and flag, we decided to add an open hatch and commander using the top half of one of the Imperial Guard models. The reverse of the flag has the company banding.

CAMPAIGN BADGES



When the armies of the Imperium go to fight in a new campaign it is usual to adopt a symbol or insignia to be worn by all the troops and marked on all the vehicles. This campaign badge is worn on the uniform of every trooper, it is painted onto the armour of every Space Marine, and naturally it appears on tanks, artillery pieces, and other vehicles and equipment too. Campaign badges always take the form of simple geometric shapes or icons that can be easily painted or stencilled onto flat surfaces. In this way an entire force can be identified by one marking even though it includes Imperial Guard Regiments, Titan Legions, Space Marines from different Chapters and maybe even Squat allies. Some typical examples are shown here. The campaign badge is always chosen by the Imperial Commander in charge of all the forces, and it is used only for the duration of the campaign. Once the campaign is over the forces are dispersed and campaign markings painted over or replaced with new ones.Various examples of these campaign badges can be seen on the fully painted Baneblade models shown below.

BANEBLADES SHOWING A SELECTION OF MARKINGS

IMPERIAL DATA SHEET

TROOP TYPE	MOVE	SAVING THROW	CLOSE ASSAULT FACTOR	WEAPONS	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES
SPACE MARINES									
Tactical Marines	10cm	None	+2	Bolters	50cm	1	5+	0	
Assault Marines	15cm	None	+3	Pistols/Swords	25cm	1	5+	0	Jump packs.
Devastator Marines	10cm	None	+2	Hvy Weapons	75cm	2	5+	-1	
Marine Scouts	10cm	None	+2	Bolt Pistols	50cm	1	5+	0	
Marine Veterans	10cm	None	+4	Bolters	50cm	1	5+	0	
SPACE MARINE COMMAND UNITS									
HQ Unit	10cm	None	+4	Bolt Pistols	25cm	2	5+	0	Imperial troops within 10cm +1 morale.
Chaplain	10cm	None	+4	Bolt Pistols	25cm	2	5+	0	Imp. troops within 10cm +1 CAF.
Medic	10cm	None	+2	Bolt Pistols	25cm	1	5+	0	Imperial troops within 10cm save on 5+.
Librarian	10cm	None	+4	Bolt Pistols	25cm	1	5+	0	Command unit.
Tech-Marine	10cm	None	+2	Pistols	25cm	1	5+	0	Imp. vehicles within 10cm save on 5+.
GREY KNIGHTS	10cm	Fixed 6+	+6	Various	35cm	2	4+	-1	Psychic save of 4+.
SPACE WOLVES									
Wolf Guard	10cm	None	+4	Bolt Pistols	25cm	2	5+		Command unit. Imperial troops within 10cm add +1 to morale.
Wolf Guard Terminators	10cm	Fixed 6+	+6	Storm Bolters	25cm	2	4+	-1	Command unit. Imperial troops within 10cm add +1 to morale.
Blood Claws	15cm	None	+3	Bolt Pistols	25cm	1	5+	0	Morale test when charge.
Grey Hunters	10cm	None	+3	Bolt Weapons	50cm	1	5+	0	
Long Fangs	10cm	None	+3	Hvy. Weapons	50cm	2	5+	-1	
LAND RAIDER	20cm	2+	+3	Lascannon Bolters	75cm 15cm	2 1	5+ 6+	-2 0	May carry 2 troop stands.
DREADNOUGHTS	10cm	5+	+2	Auto-cannon	75cm	1	5+	0	
TERMINATORS	10cm	Fixed 6+	+6	Storm Bolters	25cm	2	4+	-1	
TERMINATOR HQ	10cm	Fixed 6+	+7	Storm Bolters	25cm	2	4+	-1	Imp. troops within 10cm +1 morale.
INQUISITOR	10cm	Fixed 4+	+6	Various	35cm	2	4+	-1	Psychic save of 4+. Any Imperial unit within 25cm automatically passes morale test.

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IMPERIAL DATA SHEET

TROOP TYPE	MOVE	SAVING THROW	CLOSE ASSAULT FACTOR	WEAPONS	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES
THUNDERHAWK GUNSHIP	60cm	4+	0	Rockets Battle cannon Bolters	50cm 50cm 15cm	6 Barrage points 1 3	 4+ 6+	-2 -2 0	
IMPERIAL GUARD									
Tactical Troops	10cm	None	0	Lasguns	50cm	1	5+	0	
Assault Troops	15cm	None	+1	Pistols/Swords	25cm	1	5+	0	Jump Packs.
Heavy Troops	10cm	None	0	Hvy. Weapons	75cm	2	5+	-1	
Section HQ	As Guard platoon type								Part of platoon unit.
Company HQ	10cm	None	+2	Pistols/Swords	25cm	2	5+	0	
BEASTMEN	10cm	None	+3	Swords/clubs	None	None	None	0	
OGRYNS	10cm	6+	+6	Ripper Gun	10cm	1	4+	-1	
ROUGH RIDERS	20cm	None	+3	Hunting Lance	25cm	1	6+	0	
RATLING SNIPERS	10cm	None	-1	Sniper Rifle	50cm	1	5+	0	Special Rules.
MANTICORE	15cm	5+	0	Rockets	200cm	6 Barrage Points		0	Fires barrage. 1 turn to reload.
LEVIATHAN SUPER HEAVY COMMAND CENTRE	10cm Max	1 all round	12	Lascannons Battle cannon D'Day cannon Bolters	75cm 75cm 200cm 15cm	6 1 D6 + 3 barrage pts 12	5+ 5+ 6+	-1 -2 -3 0	May carry Imperial Guard company. 4 void shields
SHADOW SWORD SUPER HEAVY TANK	10cm	1+	+6	Volcano Cannon Lascannon Bolters	100cm 75cm 15cm	1 2 6	3+ 5+ 6+	-4 -1 0	Volcano cannon adds +3 to damage rolls vs Titans.
BANEBLADE SUPER HEAVY TANK	10cm	1+	+8	Battlecannon Lascannon Bolters	75cm 75cm 15cm	2 2 10	4+ 5+ 6+	-2 -1 0	
STORM HAMMER SUPER HEAVY TANK	10cm	1+	+10	Cannon Bolters	50cm 15cm	4 14	4+ 6+	-2 0	Side armour as front. Rear armour -1.
GORGON	10cm	1+ save twice on front	+4	Bolters Mine Thrower	15cm 15cm	4 1	6+ 4+	0 -3	May carry 5 troop stands.
BOMBARD	10cm	5+	0	Siege Mortar	50-150cm	3 Barrage Points		-3	Fires barrage.
COMMISSAR	10cm	None	+4	Pistols/Swords	25cm	2	5+	0	May give orders to any Imperial Guard unit.
HELLHOUND FIRE THROWER	15cm	3+	0	Fire thrower	Template		5+	0	Ignore to hit modifiers for cover.

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IMPERIAL DATA SHEET

TROOP TYPE	MOVE	SAVING THROW	CLOSE ASSAULT FACTOR	WEAPONS	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES
BASILISK	15cm	5+	0	Earth Shaker Artillery Cannon	150cm	2 Barrage Points		-2	May fire 2 barrages per turn.
DEATHSTRIKE	15cm	6	0	None		Special rules			
HELLBORE	15cm Max	1+	+12	None					May carry 30 troop stands.
MOLE	15cm	3+	+3	None					May carry 10 troop stands.
TERMITE	15cm	4+	+1	None					May carry 2 troop stands.
LEMAN RUSS TANK	20cm	3+	+2	Battlecannon Lascannon Bolters	75cm 75cm 15cm	1 1 1	5+ 5+ 6+	-2 -1 0	
CAPITOL IMPERIALIS SUPER HEAVY MOBILE FORTRESS	10cm Max.	1 all round	10	Behemoth Cannon Bolters	25cm 15cm	4 Barrage Points 8	 6+	-1 0	May carry 2 Imp. Guard Companies.
RHINO	25cm	4+	0	Bolters	15cm	1	6+	0	May carry 2 troop stands.
LAND SPEEDER	30cm	None	+3	Multi-melta	25cm	1	3+	-2	Skimmer.
WHIRLWIND	20cm	4+	0	Multi-launcher	150cm	2 Barrage Points		0	Fires barrage.
VINDICATOR	20cm	2+	+2	Thunderer	50cm	1	4+	-3	Ignores to hit modifiers for cover.
SENTINEL	25cm	6+	+2	Autocannon	50cm	1	4+	0	
PREDATOR TANK	25cm	3+	0	Autocannon Lascannon	75cm 75cm	1 2	5+ 5+	-1 -1	
RAPIER	5cm	None	-3	Las. Destroyer	50cm	1	4+	-1	
IMPERIAL BIKE	30cm	None	+3	Bolters	15cm	1	6+	0	
THUDD GUN	5cm	None	-3	Thudd Gun	75cm	2 Barrage Points		0	Fires barrage.
MOLE MORTAR	5cm	None	-3	Mole Mortar	150cm	1 Barrage Point		0	Fires barrage.
TARANTULA	10cm on charge	None	-3	Las-cannons	75cm	1	5+	-2	Fires twice.
DROP PODS Assault Pod Support Deathwind	 Special Special Special	 4+ 4+ 4+	 0 0 0	 None Plasma Cannon Bombs	 75cm 10cm	 1 Special	 5+ 4+	 -2 	 Carries 2 stands. Special rules.
ROBOTS	10cm	5+	+2	Auto-cannon	75cm	1	5+	0	Special rules.

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TERRAIN CHART

	TO HIT	INFANTRY	VEHICLE	TITAN
Buildings / Trenches / Bunkers	-2	No effect	Impassable	Impassable
Fox holes, rocks, rubble, craters, broken ground	-1	No effect	Difficult	No effect
Hill	0	No effect	No effect	No effect
Marsh	0	Impassable	Impassable	Impassable
River	0	Impassable	Impassable	No effect
Woods	-1	No effect	Impassable	Difficult

Difficult: The terrain is crossed at half move rate.
Impassable: The terrain may not be entered, and may only be crossed if it is possible to step, jump or fly over it.
Buildings: Show that a unit has entered a building by placing it on the roof. You may only place as many troops in a building as will fit on its roof.

TERRAIN TABLE

Number of terrain pieces per 2' by 2' area: 1-2 = One, 3-4 = Two, 5-6 = Three.

	1	2	3	4	5	6
1	Hill	Hill	Hill	Woods	Woods	Rubble
2	Woods	Woods	Woods	Woods	Hill	Craters
3	Hill	Town	Town	Hill	Woods	Hill
4	Town	Hill	Town	Town	Town	Woods
5	Town	Craters	Town	Town	Town	Town
6	Town	Hill	Woods	River	Marsh	Town

BUILDING TABLE

CONSTRUCTION MATERIAL	SAVING ROLL (2D6)
Light (Wood, mud bricks)	6+
Standard (Bricks, concrete)	4+
Reinforced (Forticiations)	2+

VICTORY POINT TABLE

CONDITION	EFFECT
REDUCE AN ENEMY ARMY CARD TO ITS BREAK POINT	SEE CARD
CAPTURE AN OBJECTIVE COUNTER	+5VP
LOSE AN OBJECTIVE COUNTER	-5VP

BARRAGE TABLE

TOTAL BARRAGE POINTS	TO HIT ROLL
1-2	6+
3-4	5+
5-6	4+
7-8	3+
9 OR MORE	2+

VICTORY LEVEL TABLE

GAME BATTLE VALUE	NUMBER OF VP'S REQUIRED TO WIN
UP TO 1,000	30
UP TO 2,000	35
UP TO 3,000	40
UP TO 4,000	45
UP TO 5,000	50
ETC	ETC

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SHADOWSWORDS AND A STORMHAMMER COMPANY HQ TANK

SUPER HEAVY BATTLETANKS

Super heavy battletanks are organised into smaller companies than most tanks - a company consisting of 3 vehicles rather than 3 squadrons as in a normal company. In effect each vehicle is equivalent to a squadron of smaller tanks. The examples shown above and on the previous page demonstrate how the colour schemes, camouflage patterns, company markings, and campaign badges may be brought together. In the case of these especially large tanks each tank in the company can carry a flag if desired. The examples show only one flag, but it is not uncommon for flamboyant commanders to use two or more, sometimes putting the company banded badge on one flag and the company emblem on the other. The HQ tank in each company can be distinguished in any way which makes the vehicle easily identifiable. A red turret or red guns, as in the Storm Hammer shown above, is one method. Another variation is to stripe the barrels with 1, 2 or 3 stripes to indicate each vehicle, or to add numbers to conspicuous areas of armour. In the case of these large vehicles it is easier to apply numbers as the areas are larger. You can, of course, combine any or all of these distinguishing features; there are no formal rules and the idea is to make the HQ tanks easy to recognise on the battlefield.

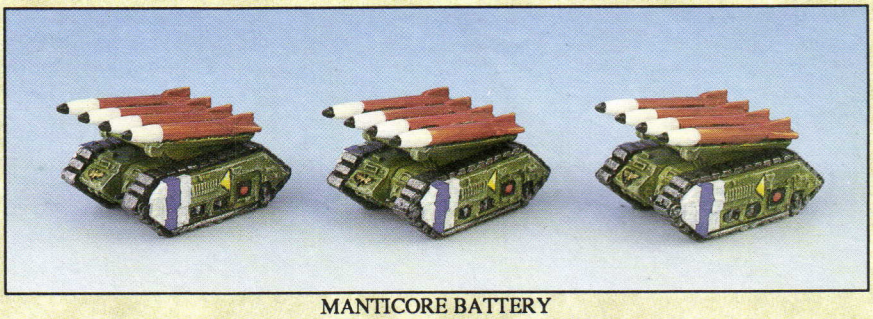
Notice how the different markings have been applied on the examples above. There is no formal position for any of the markings except the company banding, and even this is only a convenience that happens to suit these tanks very well. Different campaign markings have been used to demonstrate variety, but every force will have its own. A player with Space Marines and Imperial Guard troops will want to apply the same marking throughout, for example. The company badge is positioned wherever it readily fits - which in some cases is the side and in others the front track guards. On many tanks the turrets also have suitable areas for insignia or numbers.

ARTILLERY

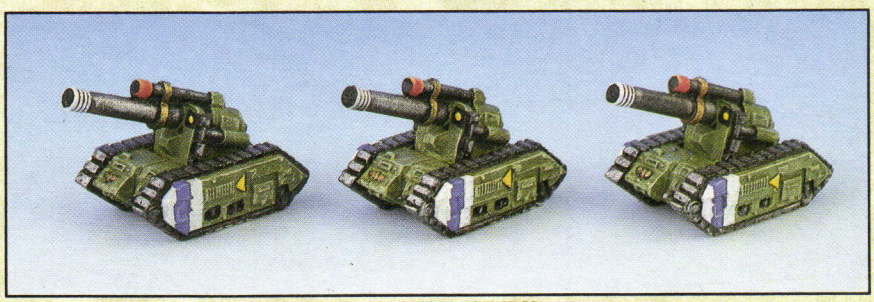
The term artillery covers not only large self-propelled guns which fire explosive shells but also missile launchers and other weapons designed to launch barrages against massed enemy troops or buildings. The Imperium employs a great variety of these weapons including the Manticore missile launcher and Basilisk self-propelled gun, shown below. It is a common convention in the Imperial Guard to paint artillery in the colour known as Artillery Green although this colour is used for other vehicles too. This is not a strict rule, but it is felt that these weapons are generally placed behind the front lines in areas where they are unlikely to meet enemy face to face, and that the concept of camouflage is therefore less important than with other tanks. Using a standard colour therefore saves repainting the weapons when they are moved from warzone to warzone. In practice it is often necessary to adopt a different colour depending on the battlefield, in which case a suitable colour from the Codex Astartes is likely to be used, unless the commander feels a totally different scheme is called for.

Artillery company badges usually consist of a coloured square with a contrasting coloured circle painted on top - the colour indicating separate batteries.

Artillery Companies generally have three batteries each of three vehicles. As with tank squadrons it is necessary to mark the Battery HQ vehicle in some way to identify it easily, and this can be done either with a number, barrel stripes, by painting the weaponry in a distinctive colour, or adding a pennant. In the examples shown here the individual markings are on the other side of the vehicle although the company badge can be seen on the front plates of the Basilisks. On the whole a small pennant is the most effective method as this enables the piece to be identified most easily.



MANTICORE BATTERY



BASILISK BATTERY

PAINTING SPACE MARINES

Each Space Marine Chapter has a distinctive Chapter colour which is applied to its armour and, in many cases, to vehicles and other equipment too. When on a campaign, this colour is often replaced with camouflage schemes along the lines discussed for the Imperial Guard; this is especially likely during prolonged conflicts. The schemes shown here are the basic colours of the Blood Angel Chapter, including the various unit markings. Common variations are to remove individual unit markings and add campaign badges. An Imperial force which includes Space Marines, Imperial Guard and Squats will invariably use the same campaign marking, giving the army an overall unifying feature.

Within a Chapter, each Company has its own associated colour – this is the colour of the Company's banners and the background colour for unit markings. While Space Marine infantry units often remove these markings in battle to avoid recognition by the enemy, on vehicles and flags they are usually retained. The markings take the form of a symbol which is different for each type of Space Marine troop - Assault, Devastator, veteran, Scout, etc. The company colour is also the colour of the individual Space Marines' shoulder armour where it is applied – in practice this is optional amongst campaign troops.

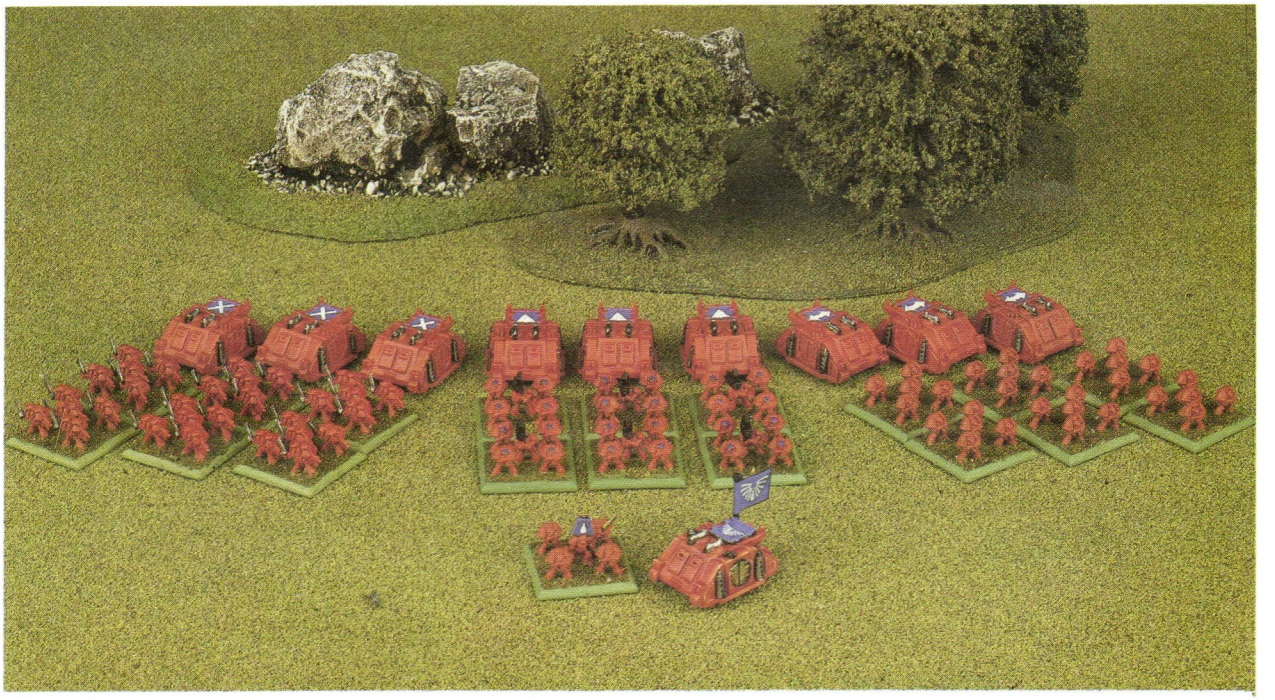
The photo below shows a complete Blood Angel Battle Company. The Company colour is blue, and the three detachments are easily recognised by the contrasting white unit markings: Assault Detachment on the left, Devastators in the middle, and Tactical on the right. The command unit has the same Company colour, but carries the Blood Angels' winged blood-drop badge by way of a unit marking.

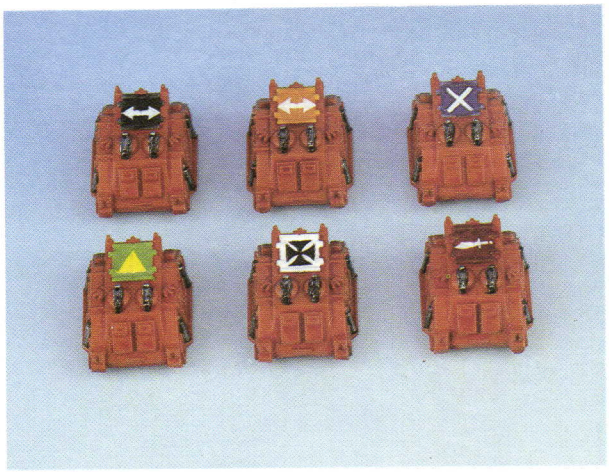
The photograph top-left on the opposite page shows six different Blood Angel Rhinos. They are all painted in the Chapter colour, Blood Angel Orange – an orange-red colour particular to this Chapter. The Company markings are the coloured squares – each colour corresponds to a different Company, and all the Rhinos in that Company use that colour.

On the top row, the Rhino on the left comes from the Black Company, and belongs to a Tactical Detachment as shown by its tactical marking – a double headed arrow. The middle Rhino is also from a Tactical Detachment, but this time of the Orange Company, while the Rhino on the right is from an Assault Detachment of the Blue Company.

On the bottom row, the Rhino on the left belong to a Devastator Detachment of the Green Company. The middle Rhino is from the Veteran Company – the Company colour is white and the symbol is the Terminator badge showing the company can fight as Terminators. The Rhino on the right is from the Scout Company, as shown by the dark red Company colour and Scout badge.

These markings are a helpful way of distinguishing the Rhino models on the table. The basic idea is applicable to all Chapters, and the colours used can be varied to suit your army. The individual symbols also help to identify which Rhinos belong to which units, and are available as transfer sets.

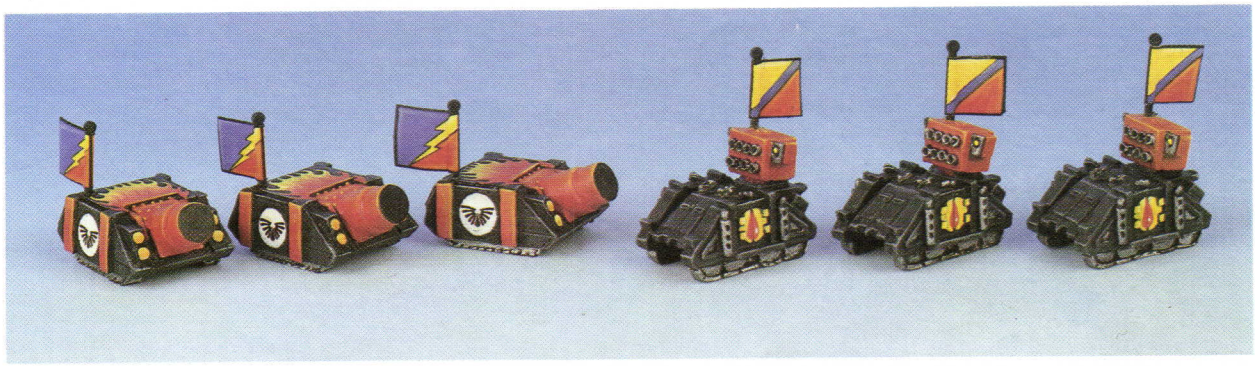




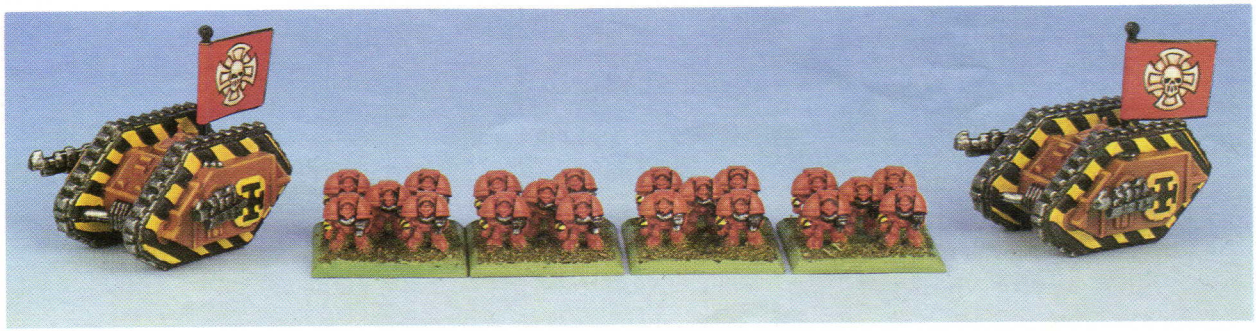
Rhinos showing company and detachment markings.

The second box on this page shows two unusual colour schemes from our own Blood Angels force. On the left is a Vindicator Squadron and on the right a Whirlwind Squadron. In any Chapter it is usual to paint some units in distinctively different schemes. When it comes to painting your army, you'll also find its a pleasant change to switch colours. We went to town on these models, adding flames and lots of detail. We also decided to give all the models flags, although this is not strictly necessary. Details such as the Chapter badges are easy to add using transfers.

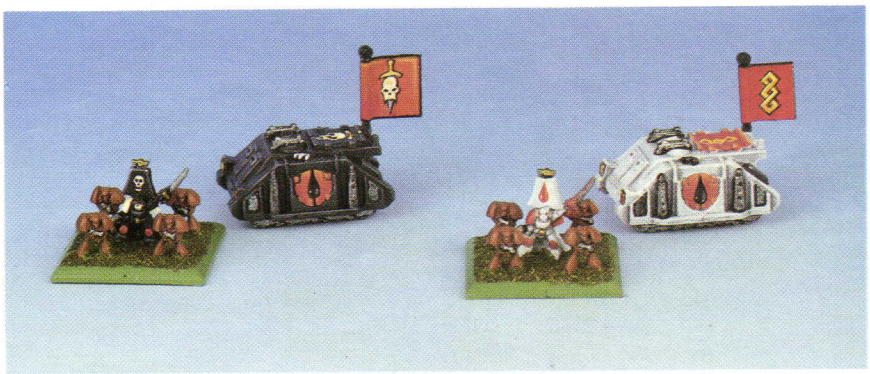
The third box on this page shows a detachment of the best Space Marines in our Blood Angel force, and the ones we lavished the most time on. Of course such super-detailing isn't really necessary, but if you enjoy painting its only right to spend more time on your favourite units.



Vindicators and Whirlwinds



Terminators with Land Raider transport



Chaplain and Medic command units

Chaplains and Medics are useful additions to the Space Marines, and are represented by stands which include a Medic or Chaplain officer model. Space Marine Medics wear white armour, while Chaplains wear black. Each also bears the Blood Angel blood drop symbol in this case. (Though an overall black or white colour scheme will serve just as well.)

A combined Orky force of Snake Bites, Goffs and Bad Moons assault a Blood Angels Space Marine border fortress.

IMPERIAL WARGEAR

The weapons and artillery described in this section are available to both the Space Marines and the Imperial Guard, and have been included together for convenience.

RHINO ARMOURED TROOP CARRIER

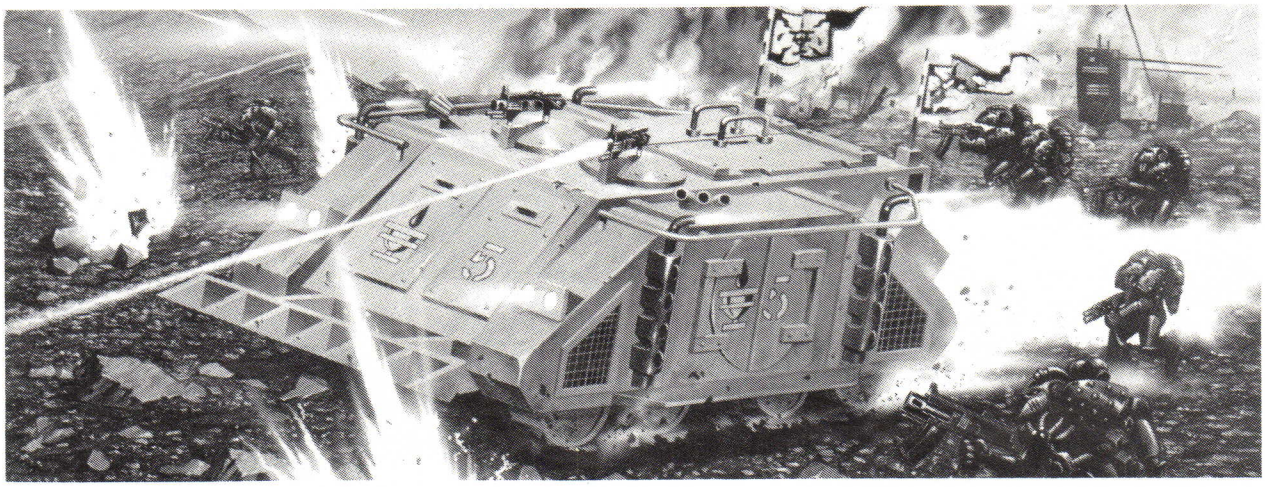
The Rhino armoured troop carrier is the most widely used transport vehicle in the Imperium, in service with the Space Marines, the Imperial Guard, the Titan Legions, and even supplied to the Squats and Knight Worlds. Though the Adeptus Mechanicus manufacture large numbers of Rhinos, most planetary Lords and Space Marine Chapters prefer to build and equip their own locally. The Rhino's enduring popularity is due to the ready adaptability of the vehicle's basic design, and the fact that it can be built from a wide range of materials, from steel to high-tech thermo-plasteen. It can be modified to suit local climates or to fulfill different military roles. One of the most common variants, the Whirlwind, is described below.

As the data shows, the Rhino armoured troop carrier can move up to 25cm – relatively fast for an armoured vehicle. This speed allows troops to be moved quickly to their fighting positions with minimum exposure to enemy fire. The Rhino's armoured skin gives it a saving throw of 4 or more on a D6, so when the vehicle is hit the shot rebounds from the armour without any effect on the dice roll of 4, 5 or 6. Remember that when a troop carrier is destroyed any troops inside are eliminated too, so the armour saving throw is important.

The Rhino carries two bolt guns mounted in small flat turrets (called cupolas) on its upper surface. Because of the cupolas' restricted vision and movement the bolt guns only have a short effective range, but this is enough to enable the Rhino to advance with its infantry and fight alongside them in close combat, blasting away at extremely short range. This can make all the difference to the infantry with the Rhinos, especially if you can use the Rhinos to gang up on enemy pieces to outnumber them.

Because of the Rhino's light armament, it has a close assault factor of 0. Its bolter armament can be fired at a range of up to 15cm. Although there are actually two bolt guns, they are such light weapons that their combined fire is represented by a single dice. A 6 is required to hit, and no save modifier is applied to the target's armour saving throw. This means that Rhinos stand little chance against real tanks, but can keep enemy infantry busy and aid friendly infantry by providing extra short range firepower.

The Rhino can carry ten men, ie two troop stands. The best way to use your Rhinos is to decide where you want your infantry to be right at the start of the game, then use the Rhinos to carry them there quickly, preferably in the first turn. As soon as possible get the troops out of the Rhinos and into cover, and from then on use the vehicles as support. Remember that a vehicle travelling in the open is a vulnerable and inviting target – infantry are far safer once they have left their vehicles and either dispersed or taken cover.

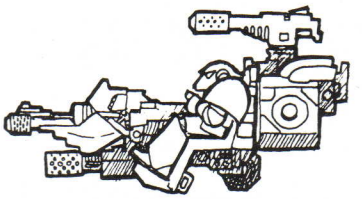


BILL DONOHOE

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Rhino	25cm	4+	0	Bolters	15cm	1	6+	0	May carry 2 troop stands.

LAND SPEEDER

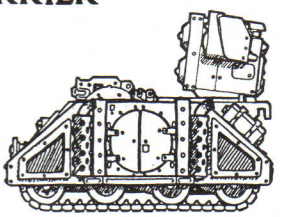
The Land Speeder is a very fast two man light attack vehicle powered by gravitic-reaction jets which suspend it in the air. The Land Speeder is a *skimmer*, and can make special pop-up attacks as described in the main rules. It is armed with the short ranged but deadly multi-melta, which fires a blast of heat capable of melting steel or boiling exposed flesh.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Land Speeder	30cm	None	+3	Multi-melta	25cm	1	3+	-2	Skimmer.

WHIRLWIND MISSILE CARRIER

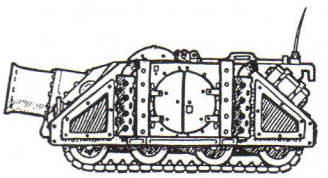
The Whirlwind is an adaptation of the Rhino, featuring the addition of a multiple rocket launcher. This provides long range support barrages which can be used to cover an advance or a retreat, or to pick off exposed enemy at long distances. It is a useful addition to the armouries of the Imperium.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Whirlwind	20cm	4+	0	Multi-launcher	150cm	2 Barrage Points		0	Fires barrage.

VINDICATOR HEAVY SUPPORT TANK

The Vindicator is another Rhino variant – a heavy, well armoured and brutal looking tank. Its Thunderer cannon fires an extremely powerful but very short ranged shot, used to shift enemy troops from cover, especially from buildings. The terrific blast of the Thunderer shell makes a nonsense of any attempt to take cover behind walls or vegetation, as such cover is soon blown apart! The Thunderer cannon ignores the usual modifiers applied to the 'to hit' roll when firing at troops in cover.

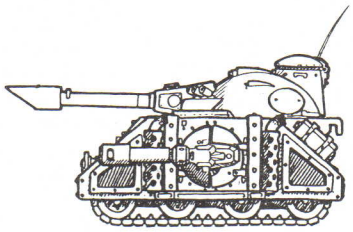


Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Vindicator	20cm	2+	+2	Thunderer	50cm	1	4+	-3	Ignores to hit modifiers for cover.

PREDATOR BATTLE TANK

The Predator is based on a substantially up-armoured Rhino body to which a top-mounted turret and two side-mounted sponsons are attached. Each sponson carries a lascannon, while the turret is equipped with a powerful shell-firing autocannon.

The Predator is one of the Imperial Guard's most common battletanks, and is also used by the Space Marines.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Predator	25cm	3+	0	Autocannon Lascannon	75cm 75cm	1 2	5+ 5+	-1 -1	

RAPIER LASER DESTROYER

The Rapier Laser Destroyer is a slow moving but potent support vehicle. It carries a modified lascannon with four separate barrels. Because the laser blast is diffused through four barrels the weapon is shortened and the blast spread slightly. As a result the Rapier is shorter ranged than a normal lascannon but more likely to hit dispersed targets such as infantry. It is designed to support advancing infantry and protect them from attack.

The Rapier Laser Destroyer model is mounted on a 20mm x 20mm piece of card or a spare epic pastic stand with 2 crew models – any spare models can be used as crew.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Rapier	5cm	None	-3	Las. Destroyer	50cm	1	4+	-1	

IMPERIAL BIKE

Several sorts of bike are adapted for warfare by the Space Marines and the Imperial Guard. Such well armed and highly mobile troops make excellent reconnaissance troops and may be used to seize forward positions from the enemy. Bikers have a faster move than ordinary infantry as shown on their data sheet. Although they are mounted on a base like infantry, they are treated as vehicles when it comes to moving. This means bikers cannot cross some terrain, and other terrain will slow them down considerably. Bikers can fight in close combat just like other troops.

To prepare bike models glue them onto card or epic plastic bases. Fix two bikers to each base to give a stand of two bikes. The game details shown below refer to a single stand of 2 bike models, just as an infantry stand has 5 models.

Imperial Guard bike squads must have a recognisable section HQ stand which may be identified by a different colour or flag.

In the case of Imperial Guard bike squads, they are an exception to the normal Chain of Command rule. They do not need to be given orders directly, and will use their own judgement to react to the circumstances in which they find themselves. This means that even if there is no chain of command you can still place whatever orders you like for them. However, if a unit of Bikes is broken and has no chain of command then it is automatically routed and any remaining troops are removed from the battlefield. This represents the fact that Bikes are used to working on their own, beyond the normal lines of communication, often deep inside enemy territory. However, without close support they are unlikely to stand their ground if serious opposition is encountered.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Imperial Bike	30cm	None	+3	Bolters	15cm	1	6+	0	

THUDD GUN

The Thudd Gun is a light artillery piece which fires explosive shells. It shoots rapidly, its multiple barrels pumping in and out as each shell fires in succession with a distinctive 'thud-thud-thud' noise, hence the common name of Thudd Gun. The Thudd Gun is mounted on a 20mm x 20mm card square or spare plastic stand together with 2 crewmen. The crewmen can fire the weapon and man-handle it over short distances. The Thudd Gun is used by the Imperial Guard to provide close range support for infantry.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Thudd Gun	5cm	None	-3	Thudd Gun	75cm	2 Barrage Points		0	Fires barrage.

MOLE MORTAR

The Mole Mortar was developed by the Squats whose homeworlds are rocky and barren and where most habitations are built underground. It has a crew of two operators who can also dismantle and move the weapon if needed. The Mole Mortar fires a burrowing subterranean shell called a tunnel torpedo. This travels rapidly underground before burrowing to the surface and exploding underneath its target. This causes the ground to collapse beneath the target engulfing infantry or tanks, and sometimes trapping large heavy tanks or Titans.

The Mole Mortar is mounted on a 20mm x 20mm card square or plastic epic base together with two crewmen. It may be moved by its crew, although only slowly.

Mole Mortars fire barrages, although these are underground barrages rather than conventional air-borne barrages from artillery pieces. Work out hits exactly like a normal barrage. If the target is a super-heavy tank or a Titan work out damage as normal and then (assuming the target survives) roll a further D6 to see if the target falls into the resulting crater. If you roll a 6 the target falls into the crater and is trapped.

A super-heavy tank or Titan cannot move while trapped but it is able to shoot normally. It is possible to climb out of the crater by using a charge order and then rolling a 3 or more on a D6 - the tank or Titan is then free but does not move that turn. If you wish craters can be represented using plasticine or some other suitable modelling material.

Mole Mortars can easily be moved from place to place, and they count as infantry stands for moving over difficult terrain. They may be moved into buildings and even fired from inside if required.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Mole Mortar	5cm	None	-3	Mole Mortar	150cm	1 Barrage Point		0	Fires barrage.

TARANTULA

The Tarantula weapon system is a robotic point-defence installation which can recognise the enemy and eliminate suitable targets using its two lascannons. It is especially useful for defending fixed sights where many Tarantulas can be controlled remotely from an underground bunker or other command centre away from the battlelines. The Tarantula can move under its own power, using its gravitic-reaction motors to hover. It can therefore be used to support an attack or help defend a battlefield position.

On the battlefield the Tarantula can be controlled from a position behind the front lines or from an orbital ship - this need not be represented on the tabletop. Alternatively, where there is insufficient time or opportunity to install remote control systems, a crew of one or two may operate it. You can therefore add a couple of crew models to your Tarantula and mount it on a spare stand if you want to.

The Tarantula's robotically fast reactions and double armament allow it to fire twice per turn – once in the first fire phase and once in the advance fire phase. However it cannot fire on the move - so it must be given either first fire orders (in which case it can fire but not move) or charge orders (in which case it can move up to 10cm but not fire). There is no point in giving the Tarantula advance orders.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Tarantula	10cm on charge	None	-3	Lascannons	75cm	1	5+	-2	Fires twice

ROBOTS

Robots make solid if somewhat limited troops because they rely on a program which determines what they do on the battlefield. Despite this they have many advantages over ordinary troops, as they are stronger, better armed and do not need to check morale. Robot models are quite large and come with their own base, but it is a good idea to glue each robot onto a separate 20mm x 20mm square of card or a spare plastic base. Robots fight in detachments which consist of four models.

Robot detachments operate independently according to their program. They do not take morale checks, cannot be broken, and do not require orders.

Before starting to play, you must give each detachment of robots a program which it will follow for the duration of the game. The program consists of a list of four situations and a command for each.

The situations are:

If there are enemy in charge reach

If there are enemy within weapon range

If there are enemy in sight

In any other situation

To make a program write down the four situations in the sequence given and choose a command which applies for each. Write down the command next to the situation. You may choose any of the following commands.

Charge: Charge nearest enemy unit. The robots must enter close combat if possible. Otherwise they must move at between normal and full charge rate towards the nearest enemy.

Capture: Advance towards nearest objective counter. The robots must move at between half and full normal rate.

Advance: Advance towards nearest enemy unit. The robots must move at between half and their full normal move distance towards the nearest enemy unit and may fire upon it in the advance fire segment.

First Fire: Fire on nearest enemy in the first fire segment.

Fall Back: Move directly towards your own table edge. Robots will not approach closer to enemy as they fall back.

Ignore: Ignore the situation described.

In each orders phase consult the program for the robot detachment. Read down the list of situations, starting with 'enemy in charge reach' until you find the first condition that applies to one or more robots in the detachment. As soon as you reach a situation that applies implement the order written against it.

For example, the following program might be devised and used to send a Robot detachment to capture an objective.

If there are enemy in charge reach – *First fire*

If there are enemy within weapon range – *Ignore*

If there are enemy in sight – *Ignore*

In any other situation – *Capture*

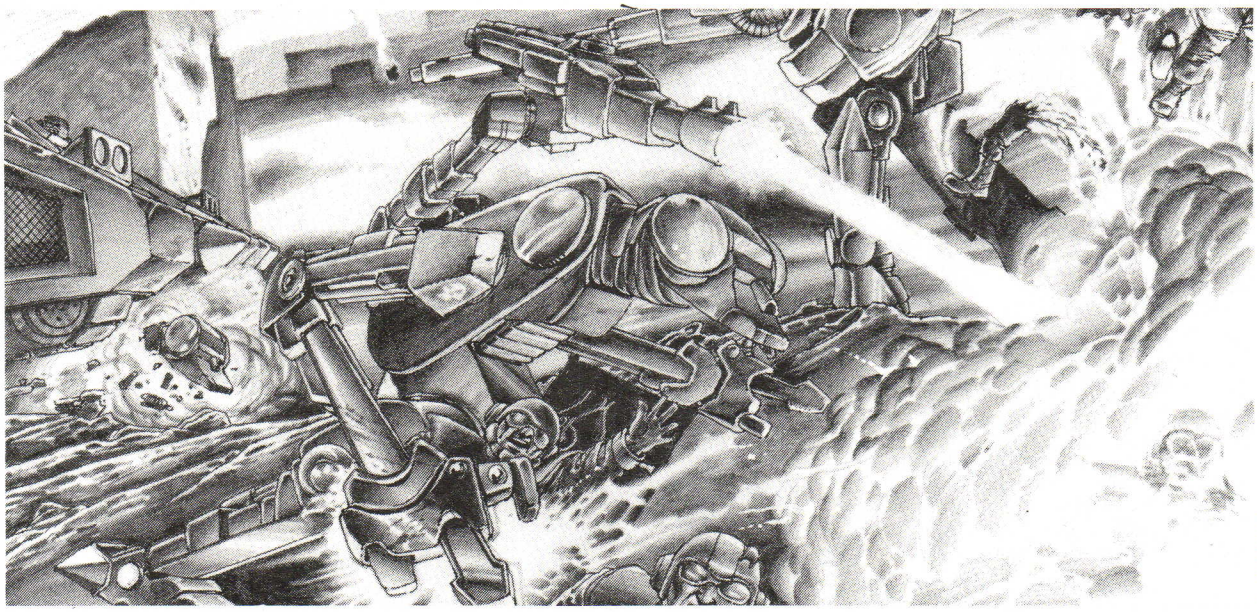
This program would allow the Robot to attack their enemy more directly, leaving a final option to move towards an objective.

If there are enemy in charge reach – *Charge*

If there are enemy within weapon range – *Advance*

If there are enemy in sight – *Advance*

In any other situation – *Capture*



KEVIN WALKER

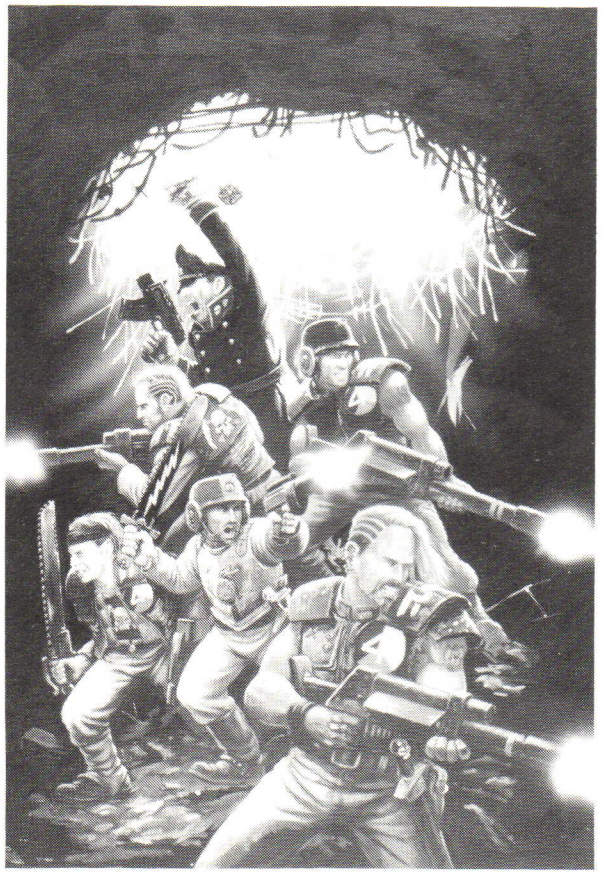
Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Robots	10cm	5+	+2	Autocannon	75cm	1	5+	0	Special rules.

THE IMPERIAL GUARD

The Imperial Guard is the most important and by far the largest fighting force of the Imperium. War is a fact of life in a hostile universe, so the Imperial Guard is constantly active throughout the galaxy defending human worlds, attacking hostile aliens, and battling for possession of newly discovered planets.

Every world in the Imperium has its own army to defend it against raiders, pirates, and rebels. These local armies are maintained by the planet's own ruler and are known as the planetary defence forces. Even though these forces might number several million troops this is not sufficient to withstand a full scale enemy attack, although it is plenty for the purposes of defending against localised attacks. In practice, the main role of the planetary defence forces is to serve as the personal troops of the planet's ruler, in which capacity they are used to protect him against internal rivals as well as from off-world threats.

The Imperial Guard is raised from the planetary defence forces and organised into distinct armies. When a new army is to be raised, the Adeptus Terra determines which of the Imperium's million planets is next in line for recruitment. Some planets have small populations and are only liable to recruitment once every hundred years or so, while other more populous worlds provide more troops and may be chosen for recruitment two or three times a decade. Once a planet is selected for recruitment an Adeptus Mechanicus recruiting officer from the Departmento Munitorum of the Adeptus Terra visits the world and inspects its fighting forces. If the officer is satisfied with the fighting qualities of the planet's best troops he recruits whole regiments into the Imperial Guard.



DAVE GALLAGHER

A typical regiment may be between two and six thousand men strong and as there are over a million worlds in the Imperium the potential number of recruits is enormous. The size of an individual army depends on circumstances, but it is quite common for armies to include more than a hundred regiments in all. Once enough regiments have been selected the troops are shipped out to their assembly point at the war zone. Because each army is recruited at the same time its troops tend to be of more-or-less the same age. Each regiment will be from a different world, but they will fight together from then on. None of the regiments ever return home as the cost of moving such large bodies of men from one side of the galaxy to the other is simply too great.

Once a regiment joins the Imperial Guard it receives no further recruits. As time passes and troops grow older losses amongst their ranks will reduce the size of each regiment and the army as a whole. Of course, after twenty years of fighting the army is as hard-bitten and battle-hardened as it is possible to be, with a fighting reputation won on some of the most dangerous battlefields in the galaxy.

If a regiment is successful it will be allowed the honour of joining an invasion force to fight for possession of a new world, and if the world is conquered the regiment earns the right to retire from the Imperial Guard and settle on the planet. In this way new worlds are added to the Imperium and settled by hardened warriors well able to defend themselves as well as survive in a hostile environment.

Many of the Imperium's planets were originally settled in this way by an old regiment itself recruited from an established world. As a result individual world cultures are transposed from one side of the galaxy to the other, overlaid with the martial traditions of the Imperial Guard, and strengthened in a frontier environment where only the strong

survive. Old warriors become the founding members of a hard-bitten aristocracy, while regimental commanders become the first of a dynasty that will rule the new planet. Within a few generations a world will have prospered and its population multiplied sufficiently to provide fresh regiments for the Imperial Guard.

Because regiments of the Imperial Guard are recruited from a single planet they have an identity and character which is distinctive from regiments recruited elsewhere. Most worlds speak a dialect version of the Imperial language so it may be difficult or even impossible for two regiments from different worlds to understand each other. The cultural variation between regiments can be extreme. For example, the grimly violent street fighters and undercity scum of Necromunda are renowned as excellent warriors: equally famous, but totally different, are the fighting horse-riding herders of the open steppes of Oran who fight as Rough Riders and collect the heads of their fallen enemies for trophies.

Despite these differences all regiments have a broadly similar appearance. Most Guardsmen fight as infantry and carry the standard issue Adeptus Mechanicus manufactured lasgun. Every newly recruited Guard regiment is provided with a uniform manufactured on its planet of origin to Imperial Guard specifications. The standard uniform colour is ashen grey because this is the easiest and cheapest material to manufacture, but some worlds can provide coloured or camouflaged plasticloth and this is sometimes specified instead. Some of the older and most prolific recruiting worlds have a traditional colour scheme which they always use for their regiments.

GUARD COMMAND STRUCTURE

Because the Imperial Guard is so huge its command structure is very formally organised. The entire regiment falls under the command of a colonel who, together with other senior officers and his personal bodyguard, form the regimental HQ, which is the nerve centre of the entire regiment. The troops in each regiment are divided into a number of companies, the actual number varies between ten and forty depending on the size of the regiment. Each company consists of three platoons of 50 men in the case of tactical units (ie three units of ten troop stands) plus a company HQ unit of ten men. Each platoon includes a five-man section HQ unit under the command of a junior officer. Each tactical company therefore consists of 160 men in total.

In addition to its main companies the regiment also includes a number of support units which can be placed under the command of a company HQ unit for the duration of a battle, such as robots, artillery batteries, etc.

Very unusual troops such as Ogryns, Rough Riders, and Ratlings are recruited as separate and usually smaller regiments. Because their battlefield roles are specialised and they are ideally used in smaller units to support the main infantry companies, it is usual for commanders to divide up these regiments on the battlefield and attach individual units to other regiments. It often happens that troops assigned to another regiment for a particular battle end up being permanently attached because the rest of their regiment is destroyed or posted to another battlefront before they can rejoin it. This sort of thing happens all the time, so many Imperial Guard regiments include Rough Riders, Ogryns, Ratlings or infantry from other regiments initially sent to reinforce them. This is reflected in the epic army cards for the Imperial Guard, which allow you to include specialist troops in varying quantities.

THE CHAIN OF COMMAND RULE

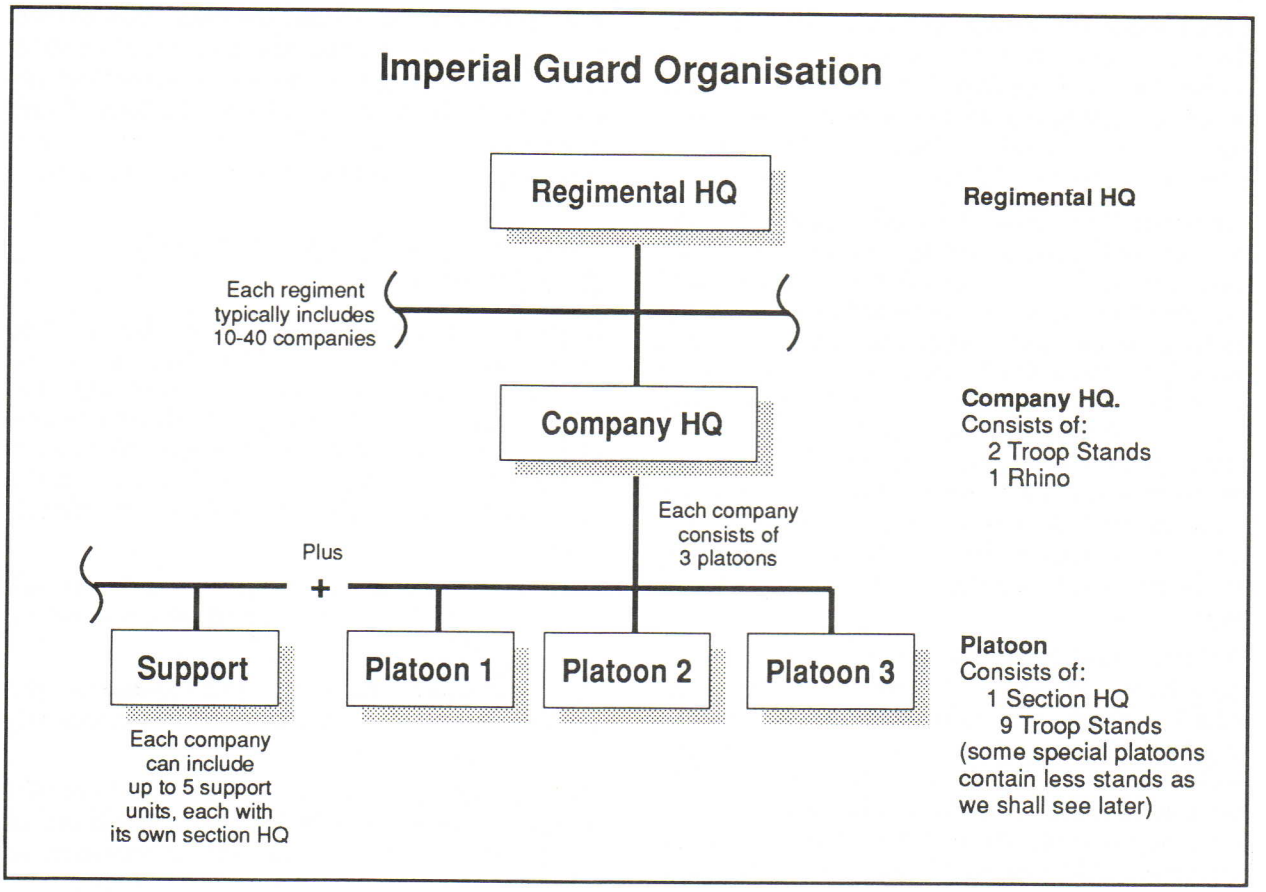
The tight structure of the Imperial Guard is reflected on the games table by the chain of command rule. This represents the way in which orders are passed from regimental HQs to company HQs and finally to each individual unit. If this chain of command is broken then troops further down the chain receive no orders and become bogged down while they wait for fresh instructions.

The chain of command rule works as follows. Imperial Guard units may only be given orders if they are connected to the chain of command. A unit is automatically connected to its chain of command if its company HQ is within 25cm. It is not necessary that the unit's own section HQ is within 25cm of the company HQ, only that at least 1 model is within 25cm.

The chain of command is broken in the following circumstances:

1. If the unit is further than 25cm from its company HQ.
2. If the unit's section HQ has been destroyed.
3. If the unit's company HQ has been destroyed.

Note that an infantry company HQ consists of 2 command stands and a Rhino. The Rhino is only a transport vehicle, the company's officers are represented by the troop stands and it is these that are used for measuring purposes. If both troop stands are slain the Rhino cannot function as a



command unit on its own and the entire company's chain of command will be broken.

If a unit cannot be given orders it adopts the standard no orders routine as described in the Space Marine rulebook. It cannot move and may only fire in the advance fire segment. Some units are an exception to this, such as Snipers, Rough Riders and Bike Squads. Their battlefield roles demand that they operate with a degree of autonomy. These units are described in the rules.

REGIMENTAL HQs

Regimental HQs comprise a number of huge mobile command centres called Leviathans. These are served by space surveillance and the reports of battlefront commanders, aerial reconnaissance, and long range scanners. A regiment almost always has several Leviathans operating behind the lines, maintaining communications with all the company HQs in that zone. If your army does not include a Leviathan model then it is assumed that the regimental HQ is behind the lines and that it maintains communications with your companies at all times.

If your army does include a Leviathan then there is a risk of it being eliminated, destroying your entire chain of command. However, because there are

SPECIAL RULE

SECTION HQ

Every Imperial Guard unit has a model or troop stand which includes its leader, which is called the section HQ. A unit's section HQ is treated exactly like its ordinary troop stands or vehicles: it moves and shoots in the same way and is subject to morale along with the rest of the unit. Section HQs are part of their unit, and must stay in formation just like its other members.

Section HQs are referred to as squadron HQs in the case of tank units, battery HQs in the case of artillery, and squad HQs for bikes, but these are all section HQs and this special rule applies to them all.

A section HQ is not a command unit and the special rules for command units do not apply. However, a section HQ can only be shot at if it is the closest stand or model in its unit. This prevents the enemy taking unfair advantage by shooting out all your section HQs when in reality the confusion of battle would make them almost indistinguishable from the rest of their unit.

always more Leviathans waiting to take over the chain of command is only broken for 1 turn. No orders may be issued for 1 turn and all Imperial Guard unit revert to a no orders routine. Leviathans and the special rules that apply to them are discussed in more detail later.

The object of the chain of command rule is to make the Imperial Guard work as a closely supported force dependent upon its officers and command structure. So long as the company HQ is intact it is a relatively simple matter to co-ordinate the different units. Should individual platoon or support HQs be destroyed their units will become bogged down, but this is not too much of a problem as there are some special uncommitted command units which can be moved to take over such troops. If you lose the company HQ, however, it is a different matter, and the chances of finding enough additional command units to get the whole force moving are slim.

The acute reader will have realised that the best place for the company HQ is somewhat behind the main line of advance: close enough to the section HQs to relay orders but sufficiently far behind to avoid attack by enemy troops. Because there are two company HQ stands and a Rhino it is possible to spread the command unit quite wide and stay in formation - with one stand one side of the Rhino and the other stand on the other side. This enables the company HQ to broaden its zone of control, although stretching your lines of communications like this is always a bit risky as the loss of one company HQ stand will leave troops on the periphery of your command zone without orders.

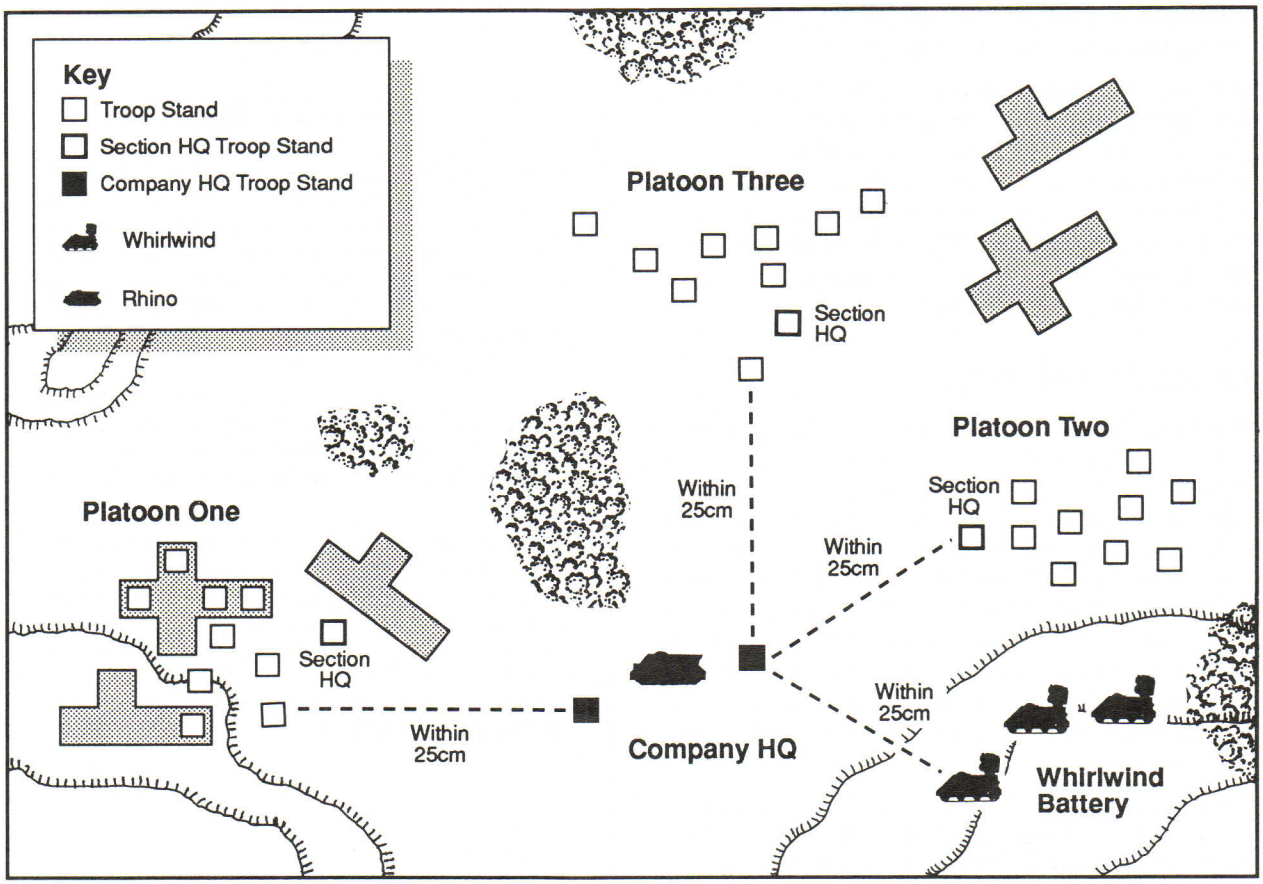
THE CHAIN OF COMMAND IN ACTION

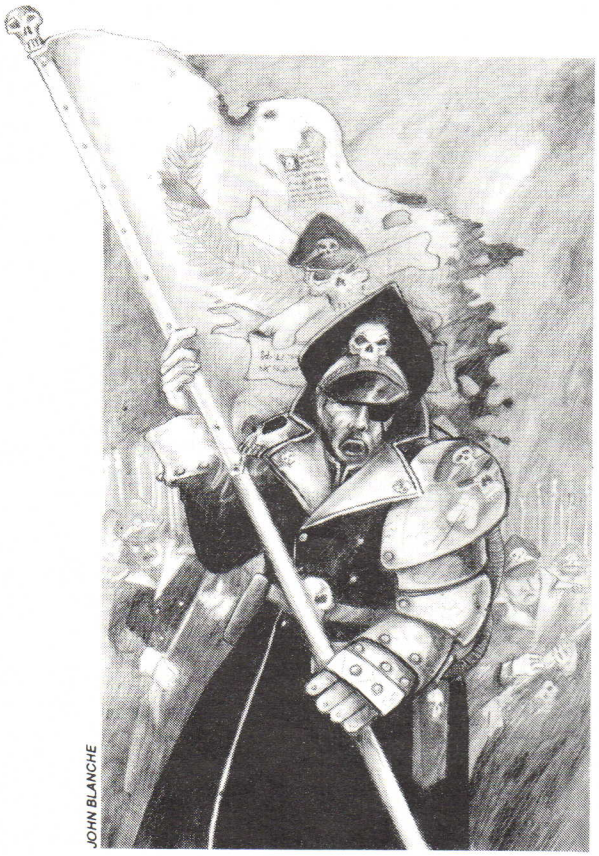
In the example below you can see the chain of command rule in action. The map shows an Imperial Guard company with three separate platoons plus a company HQ. The platoon section HQs are clearly indicated. The first platoon is positioned on the left flank is within 25cm of the company HQ, so the platoon can be given orders as normal.

The second platoon on the right flank is also well positioned so that it can receive orders from the company HQ.

The third platoon has been thrown forward into the attack, but it is still within 25cm of the company HQ so it can receive orders.

The company has a support unit in the form of a battery of Whirlwinds - the Whirlwind HQ is one of the Whirlwind models, and this is assumed to

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include communication gear and officers to direct the battery. The Whirlwind is positioned within 25cm of the company HQ and so can receive orders as normal.

COMMISSARS

The most important exception to the normal Chain of Command rule is the Commissar stand. The Commissars are tough Imperial agents whose role is to make sure the Imperial Guard achieve their aims. When commanders are slain or stranded the Commissars are ready to step forward and lead the troops. Commissars are fanatically brave and their loyalty to the Imperium is utterly without doubt. Their gallantry is legendary and there are many tales of stranded or demoralised Imperial Guard units being driven to great feats of valour by the inspirational leadership of a Commissar.

Commissars don't fall into the regimental organisation as such. A Commissar stand can join an Imperial Guard unit and command it personally. The full rules for Commissars are given in the *Forces* section.

The best thing about Commissars is that they are FREE! Your army automatically gets 1 Commissar for every Imperial Guard company card it includes.

CHOOSING THE IMPERIAL GUARD

Your Imperial Guard force represents an Imperial Guard regiment which is part of an Imperial army. The army itself may include Space Marines, Titan Legions, Squats, and other allied contingents such as Eldar. An Imperial Guard regiment is very large and may include various special troops which have been added to the regiment's numbers over the years. Your troops are chosen using the epic army cards for the Imperial Guard. These are indicated by a distinctive colour and a skull symbol. Begin by fixing a points value for the whole army; your force may not exceed this value.

You must choose at least one company card. For every company card you choose you may include up to five support cards which represent units placed directly under the command of the company HQ. This means that they are liable to the chain of command rule.

For every company card you may also choose one special card. Special cards encompass unusual, often independently operating, individuals or units. Troops included as special cards are not assigned to the company itself, so they are not bound by the chain of command rule. These special troops are described more fully in the following section. As you choose your cards note down the total points value and make sure the total does not exceed your agreed value for the army.

For every company card you automatically receive 1 free Commissar. The Commissar is not a special card as such, and so does not affect your ability to buy other support or special cards.

For example, you might choose an Imperial Guard company as your first card - this has three platoons and a company HQ. To this you might decide to add support cards to include an Ogryn detachment, a battery of Thudd Guns, a squadron of Sentinels, a detachment of Beastmen, and a detachment of Imperial Guard assault troops. In addition you could choose an Inquisitor as your special card. Including so many different units under the company HQ is probably going to stretch your lines of communication to their limit, and you may prefer to reduce the number of support units.

Remember there is no obligation to buy the whole allowance of five support cards or the special cards. On the whole it is best to use the support cards as they are intended: to provide useful support for the companies concerned. How much support you need and what form it takes will depend entirely on your battleplan and how that particular company fits into it.

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IMPERIAL GUARD TROOPS

Imperial Guard infantry companies are very closely structured forces with a clearly defined chain of command. There are three types of Guard company: *tactical, assault,* and *heavy*. Each type carries different weapons and equipment and fulfils a different tactical role, as described below.

Tactical Imperial Guards make up the bulk of Imperial Guard companies, and are represented by a stand of five Imperial Guardsman models. The standard uniform specification is Codex grey with helmet stripes in the company colour. Because there are a great many companies in a regiment it is usual to give some companies two or more distinctive coloured helmet stripes. In battle these markings are frequently painted out so you do not have to include them on your models if you don't want to. Tactical companies are purchased as company cards which include a company HQ unit (see below).

Assault Companies are somewhat different to tactical Imperial Guard in that they are made up from fast, highly mobile assault troops equipped with jet packs and close combat weapons. They are represented by stands of five assault Imperial Guard models. Assault troops are used to spearhead attacks or to clear buildings or other securely held enemy positions. An assault company may be purchased as a company card complete with an HQ unit (see below).

Heavy Company troopers are also known as support companies because individual platoons are usually assigned to other companies as support units. This is not always the case though, and sometimes a whole heavy company will fight together to hold a position against overwhelming enemy attack or to throw their combined firepower behind a determined advance. A heavy company troop stand is represented by four ordinary trooper models plus a model with a lascannon. You can purchase a heavy company complete with HQ unit, or you can include heavy platoons as support cards for other companies.

Each platoon, whether tactical, assault or heavy, has a section HQ represented by one troop stand. The section HQ contains the unit's commanding officer and communications team and is represented by a troop stand of the platoon type with an officer model substituted for one of the trooper models. Alternatively you may use a banner fastened into the base to indicate that the stand is a section HQ stand. The section HQ stand is treated exactly like the other stands in the unit, and is identified purely to establish that the unit is joined to the chain of command and can therefore be given orders.

Company HQ Unit. Each company also includes a company HQ unit which consists of two officer stands and a Rhino transporter. This command unit is very important to the whole company because orders are relayed through each company HQ to platoons under their command via the section HQs. This has already been explained as the Chain of Command rule. If you are in any doubt as to how this works refer back to the rules and example in this rulebook.

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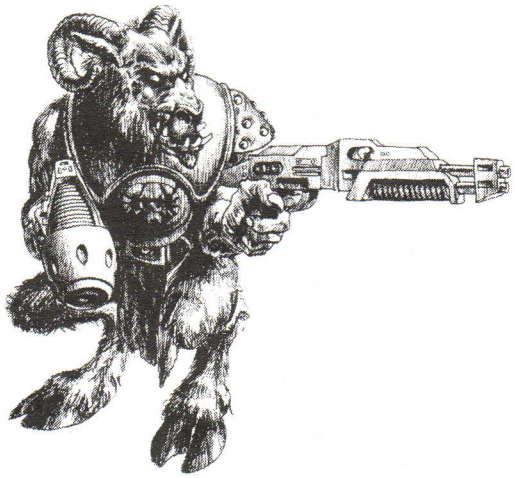
Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Tactical Troops	10cm	None	0	Lasguns	50cm	1	5+	0	
Assault Troops	15cm	None	+1	Pistols\Swords	25cm	1	5+	0	Jump packs.
Heavy Troops	10cm	None	0	Hvy. Weapons	75cm	2	5+	-1	
Company HQ	10cm	None	+2	Pistols + Sword	25cm	2	5+	0	
Section HQ	As Guard platoon type								Part of platoon unit.

BEASTMEN

Beastmen are half-human mutants who inhabit some Imperial worlds. Although not much liked or trusted by the Imperium they are just about tolerated and provide troops for the Imperial Guard as do other human mutants such as Ogryns and Ratlings. Entire regiments of Beastmen are recruited from a single world but because they are seen as untrustworthy and rather stupid the usual practice is to divide these regiments up once they reach the war front. Individual companies or even platoons are allocated to other Imperial Guard regiments as support troops. Companies of Beastmen are led by human commanders while individual platoons are led by their own officers. A Beastmen troop stand has five models. There are three types of Beastman models in the Imperial Guard and Chaos plastic sets and these may be freely intermixed to produce the slightly barbaric appearance which characterises these regiments.

Beastmen are available as company cards or support cards. Company cards consist of three platoons of Beastmen plus a human company HQ - this unit is exactly the same as a standard Imperial Guard company HQ described above. Support cards consist of a single platoon. All platoons are led by a section HQ stand which may be indicated with a banner fastened to the base or painted in a distinctive fashion. The Chain of Command rule applies in the same way as to the Imperial Guard.



PAUL BONNER

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Beastmen	10cm	None	+3	Swords/clubs	None	None	None	0	

OGRYNS

Ogryns are extremely large, intensely loyal, and slightly simple human mutants. They come from harsh, cold, high-gravity worlds where brawn, rather than brains, is needed to survive. Ogryns make very good troops except that they are not bright enough to use the more sophisticated equipment. A simple-to-operate and effective weapon, the Ogryn Ripper Gun, has been invented specially for them. This has a short range but is quite heavy, reflecting the Ogryns' great strength and preference for close fighting.

Due to their mental limitations Ogryns rarely fight as whole regiments but are divided up once they reach a war front, with individual Ogryn platoons joining other regiments as support troops.

Ogryns are available as support cards consisting of a single platoon. All platoons are led by a section HQ stand in the same way as the Imperial Guard, although in this case the commander is an Ogryn 'Bonehead', who has undergone mental enhancement surgery at the hands of the Adeptus medical corps. Stands consist of 5 Ogryn models and a banner can be used to indicate the Bonehead stand. The Chain of Command rule applies in the same way as the Imperial Guard themselves.

PAUL BONNER

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Ogryns	10cm	6+	+6	Ripper Gun	10cm	1	4+	-1	

ROUGH RIDERS

Rough Riders come from worlds where horse riding and cattle herding are the normal way of life. Steppe Worlds, as these planets are known, provide meat for other nearby worlds and often have no industry of their own. The nomadic herders that live on the Steppe Worlds are expert horsemen and are recruited into the Imperial Guard as regiments of Rough Riders. These regiments are usually divided into companies before a battle and allocated to other regiments where they provide scouts, patrols, and fast attack troops. Sometimes these ad hoc divisions become permanent and so regiments of Imperial Guards acquire a corps of Rough Riders.

The weapon of these troops is the hunting lance with its deadly explosive tip, derived from the similar weapons used on their home worlds to hunt down large carnivorous animals. A properly tuned military hunting lance can crack open a tank and a Rough Rider charge can annihilate enemy infantry.

Rough Riders can be included as company or support cards consisting of a single cavalry squadron. Company cards consist of three squadrons plus a standard company HQ unit of two troop stands with a Rhino. Rough Rider stands consist of two Rough Rider models glued to a 20mm x 20mm piece of card or a standard plastic epic base. Squadrons include a single section HQ stand, which must be indicated as such by use of a banner pole or in some other way, such as by painting the riders' helmets in a distinctive colour, for example.

Rough Riders are an exception to the normal Chain of Command rule. They do not need to be given orders directly, and will use their own judgement to react to the circumstances in which they find themselves. This means that even if there is no chain of command you can still place whatever orders you like for Rough Riders. However, if a unit of Rough Riders is broken and has no chain of command then it is automatically routed and any remaining troops are removed from the battlefield. This represents the fact that Rough Riders are used to working out on their own, beyond the normal lines of communication, often deep inside enemy territory. However, without close support they are unlikely to stand their ground if serious opposition is encountered.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Rough Riders	20cm	None	+3	Hunting lance	25cm	1	6+	0	

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RATLING SNIPERS

Ratlings are diminutive human mutants who live on some Imperial worlds. They don't make very good troops on the whole, partly because they are fairly happy-go-lucky but more importantly because they are so tiny. However, they do have one very useful skill – they are crack shots! Instead of recruiting regiments of Ratlings for the Imperial Guard it is usual to recruit battalions of sharpshooters which are smaller than normal regiments totalling between one and five platoons. In battle they disperse into independently operating sniper squads. These infiltrate the battlefield unseen, secreting themselves among undergrowth or buildings.

A sniper platoon consists of four stands of five Ratling sniper models and may be included under the command of a company as a support card. Snipers are an exception to the normal Formation and Chain of Command rules. Their role means that they must operate on their own without support from other troops or even communication with their commanding officers. Sniper stands do not have to remain in formation; each stand may act totally independently as if it were a command unit. Snipers do not need to be given orders. They may move at charge rate of up to 10cm and are always considered to have first fire orders for shooting. However, because they need time to settle into firing positions, a sniper stand which moves may not shoot that turn.

Snipers are so good at hiding that if they are within cover they cannot be seen at a range of more than 25cm. This means it is impossible for enemy to fire at them above this range. Of course, this special restriction only applies when the Ratlings are within cover. If they are in the open then they can be seen and fired at as normal.

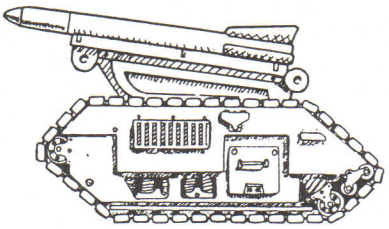
As snipers operate as individual stands they cannot be broken or routed. If their commanding company is broken or routed the snipers are unaffected and may continue to fight as normal. Victory points for the snipers are awarded to the enemy once four stands have been destroyed. If you are playing with several platoons of snipers then the requisite victory points are awarded for every four sniper stands destroyed regardless of which platoon they come from. This reflects the fact that snipers operating at a distance from each other rarely know whether other members of the same platoon have been eliminated.

PAUL BONNER

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Ratling Snipers	10cm	None	-1	Sniper Rifle	50cm	1	5+	0	Special rules.

MANTICORE ROCKET LAUNCHER

The Manticore is another lightly armoured support weapon which carries a potent barrage weapon, in this case a rack full of Storm Eagle rockets. The Manticore must be reloaded each time after it fires. As it takes a complete turn to reload, this means it is vitally important to decide when to use the missiles because once you launch them you won't be able to fire the next go! You can move and reload the Manticore in the same turn however, so it does give you the opportunity to reposition ready for your next firing.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Manticore	15cm	5+	0	Rockets	200cm	6 Barrage Points		0	Fires barrage. 1 turn to reload.

THE LEVIATHAN

The Leviathan super-heavy command centres form the mobile headquarters of an Imperial Guard regiment. Each contains extensive communications and surveillance gear used to co-ordinate the regiment in action, including spy satellite link-ups, lines to orbitting spacecraft, control gear for tiny flying spy robots, and direct links to each company HQ unit. Inside are the regiment's senior officers, its Guard colonel and his staff, plus a considerable fighting crew to man the many weapons. This awesome vehicle is made by the Squats and supplied to the Imperial Guard as part of the mutual exchange of materials between the Squat Homeworlds and the Imperium. Every regiment has several Leviathans, any of which can command the entire regiment if necessary.

The immense weight and size of the Leviathan means it is very slow, and its move rate is therefore 10cm. This is its maximum move rate; the Leviathan cannot double this move if given charge orders. This doesn't really pose a problem as the command centre is unlikely to venture too near the enemy lines except in a dire emergency.

Because of its very thick and efficient armour the Leviathan has an armour saving throw of 1 on a D6. This applies all the way round including the sides and rear, so attackers do not get the usual bonus for side and rear shots. Needless to say, this means that most shots will simply bounce off unless the weapon has a save modifier of at least -1.

The Leviathan also has four void shields, which work in the same way as a Titan's. This means that it can sustain a number of hits without taking damage.

The super-heavy Leviathan is so massive that it cannot be easily brought into close combat. To represent this the Leviathan can't be pinned in close combat by lighter troops; it can only be pinned by Titans or other vehicles which are described in the rules as super-heavy. Super heavy vehicles include all Imperial super-heavy tanks (Shadow Sword, Baneblade, Storm Hammer) Ork Battle Fortresses (Giblet Grinda and Skull Hamma) and Squat Land Trains. If infantry or lighter vehicles engage the Leviathan in close combat it is not pinned and can simply move past them in the next turn, scattering opponents out of the way as it does so.

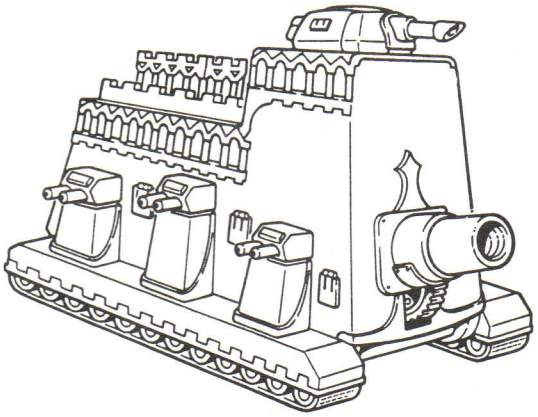
The Leviathan bristles with deadly weapons including the vast and highly destructive Doomsday Cannon mounted on its prow. This fires a barrage with a barrage points value of 3 plus the roll of a D6, so the score varies between 4 and 9. The Doomsday Cannon may fire to the Leviathan's front as normal. Because of its mobile turrets and the arrangement of its other weapons these may be fired all round.

The Leviathan can carry a complete infantry company of Imperial Guard including its company HQ unit complete with vehicles (up to 30 stands + HQ unit). Troops can be allocated to the Leviathan before the game begins. They are not obliged to stay with the command centre but can disembark and fight as normal.

The Leviathan may be included in your army as a special card representing the regiment's battlefield headquarters. The regimental HQ issues orders to company HQ units over the entire battlefield and it can be imagined sending orders to troops further along the battlefront as well. If the Leviathan is destroyed the whole force is in deep trouble! You won't be able to give orders to any troops next turn because the chain of command will be broken at its very first link. Company commanders will find all their communications go dead, no information about the battle will reach them, and they will receive no instructions regarding objectives or movements. From the following turn orders may be given normally as another regimental HQ further behind the lines is assumed to take over.

The Leviathan does not need to be given orders. It automatically fires as if on first fire orders and can move up to 10cm. Because it is so huge, the special rules restricting firing at command units do not apply to the Leviathan. It may be fired at by any enemy that can see it just like any other target.

You can include several Leviathans in your force if you wish, assuming of course that you have sufficient points to pay for them. In this case your regimental headquarters is automatically assumed to be divided between the Leviathans. The vehicles may move and fight individually and do not form a unit as such. The loss of one of several Leviathans will not affect your chain of command so long as there is at least one left intact.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Leviathan	10cm	1	12	Lascannons	75cm	6	5+	-1	May carry
	Max.	all round		Battlecannon	75cm	1	5+	-2	Imperial Guard
				Bolters	15cm	12	6+	0	company.
				Doomsday C'n	200cm	D6+3 Barrage Pnts		-3	4 void shields.

SHADOW SWORD SUPER-HEAVY BATTLE TANK

The Shadow Sword super-heavy battle tank is a massive fighting machine which looks more like a mobile fortress than a tank. It carries a crew of 12 men to operate its fearsome battery of armaments, control its engines and direct its ponderous movements. The Shadow Sword is as big as a building, and weighs upwards of a thousand tons.

It takes a long time to move Shadow Swords from one warzone to another and position them at the battlefront. They are hardly fast – it is rather difficult to move something that weighs a thousand tons and which is wider than most streets!

Once the Shadow Swords have reached the fighting zone they are used to provide anchor points in the battle lines - mobile fortresses which break the force of enemy attack. Shadow Swords also play an essential role in the attack, slowly rolling forward to present an irresistible force which few foes can withstand. They are used by the super-heavy tank formations of the Imperial Guard.

The Shadow Sword is so huge and heavy that its speed is inevitably very slow - 10cm. If your force contains Shadow Swords their speed will determine the rate of your advance. Because of this, it is vital to get them into a good position very early in the battle or you may find the action over before they have fired a shot!

Because of its extra-ordinary armour the Shadow Sword has an armour saving throw of 1 or more on a D6. This means that hits automatically bounce off harmlessly unless the weapon has a save modifier of at least -1. For example, if hit by a weapon with a -2 modifier the Shadow Sword would still save on a D6 roll of 3 or more (as 3 - 2 is still 1, which is sufficient to save). The Shadow Sword is therefore immune to bolter fire from most vehicles, Ork Boyz stands, and other troops without a save modifier.

The super-heavy Shadow Sword is almost unstoppable in close combat, crushing infantry and lighter vehicles as it advances! To represent this the Shadow Sword can't be brought to a halt by lighter troops who engage it in close combat, it can only be pinned by Titans or by another super-heavy tank. If infantry or lighter tanks engage the Shadow Sword in close combat it can simply move past them in the next movement phase, scattering them out of the way as it does so.

The Shadow Sword is festooned with bolters to gun down infantry who come too near. Each individual bolter has only a limited arc of fire and a restricted range, but in combination the weapons are ideal for fighting off troops in close combat. The close assault factor of 6 reflects this, and also represents the super-heavy tank running down its opponents and crushing them beneath its broad tracks.

The Shadow Sword's main armament is a huge laser cannon called the Volcano Cannon, a weapon so powerful that others like it are used to defend planets against attack from space, firing through the atmosphere against drop ships and low-orbitting space ships. If the Volcano Cannon hits a Titan the player adds +3 to the damage roll to determine the effect.

The Shadow Sword also carries two lascannons in its auxiliary turrets, and many bolters which fire from restricted fire slits. The bolters are only intended as a last minute defence against infantry opponents at short range. Ideally the Shadow Sword will be protected by friendly infantry, as it is far too valuable to lose to a surprise attack by fast moving opponents.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Shadow Sword Super Heavy Tank	10cm	1+	+6	Volcano cannon Lascannon Bolters	100cm 75cm 15cm	1 2 6	3+ 5+ 6+	-4 -1 0	Volcano cannon adds +3 to damage rolls vs Titans.

BANEBLADE SUPER HEAVY TANK

The Baneblade is based on the same huge building-sized armoured body shell as the Shadow Sword with various modifications incorporating further hull armament and a separate turret. The Baneblade super-heavy tank does not carry any weapon as powerful as the Shadow Sword's Volcano Cannon, but it does carry more weapons and is better able to take on hordes of opponents thanks to its varied armament and many bolter positions.

The Baneblade is just as slow and ponderous as the Shadow Sword, and has the same thick armour and saving roll. The same special close combat rules apply as described for the Shadow Sword - it can only pinned by Titans or other super-heavy tanks. The Baneblade is armed with a battlecannon which fires powerful explosive shells and a lascannon which shoots blasts of energy. It is also mounted with many bolt guns to protect the vehicle from infantry and other short range attack.

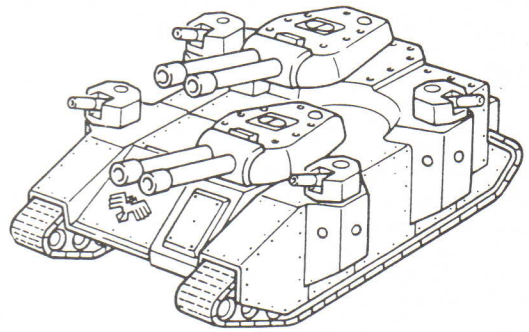
Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Baneblade Super Heavy Tank	10cm	1+	+8	Battlecannon Lascannon Bolters	75cm 75cm 15cm	2 2 10	4+ 5+ 6+	-2 -1 0	

STORM HAMMER SUPER HEAVY TANK

The Storm Hammer is one of the three types of Imperial super heavy tank and is just as well armoured as the Shadow Sword and the Baneblade. It is built for a close assault role and carries mostly short ranged weaponry. The Storm Hammer has two main turrets each carrying deadly cannons and four smaller turrets equipped with lighter bolters.

The Storm Hammer is designed to bring its armament to bear all round – as a close assault super heavy tank it would otherwise be vulnerable to attack from the sides and rear. As it is the Storm Hammer can wade in amongst enemy troops without suddenly finding itself unable to attack opponents who have closed in behind or round the sides. To further protect it against attack it has specially thickened side and rear armour.

To represent its wide arc of fire and many rotating turrets the Storm Hammer can shoot all round, not just to its front like most vehicles. Because of its extra thick side and rear armour its saving throw is *not* reduced for shots to the side and is only reduced by -1 for shots to the rear – most other vehicle saves are reduced by -1 and -2 for side and rear armour of course. The same close combat rules apply as described for the Shadow Sword and Baneblade; it can only be pinned by other super heavy tanks.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Storm Hammer	10cm	1+	+10	Cannon Bolters	50cm 15cm	4 14	4+ 6+	-2 0	Side armour as front. Rear armour -1.

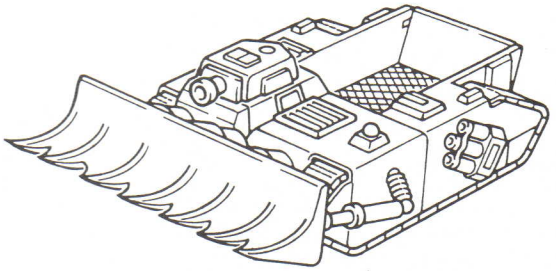
GORGON CLOSE ASSAULT VEHICLE

The Gorgon is a large, slab-sided vehicle with thick armour and monstrous tracks. It is used to carry infantry under heavy fire, such as in a siege or when attacking an enemy defence line. In many ways it is like a mechanical version of a heavily protected medieval siege tower full of combat troops and bristling with weapons!

In front the Gorgon has a very substantial bulldozer blade which it can use to push its way through obstructing terrain, and therefore ignores all penalties normally applied to vehicles for moving through some terrain. As a Gorgon moves through woods or over rocky ground it leaves a corridor behind it which is passable to other tanks. You can represent this by removing scenery as the Gorgon passes over it.

The bulldozer blade also forms a further layer of armour, so the Gorgon is allowed two saving throws for its armour if shot at from the front. Make your normal saving throw and if this fails roll again: the Gorgon is unharmed if either save is successful.

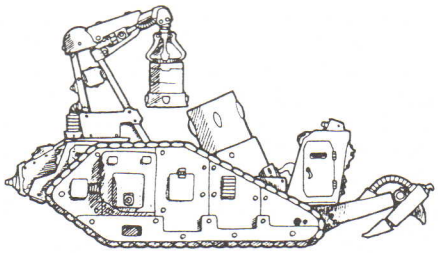
The Gorgon's high sides protect the infantry inside. The player can release the infantry in any turn, the Gorgon's blade is raised and the infantry pour out of the vehicle. The Gorgon can carry up to 5 stands (25 men) and they disembark in the same way as troops leaving any other vehicle. The Gorgon is armed with short ranged mine launchers which lob large barrel-shaped charges a short distance ahead of its advance to clear out enemy troops.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Gorgon	10cm	1+ (Save twice (on front)	+4	Bolters Minethrower	15cm 15cm	4 1	6+ 4+	0 -3	May carry 5 troop stands.

BOMBARD MOBILE SIEGE MORTAR

The Bombard carries a large siege mortar which lobs very heavy shells onto enemy positions. It is extremely good at bursting apart armoured formations, as the sheer weight of its missile can stove in armour and split apart the most heavily armoured tanks. The Bombard lobs shells upwards in a curving arc so it cannot fire at very close range because the gun barrel cannot be depressed enough to fire at a very close target. The Bombard cannot fire at a target closer than 50cm, and thus has a minimum range of 50cm.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Bombard	10cm	5+	0	Siege Mortar	50-150cm	3 Barrage Points		-3	Fires barrage.

COMMISSARS

Commissars are amongst the most important characters in the whole army. They are tough Imperial agents whose role is to make sure the Imperial Guard achieve their aims. When commanders are slain or stranded the Commissars are ready to step forward and lead the troops. Commissars are fanatically brave and their loyalty to the Imperium is utterly without doubt. Their gallantry is legendary and there are many tales of stranded or demoralised Imperial Guard units being driven to great feats of valour by the inspirational leadership of a Commissar.

Commissars are free to move about as they wish, as they are not actually part of the regimental organisation, but they are most usefully employed towards the front of the battle zone where their influence will be needed most.

Commissars are represented by troops stands of five Commissar models. Although individual Commissars don't actually go around in little groups the stand is a useful way of representing a number of Commissars who may actually be spread slightly more widely. This does not affect the way the stand fights at all – the Commissar stand moves, shoots, and may be destroyed just like any other stand.

Commissars are included in the army in addition to troops indicated on the epic army cards. For every full Imperial Guard company card in the army you automatically have one Commissar stand plus one Rhino transport to carry it. Remember Commissars are not actually part of the companies, they are totally independent pieces.

A Commissar stand plus its attendant Rhino comprises a special type of command unit. All the normal rules for command units apply, so the Commissar does not need orders but automatically moves as if on charge orders and fires as if on first fire orders. The Commissar stand's most useful attribute is its ability to join Imperial Guard units and to issue orders to them. This means, for example, that an Imperial Guard platoon or tank squadron which no longer has a proper chain of command can be given orders by a Commissar.

The Commissar stand can only join one unit at a time and must be within the unit's normal formation (ie it must be within 6cm as defined by the formation rule in the *Space Marine* rulebook). This ability of the Commissar to give orders to troops whose chain of command has broken down is extremely important to the Imperial Guard. Note that it is only the Commissar stand itself which can issue orders in this way, the Rhino can only do so if the Commissars are actually riding inside it. Once the Commissar stand is destroyed its Rhino is removed automatically.

The Commissars cost no points and their destruction confers no victory points to the enemy.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Commissar	10cm	None	+4	Pistols/Swords	25cm	2	5+	0	May give orders to any Imperial Guard unit

HELLHOUND FIRETHROWER

The Hellhound is used specifically to flush enemy infantry from cover, armoured emplacements, and buildings. It consists of an armoured body with a tall frontal tower section. Volatile fuel is stored in the armoured containers at the back from where it is pumped through metal pipes to the fire nozzles at the top of the tower. The ignited fuel becomes a torrent of flames which pour down onto the enemy below, lapping round cover, bursting through doors and filling buildings with flame and smoke.

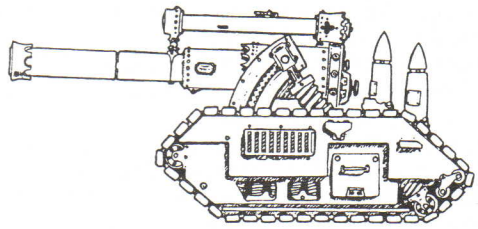
The Hellhound's weapon is the Dragon firethrower, which gives the Hellhound its other popular name of the Dragon.

The Hellhound is represented by the special flame template. To use the weapon take the template and place it so that the pointed end is next to the front of the Hellhound and the broad rounded end lies away from it and within the normal 180° frontal fire arc. The template area represents the fall of flames and all targets within the area are hit on the D6 roll of a 5 or 6. No to hit modifiers are ever applied for cover when shooting with a flame weapon – the flames lap round cover and the searing heat is intensified by enclosed areas such as rooms, bunkers and other hidey holes.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Hellhound	15cm	3+	0	Dragon firethrower	Template		5+	0	Ignore to hit modifiers for cover.

BASILISK SELF-PROPELLED ARTILLERY GUN

The Basilisk is a self-propelled artillery piece mounted with a long barrelled cannon known to the Imperial troops as the 'Earth Shaker' because of its tremendous recoil. The Earth Shaker has a long range and is used to pound enemy positions from a distance prior to a general advance. The advantage of the Basilisk artillery piece over a rocket launcher is that it can be redirected, loaded and fired relatively speedily. The Basilisk is allowed to fire two barrages rather than just one; both shots are taken in the same combat segment, one after the other. The second shot may be against the same target or a different one, the player may choose which.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Basilisk	15cm	5+	0	Earth Shaker Artillery Cannon	150cm	2 Barrage Points		-2	May fire 2 barrages per turn.

SENTINEL

The Sentinel is a light one-man fighting vehicle consisting of an armoured pod raised high above the ground on two legs, which it uses to walk with. The Sentinel is used as a scout and patrol vehicle and for sentinel duties such as guarding supply compounds and encampments.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Sentinel	25cm	6+	+2	Autocannon	50cm	1	4+	0	

DEATHSTRIKE TACTICAL MISSILE LAUNCHER

Many of the largest Titans carry missiles which they use to attack other Titans, massed troops and fortifications. These missiles can also be modified to be fired from a Deathstrike launch vehicle.

A Deathstrike launcher can only fire if its unit is given first fire orders. If you do this, you do not have to fire missiles, though you may fire any or all of them, as you wish. By putting a tactical missile unit on first fire orders you are fuelling up the missiles and activating their guidance systems in preparation for firing. Each missile can only be fired once.

Tactical missiles have complex robotic guidance systems which enable them to seek out and destroy their target. In the turn it is fired the missile climbs high into the air from where its cameras can see the whole battlefield. Once the missile's robotic brain has selected a target the missile dives down to ground level from where it heads towards the target at slow speed, weaving round buildings and other obstructions, and dodging incoming fire.

The Deathstrike launcher may only be fired if its unit has first fire orders. Represent the missile's attack as follows. Remove the missile from its launcher or place a counter to show that it has been fired. The missile travels upwards in a high arc to scan the battlefield for targets then descends to about 10 - 20 metres above the ground. Place the missile model, or a counter representing it, D6 x 10cm directly in front of the Deathstrike vehicle. This indicates the point where the missile descends and begins its hunt for the target. The missile will fly over the heads of friendly troops or non-preferred enemy, and will also avoid buildings, hills, and terrain features by flying over or round them. Should the missile happen to descend directly on top of an enemy target which the player wants to destroy it can be exploded immediately and damage worked out as normal. Otherwise the missile moves in the first first phase of each succeeding turn until it hits a target or runs out of fuel. Should the missile come down off the tabletop it can be positioned at the edge ready to move onto the table next turn.

Missiles move and can be exploded in the first fire segment of the combat phase. All missiles currently in flight can be dealt with at once as a single 'firing' so there is no need to take a separate turn for each missile on the table. Once in the air, missiles keep moving until they reach their target and explode, malfunction, run out of fuel, or are shot down. Each missile travels D6 x 10cm a turn. If you roll a 6 the missile either runs out of fuel or malfunctions and explodes that turn – roll a further D6 x 10cm to establish how far the missile travels before it explodes. Otherwise move the missile the total distance indicated, making any turns or other changes in direction as required but measuring the full distance. The player may detonate the missile at any point along its flight path should a suitable target present itself.

Missiles in flight may be shot at and are destroyed if hit. However, they are difficult to hit because they are capable of taking evasive action so it is only possible to shoot at them at a range of 25cm or less. Also, because they are a rapidly moving aerial target they can only be shot at by troops with first fire orders.

There are three kinds of missiles. A Deathstrike unit of 3 launchers can be equipped with any combination of the following missiles.

Barrage Missile. This contains a multiple plasma warhead capable of vapourising a large target or area of ground. It is particularly useful for depleting the void shields on a Titan. The missile is represented by a number of barrage templates. Position the first template directly over the point where the missile explodes, then roll a D6 to determine the number of extra templates. These may be placed so that they are touching the original template or each other, forming a compact mass or line. Targets covered by the barrage are struck for 8 barrage points with a -2 armour save modifier.

Harpoon. This missile is designed to penetrate the outer casing of a Titan and short out its control systems. Once control of the target has been removed from its crew the missile's own computer brain can control it to some extent. The Harpoon can also be used against other targets, in which case its powerful electromagnetic pulse is usually sufficient to destroy the target outright.

A Harpoon missile can strike any target in its flight path and hits automatically. A vehicle or infantry stand struck by the missile must make its saving throw with a -2 modifier or be destroyed. A Titan with operational shields will lose only a single shield to Harpoon attack, but a Titan with no shields is in deep trouble. Select a location and roll the hit location die as normal, then make a saving throw with -2 modifier for the location that is hit. If the save is failed the Harpoon has lodged in the Titan. If the save is successful the missile has failed to penetrate the Titan's outer casing and has no effect.

A Titan that is harpooned must roll a D6 in each subsequent orders phase. On a 1 the missile falls out or ceases to function, and the Titan can fight as normal. On a 2-6 the Titan falls under the control of the Harpoon. The opposing player may control the Titan for that turn, moving it and firing its weapons in any manner he wants, just as if it were his own Titan.

Warp Missile. The warp missile contains a miniature warp drive which skips the missile in and out of warp space, allowing it to bypass shields and thick armour to materialise directly inside the target where it explodes with devastating effect.

The warp missile can strike any target in its flight path and hits automatically. A vehicle, building, or troop stand hit by the missile is destroyed automatically with no saving throw. If a Titan is struck by a warp missile then its shields are ignored and a target location is established. To represent the chance of the missile disappearing into warp space or being deflected off course roll the hit location dice twice. If a location is hit it receives no armour save: go straight to the damage chart and roll twice. This represents the cataclysmic damage caused as the missile materialises inside its target and detonates.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Launcher	15cm	6	0	None	Special Rules				

HELLBORE

The Hellbore is the largest of the tunnelling troop transporters known collectively as tunnellers or miners. These subterranean machines tunnel their way underground, bypassing enemy troops and fortifications and emerging behind the lines. Tunnellers can move over the ground surface as well as underground, but as they only move slowly overland it is usual to move them to battlefields on huge transporter vehicles.

At the start of the game any tunneller models are positioned on their transports along with the rest of the army. The tunnellers themselves are assumed to be underground from the beginning of the game, and the transports are left on the table. Although transporters don't have weapons and cannot move, they continue to act as guidance stations for the tunnellers. It is possible for the enemy to force a tunneller off-course by destroying its guiding transport vehicle as described later.

A Hellbore may attempt to surface at any time during its side's movement. Roll a D6, and on the score of a 1 the Hellbore has struck a rocky obstruction and cannot emerge that turn. On the score of 2 or more the Hellbore breaks through to the surface. It does not move further during the turn it emerges above ground, but can move along the surface from the next turn. If the Hellbore's transporter can be seen from the point where the Hellbore intends to emerge proceed as follows. First nominate where you want to surface and then roll the scatter dice. If you roll a hit symbol then you have emerged on target. If you roll an arrow you have missed your aiming point and instead emerge D6 x 5cm away in the direction indicated. This means you can end up anywhere between 5cm and 30cm from your chosen point. If the transporter cannot be seen from the place where you want it to emerge, or if the transporter is destroyed, then roll the scatter dice in the same way but the distance will be D6 x 10cm for misses.

Troops may not disembark on the turn that the Hellbore emerges but may do so in the following or any subsequent turn. Position order counters to remind you to disembark in the movement phase. The usual rules for boarding and leaving transport vehicles apply - the infantry move is reduced in proportion to the vehicle's movement. Note that as there are 3 platoons on board the Hellbore you must issue 3 sets of orders if you want them all to disembark.

The Hellbore may move along the surface of the ground, ploughing a deep furrow in its wake. It always moves in a straight line directly forwards up to 15cm.

No orders are ever given for the Hellbore because it is an HQ unit. Note that it cannot double up its move with a charge order; tunnellers have a maximum move of 15cm and can never move faster. Once the Hellbore has completed its move for the turn the player may turn it round by up to 45° so that it can move in a slightly different direction when it moves next turn. This is the only way to turn a tunneller and, as you can imagine, it makes them rather cumbersome. For this reason it is better to keep them underground until you really want them to emerge, rather than surfacing early and relying on slow and awkward overland movement. A Hellbore can move through woods, trenches, foxholes, rocks and other broken ground without slowing down, but marshes, rivers and other bodies of water are impassable once the tunneller has surfaced. Nothing, not even marshes and water, can stop a tunneller that is burrowing underground.

A Hellbore can emerge under a building or plough straight through one if moving overland. This is a bit reckless as the building can collapse as a result and there is a possibility that the tunneller may be crushed by tons of plummetting rubble. To see if the building survives, roll its basic saving throw. If this is failed the building collapses and any troops inside are killed. If the building does collapse, the Hellbore may be trapped and destroyed. Roll a D6, and on the score of 6 the Hellbore is crushed by tons of debris and destroyed along with any troops still inside. Smaller tunnellers are crushed on the score of a 5 or 6 in the case of Moles and 4, 5 or 6 in the case of Termites.

The Hellbore is so huge that it is almost unstoppable in close combat, grinding infantry and lighter vehicles into the ground as it advances! To represent this the Hellbore can't be brought to a halt by lighter troops who engage it in close combat, it can only be pinned by Titans or by a super-heavy tank. If infantry or lighter tanks engage the Hellbore in close combat it can simply move past them in the next movement phase, scattering them out of the way as it does so.

A Hellbore is available as a company card complete with three platoons of tactical guards. Unlike most company cards you are restricted in the various support cards you can include with it. Obviously you can't sensibly place subterranean troops and other troops in the same chain of command as one or the other will inevitably end up stranded. Therefore, you can only include Moles or Termites as support units for Hellbores.

	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Hellbore	15cm	1+	+12	None					Carries 30 stands.
Transporter	Max. -	5+	0	None					

THE MOLE

The Mole is the intermediate sized tunneller, carrying a single platoon of Imperial Guard tactical troops. The same rules apply as described for the Hellbore except that the Mole is trapped under a falling building on the roll of a 5 or 6 rather than just a 6. Unlike a Hellbore, The Mole can be engaged in close combat in the same way as any other vehicle.

All Moles carry special communication equipment which allows them to relay orders to the troops they carry. So long as the platoon is within 25cm of the Mole it can maintain direct communications with its regimental headquarters and can therefore be given orders. However, the Mole does not count as a command unit itself, it only acts as a relay between the regimental HQ and the platoon's own section HQ. The platoon may also be given orders by its own company HQ exactly as with other units.

Moles are available as company cards and support units including a platoon of ten tactical guards. You can include Moles as support units for any company you like – they don't have to be placed under the command of a Hellbore Company, though you can do this if you prefer.

	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Mole	15cm	3+	+3	None					Carries 10 stands

THE TERMITE

The Termite is the smallest of the tunnellers. It carries 2 stands and is organised into squadrons of 3 carrying a special Imperial Guard Termite unit of 6 tactical stands. The same rules apply as for Moles and Hellbores except that the Termite is trapped under a falling building on the D6 roll of a 4, 5 or 6. Unlike a Hellbore, the Termite can be engaged in close combat in the same way as any other vehicle.

Termite squadrons all use the same tunnel, each following behind the other and branching to the surface only at the last moment. Establish where the first Termite surfaces as described for the Hellbore and then place the remaining two Termites anywhere you wish within 6cm. This allows the platoon to maintain its formation.

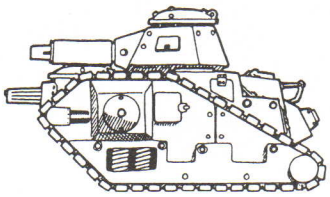
In a squadron the first Termite carries the section HQ and also special communication equipment which allows it to relay orders to its platoon. So long as the platoon is within 25cm of the first Termite it can maintain direct communications with its regimental headquarters and can therefore be given orders. However, the Termite does not count as a command unit itself, it only acts as a relay between the regimental HQ and the platoon's own section HQ. The platoon may also be given orders by its own company HQ exactly as with other units.

You can include Termites as support units for any company you like, so you don't have to place them under the command of a Hellbore, although you can if you wish.

	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Termite	15cm	4+	+1	None					Carries 2 stands

LEMAN RUSS BATTLE TANK

This heavy battle tank is the mainstay of the Imperial Guard heavy tank formations. It is well armoured and carries a heavy battlecannon and a lascannon as well as bolters in small cupolas to pick off enemy infantry who get too close. The battlecannon fires a powerful armour-busting shell, while the lascannon shoots a burst of laser energy.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Leman Russ	20cm	3+	+2	Battlecannon	75cm	1	5+	-2	
				Lascannon	75cm	1	5+	-1	
				Bolters	15cm	1	6+	0	

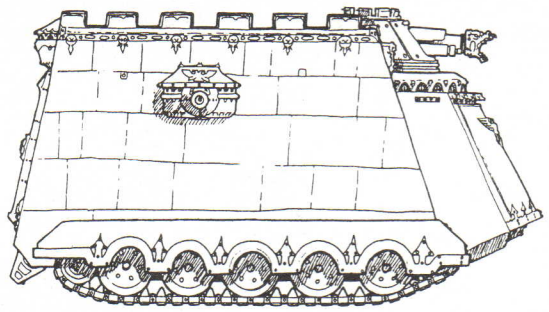
CAPITOL IMPERIALIS MOBILE FORTRESS

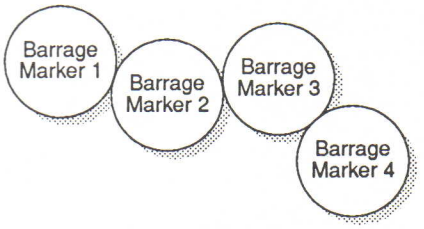
Even compared to the towering Leviathan the Capitol Imperialis is vast vehicle: a mobile base so huge it can carry two full companies of infantry or tanks. On inhospitable planets these lumbering machines act as fortresses and shelter for the Imperial Guard troops inside, protecting them with its thick armoured plating and void shields.

The immense weight and size of the Capitol Imperialis means it is very slow, so move rate is only 10cm. Its role is that of a mobile base which is the equivalent of a heavily fortified barrack block. Although it is really too heavy and slow to be used in an attack role the Capitol Imperialis's defensive value is tremendous. It is heavily armoured and protected by void shields. Although its primary function is defensive the Capitol Imperialis is no stranger to conflict. When an Imperial Guard force finds itself hemmed in and heavily outnumbered several Capitol Imperialises can be manoeuvred to form a defensive compound, using the short range Behemoth cannon to create an almost impenetrable curtain of fire. The Capitol Imperialis is also known as the Behemoth after its fearsome armament.

Because of its very thick and efficient armour the Capitol Imperialis has an armour saving throw of 1 on a D6. This applies all the way round including the sides and rear – attackers do not get the usual bonus for side and rear shots. Needless to say, this means that most shots will simply bounce off unless the weapon has a save modifier of at least -1. The Capitol Imperialis is also protected by void shields in the same way as a Titan. Because of its role as a fortified barrack block, its void shields are vital if the troops inside are not to be destroyed by an unexpected enemy attack. The Capitol Imperialis therefore has 6 void shields to protect it.

The Capitol Imperialis's main armament is its rapid firing Behemoth cannon. This discharges a curtain of explosive shots designed to keep the enemy away. The Behemoth cannon can shoot up to 4 barrages a turn. Take 4 barrage markers and position them into a row. The row can take any shape so long as each successive barrage marker touches the one placed before it. You cannot position the markers so that they overlap – only so that they lie edge to edge. This forms a curtain of defensive fire which is very hard to avoid.





Any target under a barrage marker will sustain 4 barrage points. If you look at the barrage table you will see that this means it is hit on a 5 or a 6.

The super-heavy Capitol Imperialis is so massive that it cannot be easily brought to close combat. It is rather like trying to fight against a huge skyscraper or city block! To represent this the Capitol Imperialis can't be pinned in close combat by lighter troops - it can only be pinned by Titans or other vehicles which are described in the rules as super-heavy. Super heavy vehicles include all Imperial super-heavy tanks (Shadow Sword, Baneblade, Storm Hammer) Ork Battle Fortresses (Giblet Grinda and Skull Hammer) and Squat Land Trains.

If infantry or lighter vehicles engage the Capitol Imperialis in close combat it is not pinned and can simply move past them in the next turn, scattering opponents out of the way as it does so. The Capitol Imperialis's high close assault factor represents its vast bulk and the many bolter guns and other light weapons studded over its surface which provide close range fire power against attacking infantry.

The Capitol Imperialis is so large that it can carry two entire Imperial Guard companies. These can be either infantry companies complete with their vehicles, or companies of tanks, vehicles or artillery. Infantry stands may be deployed onto the roof of the Capitol Imperialis and count as behind cover in the same way as troops inside buildings. If the Capitol Imperialis is destroyed all troops inside are automatically destroyed in the same way as any other transport vehicle or a building.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Capitol Imperialis	10cm Max.	1 all round	10	Behemoth Cannon	25cm	4 barrage pts		-1	May carry 2 Imperial Guard companies. 6 void shields.
				Bolters	15cm	8	6+	0	

JOHN BLANCHE

SPACE MARINE PLAY SHEET

SEQUENCE OF PLAY

ORDERS PHASE
Place order counters. Both players roll a D6 to determine initiative. Reveal orders.

MOVEMENT PHASE
The player who won the initiative decides to move 1st or 2nd. The 1st player moves his forces. The 2nd player then moves his forces.

COMBAT PHASE

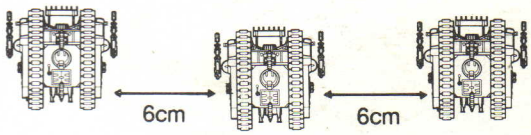
1. **First Fire Segment**
2. **Close Combat Segment**
3. **Advancing Fire Segment**

Players alternate firing, firing one unit (detachment, squadron, Titan, HQ unit, etc) at a time, starting with the player who won the initiative.

END PHASE
Record Victory Points. If a player reaches his target VP he has won! Repair damaged Titan void shields. Check morale for units broken that turn. Check morale for falling back troops who want to rally. Broken troops who fail their morale check fall back and are routed or destroyed if they fail a further check.

FORMATIONS

A unit (detachment, squadron, HQ unit, etc) must maintain its *formation* at all times when possible. Each model or stand in the unit must be no further than 6cm from its neighbour, forming a chain or compact clump. Where transport vehicles are unable to maintain formation with faster moving foot troops due to impassable terrain they are placed as close as possible.



3 Land Raiders in Formation

BARRAGE

Direct barrages never scatter – place the template over the target and work out damage from the Barrage Table overleaf. Indirect barrages may scatter 2D6cm off target as indicated by the scatter dice. A unit must have first fire orders to shoot an indirect barrage and the target must be visible to at least one model on your side.

ORDERS

Order counters are placed for each formation in the order phase. Place counters face down and reveal simultaneously. Note that Eldar Warlocks allow formations within 10cm to place orders *after* other orders have been revealed. Also note that Ork formations can only be given orders if there is a command unit within 10cm. Otherwise Orks revert to their traditional behaviour (see rules).

FIRST FIRE
May nor move. Fire in the first fire segment.

ADVANCE
Move in the movement phase. Fire in the advancing fire segment.

CHARGE
Move at double rate in the movement phase. May not shoot - but may fight close combat with enemy.

If you forget to give units orders troops may not move but may shoot in the advancing fire phase (see special rules for Orks). Command units do not need orders – they may move in the movement phase and shoot in the first fire segment.

COMBAT

SHOOTING
For each shot roll D6 to hit as shown on the data sheets. Apply any to hit modifiers for terrain. Targets which are hit must make their saving roll or are removed as casualties. Reduce saves by -1 for side shots, and -2 for rear shots. Command units may only be shot at if they are the closest troops.

CLOSE COMBAT
Roll 2D6 for each side and add close assault factors. The highest score is the winner and the loser is removed (or sustains 1 hit in the case of Titans). No armour saves apply in close combat.

For multiple combat fight one 'pair' at a time. The 2nd combatant adds a further D6, and so on. Troops on first fire orders may shoot against close combat opponents who engaged that turn.

Only Skimmers can pin Skimmers in close combat, and Titans can only be pinned by another Titan. Super-heavy vehicles can only be pinned by other super-heavy vehicles, or by Titans.

POP-UP ATTACKS
Skimmers with first fire orders can make special pop-up attacks over concealing cover. Only enemy on first fire orders can return fire.

MORALE

Roll a D6 for each unit to be tested. If the score is equal to or greater than the unit's morale value it has passed. Troops which fail a morale check must fall back. A fall back counter is placed next to the unit. The unit moves away from the enemy at double rate and may not shoot. In close combat they fight with a -2 penalty. Falling back troops are routed and removed from play if they fail another morale check.

Check morale in the following instances:

1. Broken that turn.
2. Broken troops are engaged in hand-to-hand combat. Test at start of combat phase.
3. Attacked by daemons or otherwise, as identified by the rules.
4. Wanting to rally.

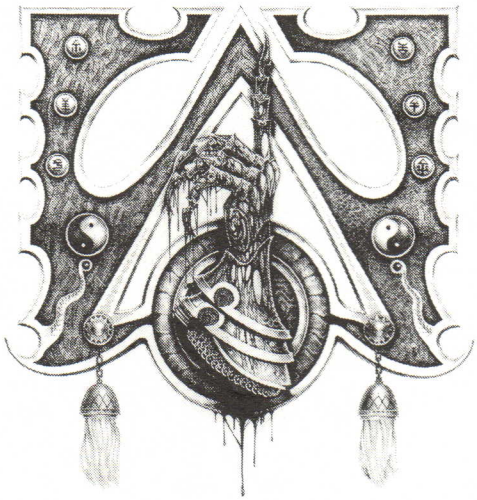
A falling back unit may attempt to rally by taking a morale test. If successful the fall back counter is removed and the unit ceases to fall back.

RENEGADES

GAMES WORKSHOP

RENEGADES

By Andy Chambers, Jervis Johnson & Rick Priestley



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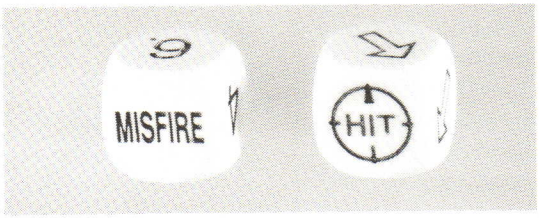
RENEGADES

Renegades is a supplement for the Space Marine game. This rule book describes the forces of two ancient enemies – the Eldar and Chaos. Rules for Eldar and Chaos troops and fighting machines are covered by the book itself, while the accompanying epic army cards give you new formations. This box also contains a special dice, the *artillery* dice, which is used to work out the damage caused by the mighty Cannons of Khorne.

We would recommend that you read the book with the cards to hand, as it is useful to compare the formation sizes, break points, victory points and other card details with the game rules. This volume contains all the rules for every Citadel Eldar and Chaos model available at the time of going to press. As new models are being released all the time, we shall make sure new rules and army card information appear in White Dwarf magazine.

Most of the contents of this book are new, but the information about Eldar from the Space Marine rulebook has been repeated so that you have a complete reference work. As players who already own an Eldar force will recognise we have made a few corrections and clarifications to the Eldar rules as originally printed, including amendments to some of the points values and victory points. Some of these were simply errors, a few are changes we have made in respect of comments from Space Marine players or in the light of our own games at the Games Workshop studio. These changes have been included in the body of the text and on the cards, but we have also summarised them in the Eldar introductory section so that you can see what we have done.

ARTILLERY DICE



The new artillery dice is marked 2, 4, 6, 8, 10 and MISFIRE. It is used in conjunction with the scatter dice to determine the effects of Cannon of Khorne attacks as described in the rules. The artillery dice may also be used by Warhammer Fantasy Battle players to determine the effects of cannon fire.

You can mix the new cards in this supplement with the original Eldar cards, although some of the original cards require amendment as described later. You may wish to use coloured markers or felt-tip pens to colour code the original army cards so that they match your new set.

The Chaos game rules and cards are wholly new and describe the many and varied daemonic forces that inhabit the Eye of Terror including the Greater Daemons of the Chaos Gods Khorne, Slaanesh, Nurgle and Tzeentch, their daemonic followers, mortal Champions of Chaos, and Warbands of creatures such as Trolls, Beastmen, and Chaos Cultists. We have also prepared cards for four Chaos Space Marine Legions and their Daemon Primarchs. All the current data sheets for Eldar and Chaos are printed on the back page of this volume. You may either cut this page carefully from this rule book to provide a useful playsheet, or you can photocopy or copy them for yourself if you prefer.

We would like to thank all the Space Marine players who have written to us about the game suggesting new rules and ideas, or seeking clarification about existing published material. We are very pleased indeed to receive your letters, but please remember if you require a reply you must phrase any questions so that they can be answered with a simple yes or no, or an appropriate number, where possible. We will send back your questions with the answers marked on. We get so many queries that we can only reply to those that include a stamped self-addressed envelope, so you must remember to include one if you want a reply. We do our best to answer queries as quickly as possible, and usually get them dealt with them within a few days if they are short and concise.

One question we're frequently asked is whether the epic army cards supplied with Space Marine game are supposed to limit the number of each type of troop formation available. The epic army cards supplied by us are not intended to fix the maximum number of each formation you can have in your army except in a very few cases, which are clearly noted in the rule. You can only have one Avatar in an Eldar army, for example. This is true of all the cards in Space Marine and any supplements. You can copy the cards to make extra ones if you wish or swap them with friends to get more. We have provided as many cards as possible within the limits of the printing process. There are enough cards in *Renegades* to keep all but the most dedicated Space Marine player busy assembling new formations for quite a time. Naturally, no matter how many cards we provide there will always be players who want even bigger armies!

JOHN BLANCHE

THE ELDAR

The Eldar are one of the oldest and strangest races in the galaxy. Long before mankind's first stumbling steps into space, the Eldar had spread through the galaxy. Their glittering civilisation encompassed tens of thousands of worlds, planets so beautiful and full of wonder that their names alone conjure the paradise that was the Eldar Empire: Croesus, Mymeara, Iydris, and Eldorado the Golden. Eldar spacecraft plied the seas of warp space, seeding unliving worlds with life-generating bacteria. World after world blossomed for the Eldar to inhabit. Millennia later, nothing remains of those planets but their memory. The few surviving Eldar are fugitives living aboard lonely city-sized spacecraft drifting through space.

The downfall of this great people was brought about by the great Gods of Chaos – the immortal daemons that live in warp space and feed upon strong emotions of mortal creatures, such as greed, ambition and desire. The Eldar had already encountered these daemons in their travels through warp space, but thought themselves too strong-willed and technically advanced to be endangered. In this they were quite wrong; their pride deluded them. This arrogance ultimately led to their doom, for there are daemons which feed upon the souls of the proud and over confident. Bit by bit these daemons grew in strength and number and were drawn into the minds of the Eldar. At first individuals became possessed, then whole families, cities, and eventually worlds until the whole civilisation was plunged into anarchy and madness. At the final hour Slaanesh, Lord of Pleasure and youngest of the four Great Gods of Chaos, gorged himself upon the fallen souls of the Eldar race. The Eldar were gone, and the daemons nurtured by their ambition slipped back into the warp.

Some Eldar did manage to survive the catastrophe. Certain far-sighted individuals were aware of what was happening and made preparations to escape their dying worlds in huge city-sized spacecraft. These arks fled into deep space, taking with them the few who remained untainted by Chaos. Most of these Craftworlds, as they are called, avoided the nightmare destruction that followed. In this way a fraction of Eldar civilisation was preserved, but it was only a pale shadow compared to the glories of the past. Though the Craftworlds have managed to settle a few worlds since that time, they are still too few to rebuild their race. Even if they could do so the Great Enemy Slaanesh still waits in the warp to consume their souls. This is the dark secret history of the Eldar.

Since the time of their Fall the Eldar have dedicated themselves to the battle against Chaos, in the hope that one day, far in the future, they may be able to rid themselves of the doom of Slaanesh. The Craftworlds are connected to each other by warp-space tunnels, so that Eldar can move from one to another instantly. Over the centuries some Craftworlds have been lost, some disappearing without trace, others overrun by the forces of Chaos or destroyed by material foes such as Orks, but most of them remain intact.

The most mysterious Eldar vessel of all is the spacecraft known only as The Black Library, the complete repository of information which the Eldar have learned about Chaos. Within its psychically locked rooms and mystically protected shelves there are living Grimoires of Magic, Black Tomes of Daemon Summoning, records of countless Chaos Cults, and many thousands of dark and secret volumes of malignant power. To safeguard its precious contents, the physical location of the Black Library is known to no-one, and access to it can only be gained through triple-guarded secret warp-tunnel access points. Only Eldar Harlequins and certain favoured agents of the Imperial Inquisition are allowed access to the Black Library because the information it contains is too dangerous for unprepared minds to contemplate.

THE ELDAR ARMIES

Compared to that of a human, the life of every Eldar is closely structured. As Eldar reach maturity they choose a profession or way of life which they devote themselves to absolutely, perfecting their skills until they become totally accomplished. Having reached the pinnacle of achievement in one sphere they begin another, devoting themselves wholly to a new way of life until they gain complete mastery over it. This process is called the Eldar Path. The Eldar Path affects the whole structure of Eldar society including its armed forces.

Craftworld societies are led by Eldar whose current development is the Way of the Warlock, a stage in which the Eldar devotes his life to developing his psychic nature. There are many kinds of Warlock. Some are powerful battle-mages able to mould thunderbolts of pure power and send them hurling against their foes. Others are able to predict the future and manipulate it to some degree by means of the Eldar Runes. These Eldar are very important to the Craftworld: they are its leaders and protectors, and they guide the Craftworld through space. In battle the Warlocks coordinate the Eldar battleplan, using runic predictions to determine the best tactics.

The most valuable of the Craftworld's fighters are its Aspect Warriors. These are Eldar who are currently pursuing the Way of Warrior on the Eldar Path. There are different kinds of Aspect Warrior, each specialising in a particular kind of warfare and way of fighting. Aspect Warriors can sometimes become trapped, unable to continue the Eldar Path and doomed to spend the rest of their lives as warriors. These individuals are called Exarchs, and they are the most powerful fighters of all.

Other Eldar fight as Guardians - they are not pursuing the Way of the Warrior, but in times of need they are ready and able to fight for their Craftworld. Guardians fight in Grav-tanks and operate machinery of war in addition to fighting as infantry, so they are a vital part of the Eldar force.

All the Eldar are aware that Slaanesh waits for them in the warp, and that the Great Lord of Pleasure will take what opportunity he can to destroy them. When an Eldar dies his soul is cast into the warp where it is hunted down by the daemons of Slaanesh and torn apart. To avoid this horrible fate, every Eldar wears a gem around his neck called a Waystone. Should the Eldar die the Waystone will catch his soul, preventing it from being drawn into the warp and consumed by Slaanesh. The Waystone can be implanted into the superstructure of the Craftworld itself, where the soul can reside with the souls of all the other Eldar dead. An Eldar Waystone can also be placed inside a Titan, or Wraithguard, so that it can live again in material form. These Wraithguard form a further part of the Craftworld's fighting forces.

CRAFTWORLDS

Even the Eldar don't really know how many Craft-Worlds survived the final holocaust. Some were caught in time-vortices as they fled the destruction of their worlds and cast into the depths of time, others were hunted down by Slaanesh and destroyed, a few were set upon by mortal enemies. There are many small Craftworlds which remain obscure, including some whose populations have declined to a level no longer sufficient to survive. These very small Craftworlds are doomed to extinction. The largest and most well known Craftworlds are Alaitoc, Iyanden, Beil-Tan, and Saim-Hann.

Each Craftworld is an independent Eldar nation, but they are all interconnected by tunnels through the warp, so it is common for one Craftworld to send reinforcements to help another. It has been known for one Craftworld to fight against another, although such occasions are rare amongst the Eldar. Sometimes the Eldar will fight alongside humans, especially if their enemy is Chaos, but there is no recognised alliance between the two races. Rather it is that they both have common goals and little to gain by fighting each other. Sometimes humans will settle worlds which the Eldar consider their own, in which case a brief war usually settles the matter one way or the other.

CHOOSING AN ELDAR FORCE

You can choose an Eldar force which represents either or any of the four Craftworlds described in this volume, or you can invent one or more of your own if you prefer. Craftworld forces do not differ much, the most obvious difference between them being the colour of their uniforms and vehicles. Even these are not strictly controlled, so it is possible to get a good mix of colour in your army.

You can use the cards in this box together with the original cards from Space Marine to form your Eldar force. Begin by choosing a number of company cards which are called Hosts. *Renegades* includes a number of new Hosts as well as more of the original Host cards from the Space Marine game.

For every Host in your force you may include up to 5 support cards and 1 special card, exactly as described in the Space Marine rule book. Although your Eldar army can include troops from several Craftworlds if you wish, a Host from a specific Craftworld only entitles you to support and special cards from that Craftworld. This is not a very significant restriction, but it does gives the force a degree of visual organisation. Note that Eldar do not have conventional command units, they have Warlocks instead. These are represented by special cards, so the number of Warlocks available to your force will be strictly limited.

In addition to the Host cards, support cards, and special cards, the Eldar army is entitled to 2 *free* cards. One of these is always the Avatar. If your Eldar force includes Eldar from several Craftworlds then the Avatar is assumed to be from the Craftworld represented by the most Host cards.

There are five other free cards: the Iyanden Ghost Warriors, the Biel-tan Dire Avengers, the Saim-hann Wild Riders, the Black Guardians of Ulthwe and the Alaitoc Scouts. You automatically receive the free card which corresponds to the most numerous Craftworld force in your army (the greatest number of Host cards). For example, if you have more Alaitoc Host cards than any other Craftworld, then you automatically receive the Alaitoc Scouts. If your Craftworld is one you have invented yourself then you can either choose an existing free card or invent one of your own. The different free cards reflect the cultural preferences and other differences between the Craftworlds. Iyanden for example has more Ghost Warriors because its population is slowly declining, and it must therefore rely upon its Wraithguard far more than other Craftworlds.

CHOOSING A MIXED FORCE

Your Eldar army does not have to consist wholly of Eldar, it can contain Imperial forces too if you wish. This is a very useful way of building up an army, or of combining several different forces together for a really big game. This kind of cooperation is not uncommon between the Imperium and Eldar, as they share a number of very powerful enemies, not least the hellish forces of Chaos. However, the Eldar are only prepared to cooperate in a limited way, as they do not entirely trust humans.

To represent this cooperation your Eldar army may include Imperial forces chosen from the relevant Imperial cards, for example Guard, Space Marines and Squats. The total value of these Imperial forces may not exceed 50% of the total value of the army. Each Imperial contingent (eg Space Marines) must be chosen as a separate force – so Space Marine company cards can only provide Space Marine support cards, Guard Companies provide Guard support cards and so on. You cannot use Eldar Hosts to give you Space Marine support units, for example.

CORRECTIONS

We have decided to make a few corrections to some of the Eldar epic cards in the Space Marine game. The values in Renegade are corrected values, and you can go back and alter the original cards if you wish. We have also taken the opportunity to re-explain and slightly clarify some other rules, so we recommend you read the descriptions carefully. So you'll know what to look out for, there is a summary of the changes below.

WARLOCKS. Victory points have been reduced from 2 to 1. The victory point is awarded when the Warlock stand is destroyed. We have also clarified the rules for psychic attacks.

TEMPEST SQUADRON. The points value of 300 on the original card is incorrect. The actual points value of a Tempest squadron is 500.

DIRE AVENGER ASPECT WARRIORS. We have added in the 'extra shot' rule to make the Dire Avengers better warriors – see text for details.

STRIKING SCORPION ASPECT WARRIORS. We found that Striking Scorpions were simply too good against Titans and vehicles. In reality, they are close combat specialists, and their mandiblaster weaponry is designed to kill enemy troops. We have therefore reduced their effectiveness against armoured targets. Their points value is increased from 100 to 150, and victory points rise from 1 to 2.

DARK REAPERS. Victory points for Dark Reapers should be 3, not 1.

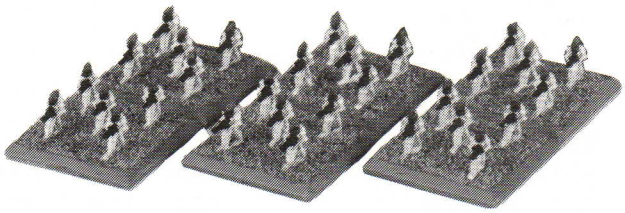
HOWLING BANSHEES. Note the rule change to reduce their effectiveness against armoured targets. They have a victory point value of 2, not 1 as on the original card.

GUARDIANS

Guardians carry lasguns and shuriken catapults – a special Eldar weapon which fires razor sharp steel discs. A shuriken disc can slice through armour and embed itself in the strongest steel.

Every Craftworld has its own combination of uniform colours as well as its own unique badges and banners. There are many Craftworlds, but the most well known are Alaitoc, Iyanden, Biel-Tan, Ulthwe and Saim-Hann. Each of these gigantic floating ship-worlds is the centre of an empire which includes many colony planets of its own.

An Eldar Guardian Host card has three separate detachments of Guardians. Each detachment consists of 6 Eldar troop stands plus 3 Falcon Grav-tanks. The Falcons can each carry 2 troop stands into battle, just like Space Marines' Rhinos. Eldar Hosts differ from Space Marine Companies and Ork Clans in that they don't include command units. If you want command units for your Eldar you must take appropriate Warlock special cards. Guardians sometimes fight in 'Defender' Hosts without Grav-tanks. As these Guardians enter battle on foot they generally fulfill a more defensive role than the Guardian Warhosts.



Alaitoc Craftworld Guardians wear predominantly blue uniforms often with yellow helmets. Their banner shows the black sword.

Iyanden Craftworld Guardians wear basically yellow uniforms with blue helmets. Their symbol shows a shrine.

Biel-Tan Craftworld Guardians wear white with green helmets. Their symbol shows a heart superimposed over an Eldar rune.

Saim-Hann Craftworld Guardians wear red uniforms with white helmets. Their symbol shows a cosmic serpent.

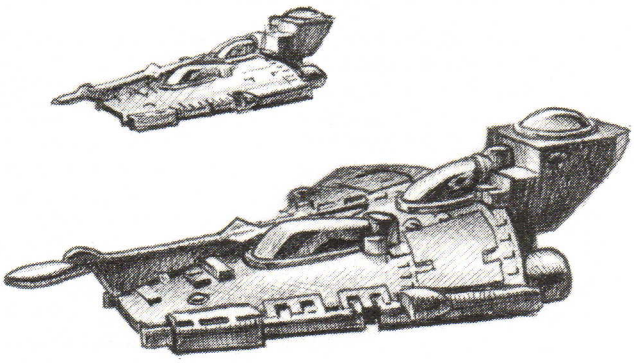
Ulthwe Craftworld Guardians wear black uniforms with red helmets. Their symbol shows an eye.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Eldar Guardians	10cm	None	0	Shuriken	50cm	1	5+	0	

FALCON GRAV-TANK

The Falcon is a powerful and remarkably fast armoured tank. Like most Eldar vehicles it uses anti-gravity motors to propel it over the ground surface, skimming over minor irregularities, and sometimes using its motors to rise over the battlefield to see over woods or buildings. It is armed with a powerful laser cannon. The Falcon can also carry troops, so it is the ideal vehicle for the Eldar Guardians. The Falcon can carry the Guardians into battle and then support them using its heavy weaponry.

A Falcon can carry 2 stands, and some detachments of Eldar Guardians include 3 Falcons as transports. Falcons also operate as independent squadrons in Falcon Hosts, moving to offer their support wherever it is needed on the battlefield.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Falcon Grav-tank	25cm	3+	+1	Lascannon	75cm	1	4+	-2	Carries 2 stands. Skimmer

WARLOCKS

Warlocks are warrior mages who have a deep and subtle understanding of the inner workings of the cosmos. Warlocks are masters of runic prediction. By casting the special Eldar Runes they can work out the strands of fate that spell success and failure on the battlefield. This enables the Warlock to accurately foretell the most successful course of action for his troops, giving them the best chance of winning. Although Warlocks can sense these strands of fate they can only make the best of all possible futures. They cannot manipulate events wholly in their favour and their efforts do not always succeed. They can also help the Eldar force directly by using their special psychic powers to attack enemy troops.

A Warlock stand is made up of 5 Eldar Warlock models representing a small group of Warlocks. No special Warlock model is provided with the Space Marine boxed game, but you can represent the Warlock stand by painting the models in different colours to your Guardians and fixing a banner pole to the base. You can also make a special banner for the pole and use an Eldar rune to indicate that the stand represents Warlocks. The Warlocks have their own transport in the form of a Falcon Grav-tank. The Warlock stand and Falcon form a command unit as described in the rules.

To represent the way in which Warlocks can accurately predict the best course of action for Eldar troops, it is not necessary to place orders for any Eldar formations within 10cm of a Warlock stand until the enemy player has placed and revealed all of his orders. This does not affect remaining Eldar formations. If a formation is not within 10cm of a Warlock stand you must choose and place orders in the orders phase as normal.

The Warlocks' psychic powers enable the stand to make one psychic attack in the combat phase. This is a separate combat attack, so the Warlocks can shoot as normal and make one psychic attacks. These attacks are treated as if they were weapons, so the Warlocks must to be able to see the target to use the attack. The psychic attacks can be used against Titans or other targets protected by shields, but the effect will be considerably reduced as the shields set up interference patterns which sap psychic energy.

If the target is a Titan with its shields up, or if a shielded Titan is within the area of a psychic storm, roll a D6 to determine the shield's effect. On a roll of 1-3 the pyschic effect is dispersed by the shield and nothing happens. On a 4-6 the shields are penetrated and fail to stop the attack. The shields themselves are not destroyed as a result of a successful psychic attack.

MIND BLAST. The Warlocks project a mind-shredding blast of psychic energy. Choose a target within 25cm and roll a D6. On the roll of a 4, 5 or 6 the target is hit. No saving throw is allowed against a Mind Blast. A Mind Blast can be directed against a vehicle or Titan and has the same effect as a normal hit. Work out the random effect of a single hit on the Titan's head.

PSYCHIC LOCK. The Warlocks unleash a bolt of psychic energy which fixes on the target and pins it to the ground, holding it completely immobile and preventing it from shooting or fighting. Choose a single target within 75cm and roll a D6. On the roll of a 4, 5 or 6 the target is pinned to the ground, and remains pinned for the rest of the turn. The Warlock must remain stationary and do nothing else, including using psychic powers, if he wishes to maintain the lock after the end of the turn. Whilst pinned the target can do nothing at all. If engaged in hand-to-hand fighting the target is unable to fight back so it doesn't roll any dice in close combat. If the target is a Titan it is allowed to conduct any repairs and regenerate void shields as normal. Pinned troops ignore the normal formation rule, and do not have to stay within 6cm of their unit. A pinned model can break free of the lock if it can roll a 4, 5 or 6 on a D6 during the end phase.

ELDRITCH STORM. The Warlocks conjure a storm of psychic energy which sends troops flying and creates an imprenetrable area of howling psychic wind. Take a barrage template to represent the area covered by the storm and position it within 50cm of the Warlock stand. All models under the template are struck by the storm and hurled in a random direction to a position at the storm's edge (use the scatter dice to decide which way they are flung). Any models moved in this way can do nothing else for the rest of that turn.

The Eldritch storm persists for the remainder of that game turn and then vanishes. While it is in effect no troops may move, see or shoot through it. Note that this does not stop a normal barrage being directed over the Eldritch storm by a third party who can see the target.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Eldar Warlocks	10cm	None	+2	Shuriken Pistols	25cm	1	5+	0	Psychic powers

ANTI-GRAV LASCANNON

Guardian Squads carry few heavy or specialised weapons. Instead these are carried by separate detachments equipped with lascannons mounted on anti-gravity platforms. Each weapon has a crew of two Eldar.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Anti-grav Lascannon	10cm	None	-3	Lascannon	75cm	1	4+	-2	

HARLEQUINS

Amongst the strangest of all Eldar are the followers of the Great Harlequin: the last living god of the Eldar and eternal opponent of Chaos. The Harlequins have a particular hatred of the Chaos God Slaanesh, Lord of Pleasure and Bane of the Eldar. The Harlequins roam from one Craftworld to another to perform the ancient dance portraying the great decimation of the Eldar race by Slaanesh, the fall of Khaine into the material universe, and the endless struggle of the Great Harlequin against Chaos. The Harlequins are warriors of considerable power and can be found in the armies of all Craftworlds, especially fighting their great enemies the forces of Chaos.

Harlequins fight in a single formation called a Harlequin Troupe, which consists of 4 Eldar troop stands. A special Harlequin model is included in the Eldar War Host miniature set, though you can also use other Eldar models to represent them if you wish. As the Harlequins wear all sorts of different clothes it is quite appropriate to mix a few Guardians or the odd spare Aspect Warrior onto the bases. Eldar Harlequins wear colourful patterned clothing and each one wears a slightly different costume. For example, some Harlequins wear quartered clothing with one arm and the opposite leg in one colour, such as blue, and the remaining arm and leg in a contrasting colour, such as red.

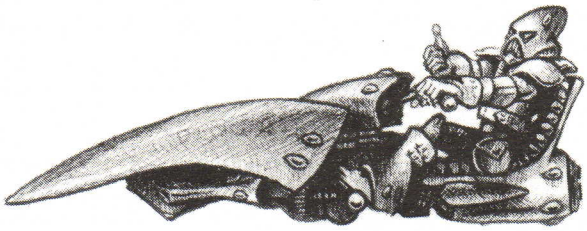
Harlequins check morale like normal troops, unless they are fighting a Chaos force, in which case they need never check morale. Harlequins are ferocious hand-to-hand fighters, the more so because the Great Harlequin watches over them and gives them extra power when they most need it. In close combat each Harlequin stand rolls 2D6 and adds its close assault factor of +6 just like other troops. However, if a Harlequin stand loses a combat the player may re-roll the 2D6 score. This represents the watchful spirit of the Great Harlequin directing extra power to his loyal followers.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Eldar Harlequin	15cm	None	+6	Shuriken Pistol	25cm	1	5+	0	Reroll close combat defeat

JET BIKES

Eldar Jet Bikes are fast and highly manoeuvrable vehicles. They are powered by advanced anti-gravity motors which propel them over the ground surface and can be used to carry them into the air above the maelstrom of battle.

A Jet Bike squadron consists of 5 stands, each with two bikes on it. Bikes are likely to be painted in the dominant colours of the Eldar Craftworld they come from. Jet Bikes can make special 'pop up' attacks as described in the rules for Skimmers and this, together with their high speed, makes them a potent striking force.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Eldar Jet Bike	35cm	None	+3	Shuriken Cannon	15cm	1	5+	-1	Skimmer

VYPER JET BIKE

The Vyper Jet Bike is larger and heavier than the standard Jet Bike and has an additional crewman as well as a more substantial longer-ranged armament. It is employed alongside the lighter Jet Bikes to provide heavy support.

A Vyper squadron consists of 5 individual Vyper Jet Bikes. These do not need to be mounted on bases, but you can increase the stability of the models by mounting them onto either an ordinary troop stand base or a small washer, coin, or something similar.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Vyper Jet Bike	35cm	None	+3	Shuriken Cannon	25cm	2	5+	-1	Skimmer

ASPECT WARRIORS

The Aspect Warriors embody different aspects of Khaine the bloody-handed war god of the Eldar. For example, the Swooping Hawks represent speed and mobility, the Dark Reapers have long range power, the Howling Banshees are fanatical close combat fighters, and so on.

Dire Avengers are equipped with shuriken catapults and are the most tactically useful of all the Aspects. The Dire Avengers' great discipline and accuracy are legendary. Their great training means that they can roll for an extra hit for each model or troop stand they destroy when they fire. This special ability represents their ability to lay down a withering hail of deadly shuriken fire.

Striking Scorpions are expert hand-to-hand fighters. They wear powerful armour and their helmets are fitted with piercing laser 'jaws' called mandi-blasters. This allows the Striking Scorpions to roll an extra D6 in close combat against enemy troop stands – 3D6 instead of 2D6. Vehicles and Titans are too tough to be affected by the Scorpions' mandiblasters so Striking Scorpions in close combat with Titans or vehicles roll one *less* dice in close combat - 1D6 instead of 2D6.

Dark Reapers carry long range missile launchers and wear heavy armour. They are slow but very powerful, and can be deployed to eliminate enemy armour from a distance.

Fire Dragons are armed with highly effective thermal weapons which can melt away armour and turn flesh to boiling liquid. They have only a short effective range but this is made up for by the devastation they cause.

Swooping Hawks use anti-gravity motors to glide over the battlefield, and the vanes of these motors are made to look like graceful wings. Because of their wings Swooping Hawks can move much faster than other Aspect Warriors but as a result their armour and weapons are relatively light.

Howling Banshees are fanatical close combat fighters whose piercing psychic scream paralyses the enemy as they charge into combat. This makes the Howling Banshees amongst the most deadly of all close quarter fighting troops. The psychic scream is worked out for each Howling Banshee stand engaged in close combat before hand-to-hand combat is calculated. Roll a D6 for each Howling Banshee stand. On the roll of a 5 or 6 the Howling Banshees win that round of close combat against one of their opponents regardless of their CAF. If the psychic scream doesn't work then close combat is worked out as normal. Note that the psychic scream isn't effective against enemies who have a saving throw, as they are considered sufficiently well insulated by their armour to avoid its effects.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Swooping Hawks	20cm	None	+2	Lasguns	25cm	1	5+	0	
Dire Avengers	10cm	None	+2	Shurikens	50cm	1	5+	0	
Dark Reapers	5cm	6+	+1	Missile Launcher	75cm	2	4+	-1	
Fire Dragons	10cm	None	+2	Thermal Gun	25cm	1	5+	-2	
Howling Banshees	10cm	None	+6	Power Sword	None	–	–	–	Psychic Scream
Striking Scorpions	10cm	None	+6	Mandi-blaster	None	–	–	–	Roll 3D6 in close combat.

EXARCHS

If an Aspect Warrior remains at war for too long he may become trapped on the Path of the Warrior, breaking the normal cycle of Eldar life. Such Eldar are known as Exarchs, and remain warriors for the rest of their life.

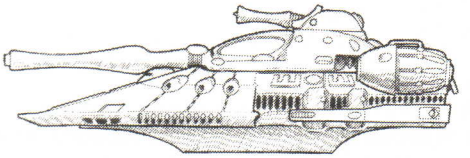
Exarchs wear the ancient wargear from the shrine of the war god Khaine. This armour is far tougher than normal armour and their weapons are ancient artefacts with awesome power. The Exarch's abilities represent all the powers of the Aspect Warriors rolled into one super-warrior. The Exarch's mind is so enwrapped in the battle-rage of Khaine the bloody-handed god of war that he is virtually uncontrollable in battle.

Exarchs fight together in small independent command units. As command units they are immune to the effects of morale and do not need to be given orders. They always count as being on charge orders for moving and first fire orders for shooting (though they may **not** fire if they move into close combat). Unlike Warlocks they have no ability to order or control other models, as once they are committed to battle they become blood-crazed slayers. Although each Exarch's powers are actually quite unique they are represented in the game by stands whose game profiles combine the various attributes of the different Aspect Warriors.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Eldar Exarch	20cm	6+	+8	Ancient Artefacts	75cm	2	3+	-1	

TEMPEST

The Tempest is a large, superbly armoured and well-armed fighting machine. Like other Eldar vehicles it is powered by an anti-gravity motor which enables it to glide or skim over the ground surface and it can make 'pop-up' attacks as described in the rules for Skimmers. The Tempest is armed with an extremely potent double-barrelled Tempest laser cannon which is easily capable of destroying the most heavily armoured opponent. A turret-mounted shuriken cannon and several twin-mouted shuriken catapults on the hull provide protection against attacking infantry.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Eldar Tempest	25cm	1+	+4	Tempest Laser	100cm	2	4+	-3	Skimmer
				Shuriken	15cm	2	6+	0	
				Shuriken Cannon	15cm	1	5+	-1	

VIBRO-CANNON

The Vibro-cannon is mounted on its own anti-gravity platform and has a crew of two Eldar. It is a unique and unusual weapon. Forces generated inside the mechanism cause solid objects in front of the cannon to resonate. Vehicles shake and become unstable, troops are flung to the ground quivering uncontrollably, and even the ground itself is ripped apart as if by an invisible plough.

When you shoot a Vibro-cannon draw an imaginary line between the weapon and the target. The ground along this line is ripped up just as if a gigantic, invisible plough had driven a furrow through the ground. Any building along this line is destroyed unless it can roll its basic saving throw. Roll a D6 for any troop stand or vehicle that lies along the line, and on the roll of a 6 the vehicle or troop stand is so badly shaken that it is hit. The nominated target is hit on the D6 roll of a 5 or 6.

A model hit by the Vibro-cannon must make its armour saving roll if it has one, otherwise it is removed just as if it had been hit by a conventional weapon. Titans which have been hit by a Vibro-cannon work out damage to their legs. The Vibro-cannon transmits its shock wave along the ground so only the bottom part of the Titan's legs can be affected (if it has been knocked over then players may randomly select which area is hit in some mutually acceptable manner). For this reason the Titan's saving throw is always that for the lowest leg area.

If the Titan fails its save work out damage to the Titan using the leg location damage chart as normal. Note that the Vibro-cannon passes straight through Titan shields without damaging them in any way.

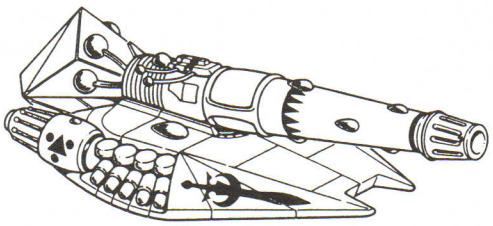
A single Vibro-cannon will be lucky to cause much damage because it has only a relatively low chance of causing sufficient resonance to inflict a hit. However, if the beams of two Vibro-cannons should cross the resulting discordance becomes far more severe – shaking the earth apart, tumbling over buildings, and ripping apart enemy troops. Where two or more beams fired by Vibro-cannon from the same battery cross any model or building is hit automatically and any armour saving throw is reduced by -1 for every Vibro-cannon firing. This means that if three beams cross saves are worked out with a -3 penalty. This is a particularly effective way of taking out Titans, as not only does the Vibro-cannon bypass any shield but it also reduces the Titan's massive saving throw.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Eldar Vibro-cannon	10cm	None	-3	Vibro-cannon	75cm	Special Rules		–	Target hit on 5+. Intervening models on 6+.

DEATHSTALKER PRISM CANNON

The Eldar are a highly advanced race whose technology often baffles and astounds human observers, and the Deathstalker with its warp-powered Prism Cannon is a typical example of this.

The Prism Cannon uses a specially shaped crystal to contain a warp energy field. A shot from the cannon unleashes the energy of the warp, creating a pinpoint beam of darkness that can pierce the toughest armour and slice through buildings and troopers with ease. The crystal at the rear of the weapon has the ability to trap and focus the beam from another Prism Cannon, increasing its own power considerably. Several Deathstalkers can exploit this by forming a chain, each Prism Cannon firing at its neighbour, combining their energy into a single powerful final burst. This has a further advantage in that only one Deathstalker need expose itself directly to enemy fire.



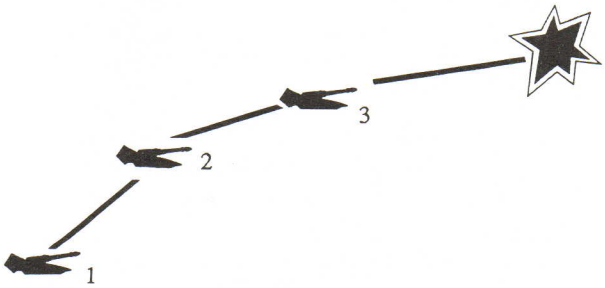
To fire a single Deathstalker at an enemy target proceed as normal. The range, score required to hit, and other details are given on the data exactly as with any other weapon.

If you wish to use a Deathstalker to boost another Deathstalker's fire then roll to hit at the second cannon just as if it were an enemy target. This second Deathstalker may fire at a third cannon, and if it hits then both its own hit and that of the first cannon are transferred to the third. There is no limit to the number of Deathstalkers that can combine their fire in this way. It is also possible for several Deathstalkers to transfer their fire directly to a single cannon without firing through each other.

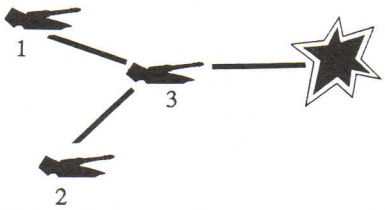
When a Deathstalker fires and hits an enemy it causes 1 hit **plus** all the hits transferred to it, and the target must take a separate saving throw against each hit. Most targets are destroyed if any hit successfully penetrates its armour. In the case of Titans and other large machines which can sustain several hits then the appropriate amount of damage is recorded just as if it had been hit by a number of different weapons. The accumulated energy flares into the warp and dissipates at the end of each turn, so hits cannot be retained in a Deathstalker from turn to turn.

Each Deathstalker is a separate unit. Normally you nominate and fire one unit at a time, but in the case of Prism Cannons you can immediately fire once a hit has been transferred. For example, Prism Cannon 1 fires at Prism Cannon 2 and scores a hit, so Prism Cannon 2 may now fire immediately, whether at an enemy or a third Prism Cannon. This is an exception to the normal play sequence and allows a Prism Cannon with advance orders to fire in the first fire segment if it is part of a 'chain'. A Prism Cannon with charge orders cannot shoot, however, so it cannot be used to transfer hits. Once a Prism Cannon has shot it may not shoot again that turn, even if it shoots in the first fire segment and has advance fire orders. Turn over or remove the order counter to show that the Prism Cannon has taken its shot that turn.

	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Deathstalker Prism Cannon	25cm	3+	+1	Prism cannon	75cm	1	3+	-2	Skimmer Special rule



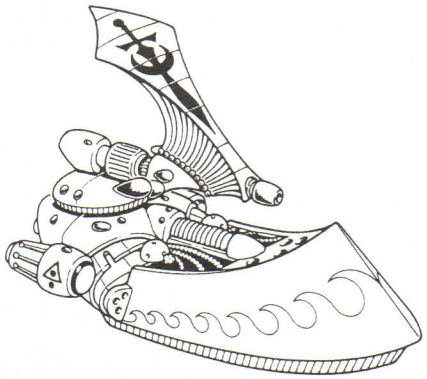
Deathstalker 1 fires at Deathstalker 2 which in turn fires at Deathstalker 3 and the combined fire power of all three Prism Cannons hits the target.



Deathstalker 1 and Deathstalker 2 both fire at Deathstalker 3 and the combined fire power of all three Prism Cannons hits the target.

WAVE SERPENT

The Wave Serpent's gracefully curved hull contains a gigantic warp energy generator which powers an impenetrable field called a warp wave. This protective field may also be used offensively. A burst of energy can send the warp wave shooting forwards, scattering or consuming everything in its path before it disappears into the ether.



To use the Wave Serpent you will need the special warp wave template. This is a V-shaped piece of card as shown below. You will need a template for every Wave Serpent model you have. If you need more warp wave templates photocopy the original templates, stick the copies to thin card and cut them out.

The template is positioned directly in front of the Wave Serpent model to represent the warp wave. As the Wave Serpent moves the warp wave moves as well. It does not affect scenery, but any troops, vehicles, or other targets which the template moves over are pushed aside by the warp wave and may do nothing else that turn. The models are moved to the trailing edge of the warp wave and any order counters are removed to show they can do nothing that turn.

The warp wave is completely impenetrable by any kind of weapon or psychic attack and is impossible to move through. This means that it acts as an effective shield and a barrier to movement, allowing troops to shelter behind it. Note however that opponents on higher ground such as buildings or hill tops may be able to see over the top of the warp wave, allowing them to shoot at the Wave Serpent or call down indirect barrages onto it.

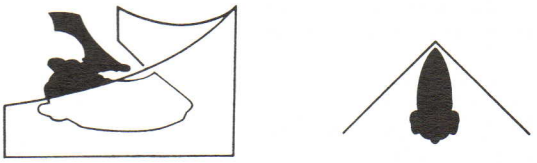
Buildings cannot be pushed aside as they are too large, but any building in the path of the warp wave will be torn apart and may collapse. The building is allowed its basic saving roll, and if successful its structural integrity is unaffected and it remains standing. Any models inside the building are also unaffected so long as it survives.

The Wave Serpent may also use its warp wave as a weapon, but this means it will lose the benefit of its shield for that turn. To do this the Wave Serpent expends a single burst of energy and the warp wave shoots forwards 2D6 x 10cm then dissipates and the template is removed. The warp wave doesn't fire like a normal weapon, instead it is used in the orders phase before any order counters are placed. Determine how far the warp wave moves and move the template straight ahead this distance. Any models it moves over are pushed out of the way exactly as described above and may do nothing for the rest of the turn. In addition, the force of the warp wave causes a hit on any model pushed aside on the D6 roll of a 4, 5 or 6. The warp wave regenerates over the turn and is replaced at the beginning of the following turn.

Each Wave Serpent may carry two troop stands of Eldar, and they are usually deployed in pairs so that they can carry a single detachment of Aspect Warriors or Harlequins between them. Troop stands carried by a Wave Serpent embark and disembark according to the normal rules for transport vehicles, so if the Wave Serpent moves half its move distance before the troops disembark the troops get half of their movement, and so on.

The usual Eldar tactic is to use Wave Serpents to carry Striking Scorpions or Howling Banshee Aspect Warriors close to a heavily defended objective using the protection of the warp waves to approach in complete safety. The Wave Serpents unleash their warp waves as the Aspect Warriors disembark, scattering the defenders and ensuring that they stand little chance of resisting the savage charge of the Aspect Warriors.

Wave Serpents fight in squadrons of two machines. A squadron is represented by a support card. If a squadron of Wave Serpents is used to carry a detachment of infantry they become transport vehicles for that detachment for the rest of the battle. This means that the Wave Serpents must remain in formation with the infantry where possible. However, the break points and morale values for the infantry and the Wave Serpents remains separate and are not added together, so it is quite feasible for one unit to break and withdraw while the other one remains.



The Warp Template is positioned directly in front of the model as shown by the diagram.

	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Wave Serpent	25cm	3+	+1	Warp wave	2D6 x 10	–	4+	–	May carry 2 troop stands

JOHN BLANCHE

WARP HUNTER

The Warp Hunter is a weird and immensely powerful weapon from the armoury of the Eldar Craftworlds. Its huge warp cannon bores a hole through the fabric of reality, creating a whirling black hole into warp space. Anything engulfed by the hole is sucked through into the dark dimension of the warp and destroyed. Those lucky enough to avoid the full power of the warp hole are cast aside and scattered around the battlefield. Due to the fickle nature of the warp the cannon isn't very accurate, so it is impossible to be exactly sure where the warp hole will open. Because of this the Warp Hunter is most effective when fired against massed ranks of enemy infantry or advancing armoured formations.

A barrage marker is used to represent the warp hole. You can use any barrage marker but there is a special Warp Hunter marker supplied. The cannon can only shoot at a target point it can see, so take the barrage marker and place its centre over the proposed target. Roll the scatter dice and if the result is an arrow reposition the template 2D6cm in the direction shown. Now roll the scatter dice again and if the result is an arrow reposition the template once more. Because the Warp Hunter rolls twice for scatter it can sometimes miss its target by as much as 24cm, although this is unlikely. Each model under the barrage marker is affected by the warp hole and may be sucked into the warp and destroyed or, if it is more fortunate, thrown violently aside by the unimaginable energies of the warp. Roll a scatter dice for each target. On the roll of a cross hair the target is sucked into the warp and destroyed with no saving throw allowed, except as noted below. On the roll of an arrow the target is thrown D6cm in the direction shown and may not move, shoot, or do anything else that turn.

Buildings cannot be sucked into the warp hole as they are too large, but any building hit by a Warp Hunter will be torn apart and may collapse. The building is allowed its basic saving roll, and if successful its structural integrity is maintained and the building remains standing. Any models inside the building are also unaffected.

Titans, Gargants, and any super-heavy tanks with either intact void or power fields automatically avoid destruction thanks to their shields. The warp hole is slightly displaced by the presence of active shields so the target is never sucked into the warp but is scattered D6cm in a random direction instead.

The Warp Hunter has anti-gravity motors which allow it to make 'pop-up' attacks as described for skimmers.

	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Warp Hunter	25cm	3+	+1	Warp cannon	75cm	Special rules			Scatters twice Skimmer

DOOMWEAVER

In Eldar legend Khaine the Bloody-handed God fought a long and bitter battle against Vaul the Smith God on account of the smith's failure to deliver the thousand magical swords he had promised to Khaine. After many encounters and adventures the conflict ended with the defeat of Vaul, who was chained to his own anvil for eternity. This legend gives the Doomweaver its alternative name of the Chain of Vaul.

The Doomweaver device contains a spool of extremely fine wire. This wire-thread is as fine and flexible as silk, but it is also unbreakably strong. The Doomweaver spins the wire-thread into a jumbled mass and throws it high into the air. The wire is so fine that it doesn't drop to the ground instantly, but floats down in a hazy roughly spherical cloud. The wire-thread cloud coalesces as it falls, forming into a web. When it lands the wire-thread envelops foliage, buildings, troops and vehicles, burying them under a tangled mat several feet thick. The threads are so strong and so thin that they slice through anything that attempts to brush them aside. In some circumstances they can even cut through steel, so any vehicles caught by the falling web are likely to be destroyed or helplessly trapped. After a while the wire-thread settles down into a solid mat or blanket that can be walked over, but until it does so the wire acts as an effective barrier to movement.

The Doomweaver's unique effect is represented by special hexagonal shaped Doomweaver templates. Each Doomweaver fires three of these templates at once and they are positioned on the tabletop as described below. Doomweaver templates are used in a similar way to barrage templates, but instead of disappearing once the barrage is over they remain on the battlefield until the wire sinks down into the ground and can be safely traversed.

To fire the Doomweaver take one of the special Doomweaver templates and place it over your intended target. The Doomweaver must normally be able to see the target. If it cannot see the target then the Doomweaver can still fire so long as it has first fire orders and at least one other model in the Eldar army can see the target - this represents the observing troops communicating the target's position to the Doomweaver crew. The procedure up to this point is the same as for a normal barrage, but when using a Doomweaver you always roll the scatter dice to see where the wire-thread lands regardless of whether the Doomweaver can see its target. Unlike a shell, the floating wire cloud can be blown about by wind, so it is always prone to go off target. Roll the scatter dice to determine in which direction the wire-thread is blown and roll 2D6 to find out how many cms it drifts off target. Place the template in the position indicated.

A Doomweaver fires enough wire-thread to cover three templates. The six edges of the Doomweaver template are numbered 1 to 6. These numbers are used to position the remaining two templates. Roll two D6 and position two more templates so that they match the indicated edges of the first template. This produces the rough line or elongated shape created by the swirling black wire mass as it descends to the ground. If one template should land on top of another then the wire mass has tangled together and the total area affected is reduced in size.

Any target under a Doomweaver template is automatically destroyed, except that because the cloud descends quite

TURN ONE

The first template is placed over the intended target and 2D6 are rolled to determine scatter.

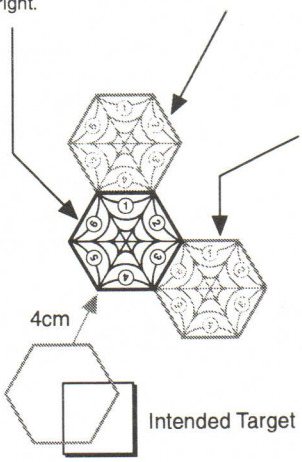
In this case, the template moves 4cm up and to the right.

Once the final location of the first template is found, roll a D6 and position the second template so it butts up against the relevant numbered edge of template one.

In this case a 1 was rolled on the D6, so template two (here shown in grey for clarity) is butted up against edge 1 of template one.

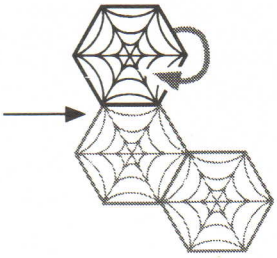
Next, roll a second D6 and position the third template so it again butts up against the relevant numbered edge of template one. If the same number is rolled as that for the second template, the wire mass has tangled together and the third template is discarded.

In this case a 3 was rolled on the second D6, so template three (again shown in grey for clarity) is butted up against edge 3 of template one.



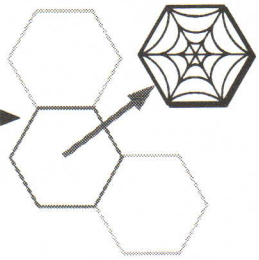
END PHASE OF TURN ONE

During the end phase of turn one (the turn in which the Doomweaver fired), flip over any templates that have their numbers showing so that the unnumbered side is now uppermost.



END PHASE OF TURN TWO

Finally, during the end phase of turn two (the turn following that in which the Doomweaver fired), remove any templates that have no numbers showing.



slowly any target that can move is allowed to try and get out of the way. On the D6 roll of a 4+ the target can move away in time and is placed at the closest outer edge of the template. Some very heavily armoured vehicles such as Titans and super-heavy battle tanks can withstand damage from the wire-thread cloud. To represent this any target with a saving throw of 1+ automatically avoids destruction and is moved to the closest edge of the template. Of course if the target is immobilised for whatever reason it won't be able to move and is therefore destroyed.

Note that being on first fire orders doesn't mean a model is immobilised, but moving a model with first fire orders will force it to shoot in the advancing fire segment instead if it hasn't already fired. Change the unit's orders over to advance to indicate this.

Once Doomweaver templates are in position they remain on the battlefield until removed as described below. Until they are removed the templates form a complete barrier to movement - no troops can move across them, not even Titans or Super Heavy Battle Tanks. Should a model be forced to move into a Doomweaver template for whatever reason then it is destroyed.

Doomweaver templates remain in play for the turn in which they are created and the following turn. They are removed in the following turn - this represents the time taken for the wire-threads to sink into the earth. You can easily keep track of which templates are due to be removed by placing templates with their numbered side uppermost when they are fired. in the end phase of each turn flip over all the templates so that the unnumbered side is uppermost and remove any templates which already show the unnumbered side. Templates which land on buildings end up hanging off them in a thick mass as the wire-threads slice partway through the building before stopping. For this reason Doomweaver templates on buildings should be left in play for the remainder of the game.

Doomweavers fight in squadrons of two machines. A squadron is represented by a support card.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Doomweaver	25cm	3+	+1	Wire-thread	Special	Special	Special	Special	

SCOUTS

The Eldar Path encompasses many ways of life from artist to warrior. One of the most mysterious of these is the Way of Danger, which is the path undertaken by Eldar Scouts. These Eldar abandon their Craftworlds and take to deep space with little more than a spacecraft and perhaps a few companions. They may not return to their Craftworld for years and many do not return at all. Their instincts drive them to a life of exploration and danger, seeking out civilisations on other worlds, sometimes merging into other societies in order to combat the hidden forces of Chaos. Scouts are wanderers and explorers in the void. Some live by trading alien artifacts, searching for fresh treasures to bring back to their Craftworld. Others travel between the Craftworlds, satisfying their thirst for adventure by fighting Chaos, Orks, humans and other enemies of the Eldar.

Scouts carry a powerful lasgun which is longer, more accurate and more deadly than the standard item. They are also armed with potent close combat and short range weapons including grenades, pistols, and swords - the exact types of weapons carried vary. Scouts wear a long enveloping coat made from cameleoline. This substance reflects light waves in such a way that it makes its wearer almost invisible, allowing him to move close to his enemy without being seen. To represent the way Scouts can move unseen the Eldar player is allowed to reposition Eldar Scouts once the opposing armies have been set up. Before the game begins the Eldar player may move any of his Scouts once at up to charge rate (ie double their normal move distance). This may bring Scouts close to the enemy line - but they are not allowed to move closer to any enemy troops than 5cm. In situations where both sides have Scouts (for example Space Marine Scouts which can also move in this way or other Eldar Scouts) then roll dice or toss a coin to decide which side moves its Scouts first.

It is difficult to see the Scouts during a battle because of their cameleoline coats. To represent this no enemy may shoot at Eldar Scouts at a range of more than 25cm. At greater distances the cloaking effect of their coats makes them impossible to see.

Because Scouts are effectively invisible at long range they cannot normally be targeted by a barrage. The barrage rules are applied in the usual way, so if the target cannot be seen then it is impossible to fire a barrage at it. Where the target can be seen by the shooter then a barrage can be fired as normal - in the case of Eldar Scouts this only applies at ranges of 25cm or less. Where the target cannot be seen by the shooter, but can be seen by other troops, then an indirect barrage can be fired at it.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Eldar Scout	10cm	None	+3	Lasgun	50cm	1	4+	0	Cannot be targeted at ranges of over 25cm.

AVATAR

The Avatar is the embodied spirit of the Craftworld's War God, and when the Eldar go to war he stirs from sleep to take part in the battle. The Avatar is a raging spirit, blind to notions of tactics or objectives, his only objective to wreak as much damage and destruction as possible. The Avatar's body can be physically destroyed and removed from the battlefield, but he cannot be completely eradicated. Should his physical shell be destroyed his spirit will retreat to War God's throne room on the Craftworld where it will draw strength and await its next call to battle.

Any Eldar force may include an Avatar. This is represented by a **free** card which costs no points. This free card comes in addition to the rest of the force, so it does not reduce the number of support and special cards you can have. The Avatar is a spirit of blind blood-letting, so his actions are not completely under the Eldar player's control. The Avatar is not given orders. He automatically moves at 15cm towards the nearest enemy in the movement phase of each turn. If this distance is sufficient to reach the nearest enemy model then he will stop and fight it in close combat that turn. If the Avatar isn't engaged in close combat he can cast his spear at an enemy model in the first fire phase The spear automatically returns to his hand after use, so it can be cast each turn. The spear may be cast in any direction, and has a range of 15cm.

JES GOODWIN

The Avatar is the embodiment of the battle-lust of the entire Eldar race. Any mortal troops and material machines attacking the Avatar suffer combat penalties. Any enemy fighting the Avatar in close combat suffers a -1 penalty on its close assault factor, and any enemy shooting at the Avatar suffers a -1 penalty to hit. The only exception to this rule is in the case of daemonic troops such as Greater Daemons of Chaos. When daemonic troops fight the Avatar these penalties do not apply. Note that the Avatar itself is not affected by the normal penalties which apply when fighting daemons.

The Avatar's physical body is made of red-hot iron and is almost indestructible. Molten metal flows through his frame like blood, and drips and sizzles from his mouth, running down his arms and splattering on the ground. This terrifying appearance has earned him the title of the bloody-handed god. Any unit the Avatar attacks in close combat must check morale in the same way as if it had been broken. Models which are not affected by morale do not have to make this test. The Avatar himself is unaffected by morale and never needs to take a morale check.

The Avatar has a saving throw of 2 or more on a D6. This saving throw is never modified by the enemy's attack, so the Avatar always saves on the D6 roll of a 2 or more. Even if weapons normally destroy without recourse to a saving throw the Avatar still saves on a 2+. This represents the Avatar's supernatural qualities, allowing him to avoid or deflect all manner of dangers, emerging unscathed from under tons of rubble, or absorbing colossal energy blasts. If the Avatar fails to save (i.e, if you are unlucky enough to roll a 1) then the model is removed from the game - the spirit of the War God is not destroyed but is banished back to its throne room on board the Eldar Craftworld.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Avatar	15cm	2+	+10	Spear	15cm	1	2+	-3	

ELDAR WAR WALKERS

The War Walker is an armoured frame which can be operated by one man. It carries a variety of light armament, most commonly an Eldar Scatter Laser and Lascannon. Unlike a more conventional vehicle the operator is exposed and therefore vulnerable to enemy attack. However, the War Walker is fast and well armed, and certainly capable of holding its own against comparable Imperial vehicles such as the Sentinel and Land Speeder.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Eldar War Walker	25cm	None	+1	Lascannon Scatter Laser	75cm 25cm	1 3	5+ 5+	-2 0	

ELDAR WRAITHGUARD

To the Eldar the prospect of death represents a final horror unthinkable to a human and unimaginable to an Ork. When an Eldar dies his consciousness passes into the warp where The Enemy, Slaanesh the Bane of the Eldar and Great Power of Chaos, awaits to consume it. Every Eldar wears around his neck a small gem called a waystone, the purpose of which is to absorb its owner's consciousness should he be killed, thereby cheating Slaanesh of his quarry and saving the Eldar from a fate that is literally worse than death. Waystones are implanted into the Wraithbone skeleton of the Eldar Craftworlds, releasing the spirit of the dead Eldar into the fabric of the Eldar Craftworld itself. Waystones can also be implanted into machines, and the consciousness they contain becomes the controlling element of the machine, allowing the Eldar to live again in a new form.

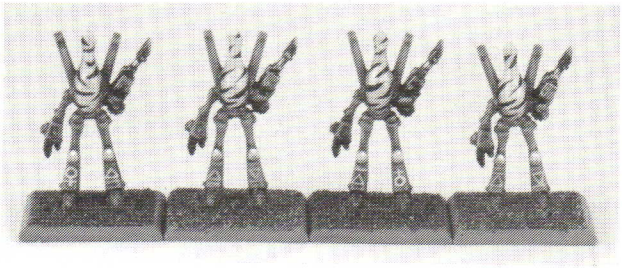
The Wraithguard are robotic bodies with Eldar waystones implanted inside them. They can move and act much like living creatures, motivated by consciousness of the dead Eldar they contain. This consciousness is not quite the same as that of a living person, but more like a dream-state, perceiving things around about in a shadowy and disconnected way. When the Eldar go to war they are frequently accompanied by the dead in the form of Wraithguards and Eldar Dreadnoughts.

Wraithguard units perceive the world in a shadowy, insubstantial way, absorbing the emotions of living Eldar around them as much as anything else. To represent this an Eldar Wraithguard unit will always remain within 10cm of a living Eldar unit where possible to do so. If they find themselves beyond this range at the start of the movement phase, perhaps because casualties or some other unforeseen event has caused them to become separated, they automatically receive charge orders and move towards the nearest living Eldar until they are within 10cm. This will prevent the Wraithguard firing that turn, and they can only enter close combat if the Eldar unit they are moving towards is engaged in close combat. Assuming the Wraithguard begin their turn within 10cm of living Eldar they automatically receive the same orders as the closest living Eldar unit. If the closest unit is a Warlock any order can be placed. This represents the Wraithguard responding to the psychic needs of the living.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Eldar Wraithguard	10cm	6+	+4	Wraithcannon	50cm	1	5+	-1	Takes orders from nearest Eldar.

ELDAR DREADNOUGHT

The Eldar Dreadnought is really a larger and more powerful form of Wraithguard, and is controlled by a waystone in the same way. Like the smaller Wraithguard the Dreadnought perceives its surroundings in a shadowy and disconnected way, responding to the emotional emanations of living Eldar about it. To represent this an Eldar Dreadnought unit will always stay within 10cm of a living Eldar unit where possible to do so. If they find themselves beyond this range at the start of the movement phase, perhaps because casualties or some other unforeseen event has caused them to become separated, they automatically receive charge orders and move towards the nearest living Eldar until they are within 10cm. This will prevent the Dreadnoughts firing that turn, and they can only enter close combat if the Eldar unit they are moving towards is itself engaged in close combat.



Assuming the Dreadnoughts begin their turn within 10cm of living Eldar they automatically receive the same orders as the closest living Eldar unit. If the closest unit is a Warlock, any order can be placed. This represents the Dreadnoughts responding to the psychic needs of the living.

Eldar Dreadnoughts are mobile machines and so obey the same movement restrictions and penalties as infantry. See the Terrain Chart on the Space Marine summary sheet for details of these restrictions. Eldar Dreadnoughts can be armed with a variety of weapons but usually carry lascannons and a power fist, a combination which gives them good close combat abilities and excellent long range firepower.

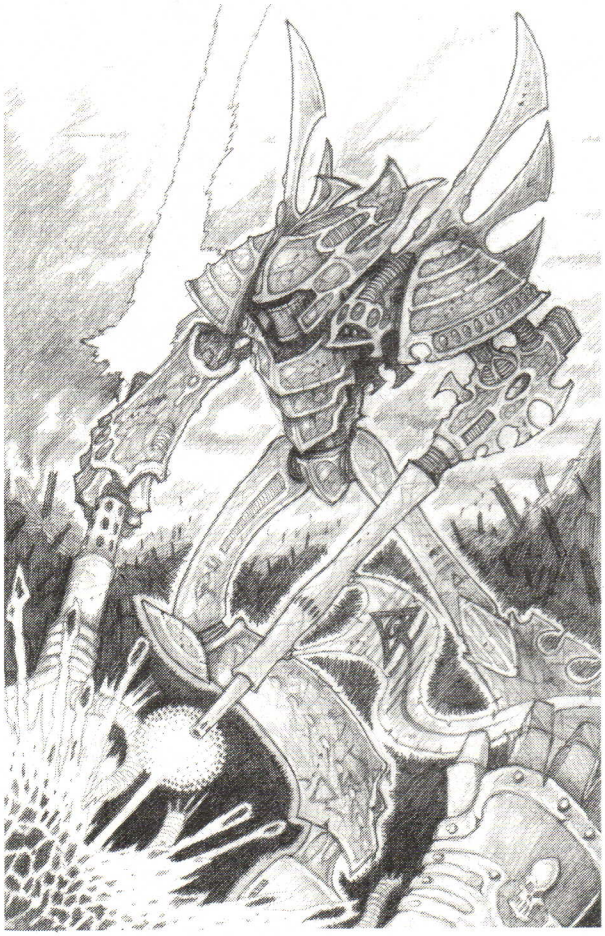
Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Eldar Dreadnought	10cm	5+	+2	Lascannon	75cm	1	5+	-2	Takes orders from nearest Eldar.

ELDAR TITANS

Eldar Titans are very different to those used by the Imperium. Tall and slender, they move with a smooth agility and grace unachievable by human Titans. They benefit not only from the experience of their crews (which are brought up with Titans from birth) but from the collective consciousness of a large spirit-stone which contains the souls of numerous dead Eldar. Phantom Titans are built around a Wraithbone core which permits the spirits contained within it to flow freely through the whole construct. This gives the Eldar Titan a consciousness of its own which, combined with its living crew, makes the Phantom such a deadly fighting machine.

ELDAR WARLOCK TITANS

A Warlock Titan contains the spirits of mighty Eldar Seers and Warlocks within its Wraithbone core. As they were powerful psykers in life the combined psychic strength of the dead spirits, focused and amplified by the Titan's Wraithbone structure, is phenomenal - far outstripping the powers of the living. This potent psychic ability, combined with the smooth agility of Eldar Titans and their sophisticated weaponry, places the Warlock Titan at the pinnacle of Eldar achievement in the realm of psychic engineering.



A Warlock Titan can carry any of the weapons available to normal Eldar Titans, but the great power of the spirits inhabiting a Warlock Titan is particularly powerful when combined with the much-feared Psychic Lance. A Warlock Titan using a Psychic Lance receives +1 on rolls to hit with the lance. This means they need a 4, 5 or 6 on a D6 to hit target models in the area of effect rather than the 5 or 6 needed by normal Eldar Titans. Because of the psychic energy crackling around a Warlock Titan's Wraithbone structure its close combat attacks hits count as psychic attacks, so even a Greater Daemon is instantly destroyed if it loses close combat to a Warlock Titan.

Warlock Titans have an insight into the future or possible futures and they act in conjunction with the ebb and flow of the fates, moving with them in perfect synchronisation. Because of this unique insight a Warlock Titan doesn't have to choose its orders for the turn until after the roll for initiative has been made and the enemy's orders have been revealed. A Warlock Titan also has special psychic powers. It may employ one of these powers in the combat phase in addition to shooting and fighting in close combat. The Warlock Titan powers are listed below.

DOOM

The Warlock Titan twists together the threads of fate to bring about the destruction of its foes. The cursed foe seems to attract fire like a magnet, cannon shells and laser bolts twist off their path to strike at it. The Warlock Titan can place a Doom on a single enemy troop stand or model within 50cm. Doom is treated like a weapon attack, so the Warlock Titan must be able to see the enemy model in order to place a Doom on it. The effect of the Doom is to make the target much easier to hit - all attacks against that model during the combat phase will hit on a 3+ regardless of what their normal roll to hit is. If the Doomed model is in close combat its score is halved. Because Titan shields disrupt the flow of psychic energy, Titans with shields up have a saving throw of 4, 5 or 6 on a D6 against the effects of Doom. Any unit which has a psychic save, such as the Imperial Grey Knights, can try and make it to avoid the effects of a Doom.

WITCH SIGHT

The Warlock Titan looks forward into its own immediate future and foresees potential dangers. The Warlock Titan twists and ducks, enemy firing fractionally missing it and close combat blows swinging into empty space. Enemies firing at the Warlock Titan in this combat phase suffer a -1 to hit modifier in addition to any other modifiers. In close combat enemy troop stands, Titans and vehicles fighting the Warlock Titan roll one less dice than normal. Note that if the Warlock Titan is immobilised for any reason (due to damage to its legs, for example) it is unable to take avoiding action and will gain no benefit from using Witch Sight.

MIND SHOUT

The Warlock Titan unleashes a mighty mental roar, heartening the Eldar and terrifying their foes. All enemy units with models within 25cm of the Warlock Titan must immediately pass a morale check or go on to fall back orders. Due to the terrifying potency of the Mind Shout a D6 roll of 1 for the morale check will fail automatically. Even units with a morale value of 1 or ones which should automatically pass their morale checks (such as Chaos warbands with their patron daemon in sight) may quail before the fearsome Mind Shout. Any Eldar units with models within 25cm can roll immediately to rally from fall back orders, even if they went onto fall back orders this turn.

ELDAR HOLO FIELDS

Certain Eldar vehicles and troops use a sophisticated system of defensive screens called holo fields. The most well-known users of the holo field are Eldar Phantom Titans. Holo fields are not designed to block, absorb and shunt aside attacks like Imperial void shields and Ork power fields. Instead the holo field confuses enemy location and targeting systems by diffracting the subject's image. When a unit protected by a holo field moves, its image seems to explode into a storm of multi-coloured shards. The faster it moves, the more scattered the image becomes. When it stops the cloud appears to coalesce into a solid shape again. Thus the holo field is well suited to the Eldar precepts of speed and mobility over armour and firepower.

Any unit protected by a holo field receives an additional saving throw against a hit. Because the holo field disrupts targeting more if the subject is moving the saving throw varies according to what orders the subject is on, making it better on charge orders than first fire for instance. The table below summarises what saving throws the subject has on different orders. The saving throw is tied only to the unit's orders and not to the actual distance the model moves.

This extra save is taken first and is not modified by the attacking weapon's armour saving throw modifier; being able to punch through heavy armour is no help if the target isn't where its supposed to be. On the other hand, the holo field is useless against area effect weapons which don't have to rely on pin-point accuracy, and so the save does not apply against hits from barrages, or any other attack that uses a template of any kind.

Orders	Saving Throw
First Fire	4+
Advance	3+
Charge	2+

ELDAR TITAN WEAPONS

HEAT LANCE

The Heat Lance is a special Eldar Titan weapon. It operates by setting up an electromagnetic 'tube' between the weapon and its target and then launching a high-power bolt of fissile energy along it. The effects are akin to the awesome destructiveness of melta and plasma weapons but far more devastating by virtue of being more tightly controlled. At longer ranges the carrier field is unable to contain the shot and the Heat Lance loses some of its power. The weapon's ability to literally punch through the heaviest armour at close range makes it a highly favoured weapon.

Anything hit by a Heat Lance at up to 25cm range must make a saving throw with a -5 modifier. A massive +5 is added to damage rolls against Titans hit by a heat lance at up to 25cm range.

For each 25cm of range the Heat Lance's saving throw modifier and damage bonus is reduced by two, so a target hit at a range of 50cm would suffer a -3 saving throw modifier and a +3 on damage rolls. This is summarised on the weapon chart.

Name	Range	Attack Dice	To Hit Roll	Save Mod.	Damage Bonus
Heat Lance	Up to 25cm	1	2+	-5	+5
	26-50cm	1	3+	-3	+3
	51-75cm	1	4+	-1	+1

POWER FIST

The Eldar Power Fist is identical in most ways to the Power Fist mounted on Imperial Titans. In close combat the gigantic armoured fist can be used to rip pieces off enemy Titans or crush buildings like paper. The Eldar Power Fist is also enhanced with the addition of a battery of Shuriken Cannon in the fingers and 'knuckles' which give it a potent ranged capability as well. In the combat phase the Power Fist can be used either in close combat or as a ranged weapon. It may not be used as both in the same turn.

If a Phantom with a Power Fist wins a close combat with an enemy Titan it can make a special 'grab' attack instead of rolling normal damage. The Phantom can grab any location on the hit template and try to rip it away. Both players roll a D6 and the Phantom adds +1. If the Phantom's score is higher than the defender's the location is wrenched off and suffers maximum damage. If the scores are equal the defender wriggles partially out of the Phantom's grasp and damage on the location is resolved with a D6 roll as normal. If the defender's score is higher than the Phantom's it manages to slip completely out of the Phantom's grip and suffers no damage. A building attacked with the Power Fist is hit automatically and must roll a saving throw with a -4 modifier or be destroyed.

Name	Range	Attack Dice	To Hit Roll	Save Mod.
Power Fist	50cm	4	4+	-1

Notes: May be used in close combat.

WING WEAPONS

Eldar Phantoms have two small weapon mounts, one on each shoulder. These are commonly referred to as wing weapons because they are connected to the holo-field generator 'wings' on the Phantom's back. They are used to house secondary weapons, usually a small battery of lascannon on one shoulder for use against vehicles and a set of missile launchers on the other for bombarding infantry. You may choose to have either type of battery in each mount, and can have two batteries of the same type if you want.

Name	Range	Attack Dice	To Hit Roll	Save Mod
Lascannon Wing	75cm	2	3+	-2
Missile L. Wing	100cm	4 BPs	–	-0

TREMOR CANNON

The Tremor Cannon is a much larger version of the weapon mounted on the Vibro Cannon anti-grav platform. The Tremor Cannon is so powerful that it does not have to operate in a battery, just one of these weapons can cause enemy troops to be shaken apart! Tremor Cannon operate on a ranged induction field principle, using a fluctuating electromagnetic field to set up a resonant vibration in the target's atomic structure. The Tremor Cannon is fired into the ground to produce a 'quake' effect some distance away. As the cannon is kept focussed the tremors in the area become more and more intense with attendant secondary explosions and thermal effects eventually culminating in the whole area liquifying as its atomic structure breaks down.

When you shoot a Tremor Cannon draw an imaginary line between the weapon and the target. The ground along this line is ripped up just as if a giant plough had driven a furrow through the ground. Any building along the line is hit automatically and is destroyed unless it can make its saving throw with a -2 modifier. Roll a D6 for any troop stand, vehicle or Titan that lies along the line, and on a roll of 5 or 6 it is so badly shaken that it takes a hit. The nominated target takes a hit on a roll of 3 or more. Note that the Tremor Cannon's field passes straight through Titan shields and hits the Titan without affecting the shields in any way.

Any troop stand or vehicle that is hit must make its saving throw with a -2 modifier or be destroyed. Since Tremor Cannon transmit shockwaves along the ground, only the bottom part of a Titan - or anything else with a hit location template - will be affected. To represent this, if you hit a Titan you must pick a hit location that is on the bottom row of its hit location template.

Name	Range	Attack Dice	To Hit Roll	Save Mod.
Tremor-Cannon	100cm	Special	Special	-2

Notes: Target hit on 3+, intervening models on 5+.

PULSAR

The pulsar is used exclusively by the Eldar. It is a highly sophisticated laser cannon and amply demonstrates the Eldar's consummate skill in constructing laser weapons. The pulsar fires short vollies of extremely powerful laser energy, each pulse of energy in the volley being separated by a few milliseconds from the next one.

The pulsar can be fired in two ways. When fired at a single target the pulsar will be held steady so that as many pulses as possible will hit the target. Against a more numerous foe the pulsar can be moved slightly to spread the pulses over an area in an attempt to hit more than one target.

When you fire the pulsar you must declare which way you will use it. If you fire against a single target, roll to hit just once. If you score a hit, roll the D6 again. The result is the number of pulses from the volley that hit the target. Each pulse must be saved against separately. If you decide to fire at a group of targets, take the barrage template and place it over any target point within the pulsar's LOS and range. Roll once to hit any model under the template.

Name	Range	Attack Dice	To Hit Roll	Save Mod
Pulsar	100cm	1	2+	-2

Notes: Target must save D6 times. May fire a barrage instead.

DISTORTION CANNON

The powerful Eldar Distortion Cannon bores a hole through the fabric of reality, creating a whirling black hole into warp space. Anything engulfed by the hole is sucked through into the warp and destroyed. Those lucky enough to avoid the full power of the warp hole are cast aside and scattered around the battlefield. Due to the constantly changing flux of the warp it's impossible to be sure precisely where the warp hole will open. Because of this the Distortion Cannon is most effective when used against densely packed enemy formations.

A barrage template is used to represent the warp hole. The cannon can only shoot at a target point it can see, so take the barrage marker and place it with its centre over the proposed target anywhere in LOS and range of the firing Titan. Roll the scatter dice and if the result is an arrow reposition the template 2D6cm in the direction shown. Now roll the scatter dice again and if the result is an arrow reposition the template once more.

Because you roll twice for scatter with the Distortion Cannon it can sometimes miss its target by as much as 24cm. Then roll a scatter dice for each model at least half under the template. On the roll of a cross hair the target is sucked into the warp and destroyed with no saving throw. On the roll of an arrow the target is thrown D6cm in the direction shown and may not move, shoot, or do anything else that turn.

DAVE GALLAGHER

Buildings cannot be sucked into the warp whole as they are simply too large, however any building hit by a Distortion Cannon will be severely damaged and may collapse. The building is allowed its basic saving roll, and if successful its structural integrity is unaffected and the building still stands. Any models inside the building are also unaffected so long as it survives.

Titans, Gargants, and any super-heavy tanks with either intact void or power fields automatically avoid destruction thanks to their shields. The warp hole is slightly displaced by the presence of active shields and so the target is never sucked into the warp but is scattered D6cm in a random direction instead.

Name	Range	Attack Dice	To Hit Roll	Save Mod.
Distortion Cannon	75cm	Special – see rules above		

Notes: Uses barrage template. Scatters twice.

PSYCHIC LANCE

Eldar Titans may be armed with the Psychic Lance, a weapon created by the Eldar Knight clans which 'fires' a burst of psychic energy directed through a long crystalline rod. The resonances set up in the crystal create a beam of directed psychic energy which will brainwipe anything in the area of effect. The Psychic Lance is a much feared weapon - it makes a mockery of even the heaviest armour and shields as it passes straight through such physical obstructions and leaves its victims drooling idiots unable even to control their bodily functions.

When using the Psychic Lance take a barrage template and place it anywhere within the LOS and range of the firing Titan. Anything completely under the template will be hit on a D6 roll of 5 or 6. The effects of a hit from a Psychic Lance vary greatly depending on the victim. It will automatically wipe the brains of any infantry stand or vehicle regardless of their armour saving throw, as the lance beam passes straight through it. Robots and robotically controlled equipment (such as Tarantulas) are immune to the effects of the lance. Units which have a 'psychic saving throw', such as Grey Knights, receive their psychic save against the lance's effects as normal. Daemons which are hit are instantly cast back into the warp without any saving throw as the brain of their host body is destroyed. A Titan hit by the Psychic Lance rolls for damage once on the Head Damage Table.

Name	Range	Attack Dice	To Hit Roll	Save Mod.
Psychic Lance	50cm	special – see rules above		

Notes: Uses barrage template. No armour save possible.

Hits destroy daemons automatically.

ELDAR TITAN WEAPONS SUMMARY

Name	Range	Attack Dice	To Hit Roll	Save Mod	Damage Bonus	Notes
Heat Lance	Up to 25cm	1	2+	-5	+5	–
	26-50cm	1	3+	-3	+3	–
	51-75cm	1	4+	-1	+1	–
Pulsar	100cm	1	2+	-2	–	Target must save D6 times. May fire a barrage instead.
Tremor-Cannon	100cm	Special	Special	-2	–	Target hit on a 3+, intervening models hit on a 5+.
Distortion Cannon	75cm	Special	Special	Special	Special	Uses barrage template, Scatters twice.
Psychic Lance	50cm	Special	Special	Special	–	Uses barrage template. No armour save possible. Hits destroy daemons automatically
Power Fist	50cm	4	4+	-1	–	May be used in close combat.
Lascannon Wing	75cm	2	3+	-2	–	–
Missile Launcher Wing	100cm	4 BPs	–	0	–	Uses barrage template.

DAVE GALLAGHER

Overhead, a sun the colour of blood beat down, turning the ash plain into a lake of crimson light. A good omen, Karhedron decided. They would sweep the foul influences of Chaos from this world.

He surveyed the scene through the eyes of his Warlock mask, his long thick robes fluttering in the breeze. He scanned the horizon, hoping to catch sight of the enemy.

In his mind lethal energies pulsed and surged. He felt the urge to unleash them creep through him. He was a vessel for transcendant power. All he had to do was focus it through his channelling runes or his witch blade to bring death to his enemies.

His mind cast back to his time as an Aspect Warrior, an experience he had hoped never to have submit himself to again. Countless times had he stood waiting like this for battle to commence. As a Fire Dragon Karhedron had fought on fields of ice under turquoise skies, danced through whirling red dust on burning desert plains, crept through underground labyrinths of dank dark stone. The ancient weapon he bore remembered too. It had not always been his - he had retrieved it from beside the fallen body of the famous Warlock Tatheya, where she lay surrounded by dead Orks.

The song of wings filled the air as a group of Swooping Hawks soared ecstatically into the warm sky. They drifted lazily upward, catching thermals like giant birds of prey. Karhedron knew that their seeming indolence was illusory. The Keen-eyed Ones kept careful watch in case the enemy attempted a surprise attack.

He studied the squad of Aspect Warriors sitting on the nearby rocks, meditating on the inner nature of their weapons. The sun glinted off their blue armour, highlighting the Fire Shrine rune that marked them as belonging to their Craftworld. Their shuriken catapults lay dormant across their knees. Karhedron was not fooled by their apparent passiveness. He knew that the Dire Avengers could shift from quiet repose to instant action in the blink of an eye.

A high-pitched keening wail filled the air as the Howling Banshees performed the Dance of Skulls near their dropship. Karhedron watched as the women sparred in slow motion with invisible foes, each movement part of some greater intricate pattern, as if the whole unit were one organism sharing a single mind. Scarlet tresses swept through great arcs as the women swayed. Langourous kicks just seemed to miss each of the dancers. As the ritual continued the pace of the footstamping and handclapping speeded almost imperceptibly until the Banshees moved and tumbled almost too fast for the eye to follow.

A shimmering of air between the gateway tetrahedrons announced the arrival of a squad of chitinously armoured Striking Scorpions. They skittered across to the Farseer's position and bowed before Kelmon, the chosen Battleseer. Kelmon acknowledged their presence with an ornate salute. Mandiblasters clicked acknowledgement then they turned and moved to take up a perimeter position.

Nearby atop a great butte, Dark Reapers, arranged in three-man fireteams, stood immobile as statues. Their massive forms radiated menace yet their presence was strangely reassuring. Karhedron knew no enemy could approach without being the target of their missile launchers.

A line of Fire Dragons weaved across the plain as the Eldar army arrived through the gateways and assembled, squad by squad, on the plain. A thrill passed through Karhedron as he realised the extent of the force the Craftworld was fielding. Unit after unit of Guardians arrived and took their place in the formation. Mighty Wraithguard stalked among the ranks on long insect-like legs.

As the last of the force assembled Karhedron speculated on the nature of the enemy they were to face. The corruption of chaos must be mighty indeed to justify the deployment of such a massive military strength, he thought.

As the formation was nearly complete a change of mood swept through the army. He felt tension galvanise the nearby Dire Avengers. The Banshees ceased their dance and stood poised like ballerinas, waiting. A hush of expectation settled over the assembled Eldar. The whole army held its breath.

Suddenly the smell of ozone filled the air. A crackling, hissing sound emerged from the gateway tetrahedrons. The runes along their sides blazed as if being overloaded with power. A bloody glow illuminated the area between the pyramids.

Space seemed to warp and then the Avatar was there, looming over his honour guard of Exarchs. Even the mighty masked warriors were dwarfed by his massive presence. The incarnation of Khaine stood half-again as tall as those who surrounded him. In his left fist he clutched a gigantic battle blade. Blood dripped from the fingers of his left hand. Crimson eyes glowed like red-hot rock within his helm. He swept a burning glance over his awe-stricken followers. Karhedron felt a cold wash of horror drench his soul as he beheld the god-like being, followed by an unholy thrill of anticipation.

The Avatar's incandescent gaze seemed to bore into the very heart of the Eldar warriors, kindling the fire of battlelust there. All fear, all hesitation was burned away by unholy joy and murder lust. The killing power within them stirred in answer to the being's call. A cry of pure exultation was torn from Karhedron's throat. It mingled with the great roar of the entire army.

The warcry rumbled like thunder over the plain, a shout to inspire pure terror in any living thing that heard it. It continued to rise into crescendo after crescendo till the Avatar made a short chopping gesture for silence. Instantly all was quiet.

Then, following their Bloody-handed God, the Eldar marched to war.

DAVE GALLAGHER

Flanked by his apprentices Kelmon prepared himself for the battle. His fingers toyed idly with the wraithbone tiles of the battlerunes. The air carried the scent of ozone and blood. He gazed into the viewing tesseract and studied the disposition of the armies, fixing them in his mind.

The Light in Infinite Darkness forces stretched out across a long front. The Avatar and most of the Aspect Warriors held the centre in strength. Spirit Walkers guarded the right flank. The left flank was secured against the base of a huge butte. Dark Reapers commanded the heights. A strike force of Banshees waited in the gulleys ready to advance in cover along the dry stream bottom. The Guardian Squads reinforced the centre. Swooping Hawks cast long shadows on the ash plain. The Eldar force was a river of colour suddenly frozen.

The chaos cultists faced them along the top of the ridge, a huge ragged army of depraved humans clutching ill-assorted weapons. Once perhaps they had been part of the Planetary Defence Force before this world fell to the forces of depravity. Now they stood mouthing silent obscenities. A few hastily converted Rhinos lay hull down against the great ridge. The sign of Slaanesh was splashed in red paint along their side. The skeletal fingers of dead tree branches clutched at the sky. Beyond them Kelmon sensed rather than saw an obscenely powerful presence. A dozen Dreadnoughts lumbered into position on the humans' left flank.

It was time. Kelmon breathed deeply and entered the trance. His fingers danced through the air scattering the red and blue runes representing the opposing forces. He emptied his mind and sifted through the possible futures, searching for a probability line that would give the Eldar victory. As always the future was turbulent, waves of possibility and psychic power and passion clouded the potential course of events. The power of the Avatar itself warped the timelines round it.

He felt a surge of exhilaration as the power flowed through him - nothing could compare with this feeling of power. All the game-playing and Event challenges among the Seers were only preparation for it and offered only pale hints of its satisfactions. He focussed all his attention on the runes, and under his scrutiny they moved delicately into conjunction with each other, establishing the weave of the pattern. The runes danced around him, shifting like a shoal of fish in ocean depths. Each represented a part of the assembled forces, and through them he could maintain a psychic link with the Eldar troops.

The blue stone representing the Wraithguard moved off cautiously, and on the battlefield the great war-machines strode forward. In his multi-compartmented mind a dozen potential futures blossomed. He saw the machines fall blasted by heavy weapons. He saw them stride among the dreadnoughts and engage in melee. He saw them stumble on the rough ground.

In the air the red runes rearranged themselves. In his minds eye he saw the human heavy weapons belch. Flowers of flame bloomed at the feet of the Wraithguard . Kelmon reeled, feeling the pattern of the conflict emerging from the maelstrom of probability. Events were rapidly speeding up, and the dance of the runes reflected this. He struggled to keep track of the pattern as it became ever more complex and intertwined, twisting into impossibly convoluted designs symbolic of the battle's state.

As one group of runes moved, another set responded in turn. Images flickered through his mind. Swooping Hawks soared over the enemy front line dropping explosive grenades. A storm of laserbursts erupted round them. Several Hawks dropped like wounded birds into the ranks and were swiftly torn to pieces. Their rune flicked away from its endangered position and the airborne troops drifted into the sky out of laser range.

A wave of screaming humans raced forwards. They slid down the slope of the ridge, plumes of ash billowing round their feet, bolters blazing, looks of ecstatic bloodlust frozen on their faces. The Rhinos provided supporting fire. The red runes span round each other like a catherine wheel and touched the blue rune of the Dark Reapers. A hail of missiles leapt from the mesa top and tore the cultists to shreds. Another of the blue runes moved into the pattern and the Banshees started sneaking forward up the culverts of the stream bottom.

Pain flared through him as the Avatar rune grew in size and luminescence, attracting more blue runes around it as the Bloody-Handed One led the Scorpions and the Dragons towards the survivors of the human charge. Kelmon threw his efforts into following the new probability line the Avatar had instigated. The Hawks flew down across the ridge to assault the snipers and the Rhinos. The attack wasn't elegant but it distracted the humans from the frontal assault as they concentrated on the fliers.

Human reinforcements raced down the ridge, throwing themselves into the fray, seemingly unafraid of the Avatar. Once again Kelmon sensed the presence of some daemonic power. The rune of the Accursed One span into the middle of the pattern, and the sense of looming presence intensified. Men screamed as the Dragons' meltaguns charred their flesh. The Scorpions ripped through them, mandiblasters spitting death.

On the right, the Wraithguard had bogged down in an exchange of fire with the dreadnoughts. They seemed to be losing. The Wraithguard rune flipped into a new position, placing itself in conjunction with the defence rune. The Wraithguard moved further to the right seeking cover.

The Dreadnoughts were on the move now, heading towards the swirling melee at the ridge bottom. In his minds eye Kelmon saw the Avatar turn and shred a mighty machine as if it were made of paper. Blood and oil mixed as the man within was ripped in two.

Warlocks danced through the fray, blasting their foes with psychic bolts. Kelmon sensed the ebb and flow of their power within the runes. There was a

brief flicker of unexpected contact where he looked through the eyes of the Warlock Karhedron. He felt the shock of contact as the Warlock rammed his witchblade into the stomach of a cultist then withdrew it almost before the blood spurted.

The Rhinos started to move, rumbling forwards, bolters blazing. The hail of fire shredded through cultist and Eldar alike. It pattered off the Avatar's armour like gentle rain. When the armoured vehicles came into range the Dark Reapers moved into action. Orange contrails of rocket fire flickered hellishly, and explosions ripped the earth around the Rhinos. A direct hit reduced one vehicle to mangled wreckage.

The withering rain of missiles stopped the armoured advance. Kelmon let his attention slide elsewhere. The Howling Banshees had reached the hillside, and their rune twisted as they charged up the slope to clear the ridgetop. The outcome of this move was strangely obscured and when they were in position he found out why.

His heart skipped a beat as he felt empathically the terror of the warrior women. Row upon row of human warriors waited and when Kelmon recognised the being that led them he realised what had hid them from his vision. A Keeper of Secrets. A Greater Daemon in the service of Slaanesh towered over the assembled throng. Jewelled eyes glittered in its bull-like head. Its huge pincer arms caressed the head of a priestess almost lovingly. It beckoned with one of its other pair of human arms and a wave of cultists surged towards the Banshees.

The dancers held their ground, vaulting among the frenzied soldiers. Their masks screamed and Kelmon could hear the high pitched wailing in his head. Men fell clutching bleeding ears, faces liquefying under the impact of high intensity ultra-sound. Then the Daemon entered the fray and the Banshees died. The creature's fury was awesome to behold.

The Keeper of Secrets seemed almost to gloat as it thundered through the Eldar force, pincers ripping off heads. It lifted one frail body and tossed it aside casually, like a discarded toy. Laser bolts reflected from its glowing skin. It ignored the strike of the Banshee leader's power sword before playfully disembowelling her. The Banshees tried to retreat but they were cut off by the cultists surrounding them. Mad laughter frothed from the humans' foam-flecked lips as they killed the Aspect Warriors.

Now the Keeper of Secrets emerged onto the ridge top, holding the shattered body of a Banshee over its head. It stood there silhouetted against the sunlight and roared its contempt of the enemy below. It plucked the brightly-glowing waystone from the woman's armour and popped it in its mouth like a sweetmeat. A look of obscene pleasure passed across its face as it consumed the soul contained within.

The Eldar army froze. Moans of terror issued from a few lips. A lull settled over the battlefield and even the chatter of small arms fire seemed to recede.

The Avatar turned its burning gaze on the Daemon, silently responding to its mocking challenge. The slow drip-drip-drip of blood from its left hand intensified. Its blade glowed brightly in its clenched right fist.

Kelmon sensed that they had reached the crisis point of the battle. Two mighty probability waves were about to clash, one bringing screaming terror and defeat to his people, the other bringing joyous victory. The outcome was unclear. Forces beyond his ability to comprehend had been unleashed here.

The Daemon led its followers down the ridge. The Eldar charged to meet them. Great clouds of dust rose around the combatants. Now all sublety was thrown aside in the primal fury of conflict. The fighting became close and deadly as the two forces mingled. The Avatar and the Keeper of Secrets ploughed towards each other, leaving red destruction in their wakes. Swooping Hawks entered the melee. The Daemon rent two Exarchs asunder before it confronted the Avatar.

The earth shook as the two mighty beings clashed. The Avatar and the Daemon wrestled, each seeking advantage. Auras of power flickered around their heads as they duelled with blades of psychic force. The Daemon's claws locked tight on the Eldar's armour, striving to crush the being within. The Bloody-Handed One's left hand closed on the Daemon's throat as it sought to strangle its foe.

Kelmon felt a surge of power as the Warlocks entered the fray. Their witch blades flashed, cutting into the daemon's hide, distracting it for a second as it lashed out with its fists, breaking bodies with each terrific blow.

For a long moment the conflict stood in the balance. The Avatar and the Daemon stood locked, straining to their uttermost, neither able to break the deadlock. Kelmon sensed the total nature of the combat. Here were two beings, driven by burning hatred, battling on every level, physical, mental, spiritual; re-enacting an old cosmic battle. Around them the struggles of man and Eldar were dwarfed by the energies unleashed. It was like two giants fighting in an ant-heap.

Slowly, painfully, the Avatar forced the Daemon back. The Daemon held its ground, but was forced to sway, curving its back away from its foe. The Avatar seemed to grow as it exerted itself more fully. Suddenly, with a final desperate surge it lifted the Daemon and broke its back over one armoured knee. A terrible psychic scream rang out. The feedback through the runes almost caused Kelmon to faint.

The Avatar stood now in the centre of battle and raised its blade in triumph. The cultists moaned, having seen their god destroyed. The Avatar glared around. Its gaze fixed on one man who fell to his knees screaming. The Avatar reached out with its bloody hand. There was a great splintering and rending of bones as the man's heart burst out through his chest and floated into the Avatar's grasp. The cultists fell back demoralised.

The battle was over. The massacre began.

Karhedron walked across the plain of ash. All around Bonesingers in wraithbone armour loomed from the twilight, their ornate helmets and baroque armour turning them into menacing spectral figures. They stood over the bodies of the Eldar dead, singing the Requiem for Fallen Heroes.

A thousand points of light glittered in the shadows transforming the battlefield into a carpet strewn with tiny stars. Each small fire was a waystone, pulsing with the soul of a slain warrior, a refuge against the ultimate death. Slowly the lights winked out as the Bonesingers reverently collected them for merger with the Infinity Circuit.

Karhedron passed the burned out remains of a fallen Wraithguard. The machine was shattered beyond repair, its external carapace pitted with blast craters, its great head fused to molten slag. It lay on its side like the skeleton of a fallen giant.

He remembered the Wraithguard as it had marched to battle, striding like an elegant thoroughbred, spidersilk pennons aflutter. He mourned its passing. Another artefact of ancient times destroyed, another object of irreplaceable beauty removed from the universe by the forces of senseless destruction.

He stepped over a human corpse. The man looked small and pitiful now he was dead, hands outstretched, begging for mercy he never received. His eyes were open, looking up to the unforgiving sky with an expression of shock. The Warlock bent down and closed his eyes gently, thinking that no-one should gaze out into the darkness forever.

Shocking quiet had fallen over the field now that the battle was over. Karhedron found it hard to believe that only hours earlier he had been trapped in a roaring melee, partially deafened by the clamour of battle. Now his ears seemed to ring with the absence of sound.

Nearby a Dire Avenger sat cross-legged by the body of her fallen comrade. She had removed her mask and crystal bright tears ran down her face. He knew her name was Talessa. He placed his hands on his own mask and toyed with the idea of removing it. He did not.

He knew that when he did so, the last remnants of his fighting persona would fall away and he would have to confront his own reaction to the battle. Then he too would weep. At the moment, armoured in the role of Warlock, he could ignore the worst of his sorrow.

He stalked through the aftermath of carnage, wondering if it was always like this, the grief and the hollowness of heart. He began to understand why some of the Eldar became trapped on the warrior path. Dealing with the sight of so much ruin could be too much to bear.

We have won this battle, he thought, but we can never win the war. In the end this ceaseless conflict will destroy us. Every fight leaves us diminished, a few more souls lost to the Warp forever.

He thought of Shiera, the Banshee whose waystone the daemon had devoured. That bright joyous girl would dance no more at the Feast of Forgotten Sorrows. She was gone now and a small part of the Eldar race had departed with her. The universe is colder for her passing, he thought.

All the bloodlust and the bright madness of battle had gone now. It was as if the Avatar had taken it with him when he vanished back to his nether-realm in the heart of the Craftworld.

Contemplating the darkness of spirit that the Bloody-Handed One's presence had revealed to him, Karhedron almost hated the creature. Part of him had enjoyed the battle, had revelled in the taking of life and the terrible exitement the being had led them into. The Avatar is part of us, he thought. We cannot escape that fact or shift the blame to him. We created him and we summoned him. His destructive potential is part of every Eldar. The Avatar's presence was simply an excuse for unleashing our darker selves. He is only our reflection, an incarnate nightmare of violence and death made real by our desires.

He reached the centre of the field where the remaining troops were gathered. Most of the Aspect Warriors had removed their masks, were becoming themselves again. Some sat quietly, some wept, some laughed. The faceless precision of the Aspect Squads was gone, replaced by the reactions of individual Eldar.

A group of people had gathered around the Farseer. Among their ranks Karhedron could make out the face of his mentor, Lahessa. Kelmon emerged to be greeted by their quiet approbation. His face was flushed, triumphant. He was raised on high by two Guardians, who lifted his thin, wasted body easily, and was taken down towards the bulk of the army.

Somewhere, someone struck up a tune on the splinterpipe. The wild melody drifted over the battlefield, moving slowly from a mood of melancholic sadness to exultant triumph. It was the music of survival, of people who had passed through the inferno of combat unscathed. It spoke of the strange joy of victory, of the simple gladness of being alive. It mourned the passing of the dead yet spoke to the beating hearts of the living. It said tomorrow we will grieve but tonight let us give thanks for our lives. All things pass, life goes on.

Still armoured as a Warlock, Karhedron was unmoved by this. He was frozen in the role of the hero, the eternal warrior. He confronted the Seer Lahessa. She met his gaze steadily.

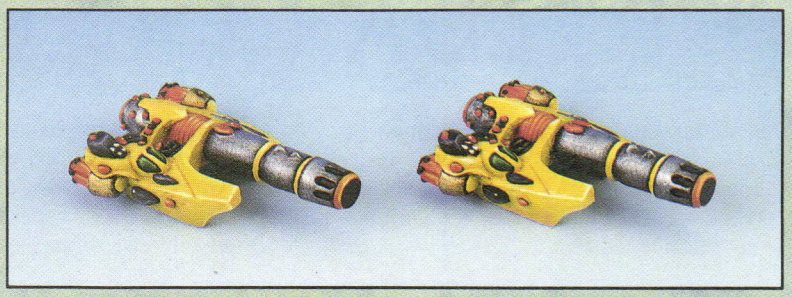
'It's over,' she said. 'The time for heroes is past.'

For a long time he looked at her, wondering whether he could face being a simple mortal again, a dying thing in a dying world. The music and the message of her eyes reached out to him and Karhedron took off his mask, became truly himself again, and wept.

HEAVY METAL

This is a selection of models from our Alaitoc Craftworld army. As you can see, we've chosen a yellow scheme for the Deathstalker and the Warp Hunters to echo the helmets of the Alaitoc Guardians. The Wave Serpent is blue - reflecting the Guardians' uniforms - enlivened by the stylised wave pattern on its bow. The Doomweavers are overall black, with a web pattern on their forward decking. The Alaitoc sword symbols on these models have been applied using decals from the Eldar decal set.

The Phantom Titan's body is painted in a bone colour to emphasise its Wraithbone construction, while the wings, head and weapon are painted in metallic purple to offset this. The addition of a few Eldar runes, along with a weapon banner, finish off this Titan model splendidly.



Warp Hunter Squadron

Doomweaver Squadron

Phantom Titan

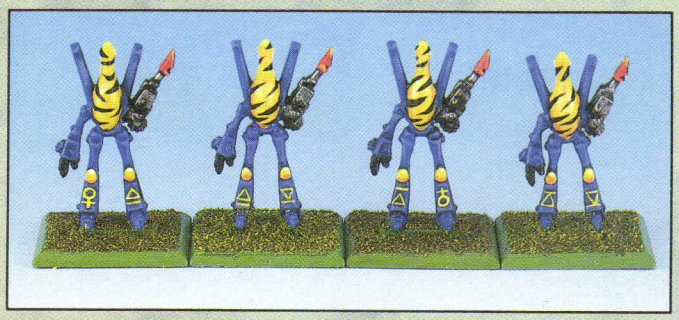
Deathstalker Prism Cannon

Wave Serpent

Avatar

The Avatar's molten form is painted in an appropriately fiery red, while the cloak is a deep purple to make the figure stand out.

Like the Craftworld's vehicles, the dreadnoughts reflect the basic Guardian uniform colours, giving all the models a consistent theme.



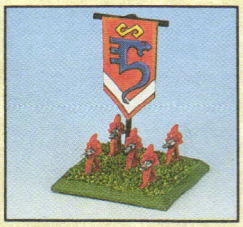
Dreadnought Detachment

THE ELDAR CRAFTWORLDS

The Eldar Craftworlds drift through the void of space, far away from the inhabited planets of other races. Each Craftworld preserves a little of the once great Eldar civilisation which was destroyed thousands of years ago by the Chaos God Slaanesh. Every Craftworld shelters the survivors from one of the ancient Eldar planets, and each has its own cultural traditions and separate identity amongst the Eldar race. Although each Craftworld has troops and vehicles coloured in a variety of ways, their traditional colours remain common.

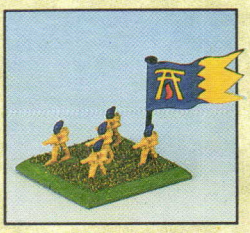
Biel-Tan

Ulthwe



Saimm-Hann

Alaitoc



Iyanden

IYANDEN

The Craftworld of Iyanden was once the largest of all the Eldar Craftworlds and its people the most numerous. Iyanden was the scene of the Eldar's first encounter with the Tyranid Swarm, the all consuming menace whose locust-like advance through the galaxy has since enveloped hundreds of human worlds. Though the Eldar finally repulsed the invaders, the cost was bitter. Their once proud world stood in ruins, and four-fifths of the inhabitants lay dead or dying in its shattered halls.

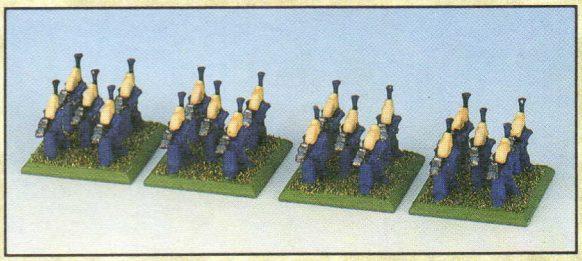
Drifting through space, the Craftworld was powerless to avoid the sudden onslaught of Genestealers and Tyranids. Wave upon wave of merciless hive warriors swept over the Craftworld, each eventually beaten by the Eldar, but at the cost of thousands of lives. The Tyranids' psychic warp blockade disabled the Craftworld's warp tunnels, and preventing the Eldar summoning help from other Craftworlds. As a last desperate gambit the Eldar of Iyanden decided to wake their dead to repel the invaders. All the ancient Spirit Stones were plucked from their resting place and installed into metal fighting bodies called Wraithguard.

The Ghost Warriors turned the tide of battle, and soon the Tyranids were beaten back, but it was a hollow victory for Iyanden. The Craftworld and its people had been dealt a blow from which they could never recover.

Since their awakening most of the Iyanden Ghost Warriors gradually drifted back into the slumber of death and their Spirit Stones were re-implanted into the Wraithbone core that forms the psycho-active skeleton framework of the Craftworld. However, some Ghost Warriors still linger in wakefulness, driven by anger and a burning desire for vengeance. These metal-bodied heroes of long ago wait for the call of battle and a chance to vent their wrath upon the enemies of their race.

Iyanden Guardians

The Iyanden Ghost Warriors are represented by a Free Card of Wraithguard. If the Eldar force is from Iyanden then this card may be included in the army at no extra points cost. In the case of a mixed Eldar force this card may be included if the majority of the Host cards represent Iyanden troops.



Iyanden Ghost Warriors

The colour associated with Iyanden is yellow and the symbol of Iyanden is the Shrine of Asuryan, the oldest and wisest of the Eldar gods also called the Phoenix King. Most Iyanden troops have yellow uniforms and vehicles have yellow colour schemes, although with differently coloured details and camouflage schemes. Iyanden Guardian Hosts can be distinguished by the colour of their helmets for example. Ghost warriors have a bone coloured head carapace.

The symbol of Iyanden may be painted onto a flag and used to denote a Warlock stand. Warlocks or their attendants carry banners of this kind and it is a useful way of indicating an Eldar Warlock command stand.

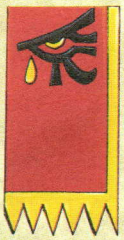
ULTHWE

The Craftworld of Ulthwe is the most overtly militaristic Craftworld. Its people have long been accustomed to warfare, for Ulthwe is situated perilously close to the Eye of Terror - the warped part of the galaxy which is the stronghold of Chaos.

Constant warfare has hardened its people, not just the Aspect Warriors, but all of Ulthwean society. The need for vigilance in the face of their greatest enemy has led to the creation of a standing force of Guardians known as the Black Guardians of Ulthwe, after the colour of their uniforms. Thanks to this large force of permanently mobilised troops the Craftworld of Ulthwe has endured almost constant warfare for hundreds of years.

Ulthwe Guardians

The Black Guardians are represented by a Free Card of Guardians. This is not intended to represent the entire corps of Guardians, but to reflect the preponderance of Guardians in an Ulthwean force. If the Eldar force is from Ulthwe then this card may be included in the army for free. In the case of a mixed Eldar force this card may be included if the majority of the Host cards represent Ulthwean troops.



Ulthwe means the Song of Ulthanash and its symbol is the Eye of Isha. This represents the tears shed by the goddess Isha for her mortal children the Eldar.

The colour of Ulthwe is black, the Eldar colour of mourning, and it is usual for Guardians to wear this colour. Vehicles are also most likely to be black, sometimes with bright overlaying camouflage. Contrasting helmet or other detail colours enable each Host to be identified on the battlefield.

ALAITOC

Alaitoc Craftworld lies in the the eastern edge of the galaxy, the frontier region which has never been reconquered by the Imperium. Before the Imperium it was colonised by humans, Orks and Eldar, and even now it remains a sprawling zone of border empires and outlaw worlds.

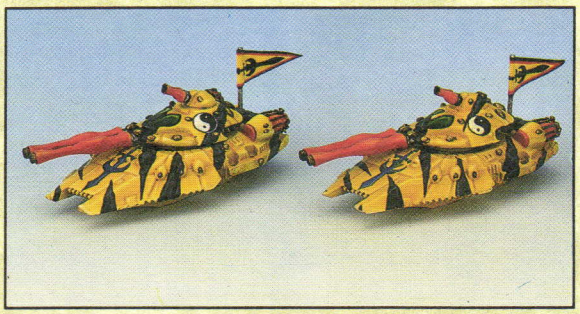
Alaitoc Guardians

This melting pot of races and cultures lies far away from the immediate threat of Chaos, but even so the threat cannot be ignored. Alaitoc Scouts explore and patrol the thousands of worlds beyond the reach of the Imperium, secretly monitoring the isolated civilisations and strange races that live there. All Eldar Craftworlds have Scouts, but on Alaitoc there is a real need for thousands of these lonely travellers.

The Alaitoc Scouts are represented by the Alaitoc Scouts Free Card. If the Eldar force is from Alaitoc then this card may be included in the army for free. In the case of a mixed force this card may be included if the majority of the Host cards represent Alaitoc troops.

The sword symbol represents the Sword of Vaul, the weapon forged in the Smith God's desperate battle against Khaine the God of War. It represents the defiance and determination of its people, a sign that no matter how hard the fight the Eldar will never abandon it. Alaitoc is associated with the colour blue or with the mixture blue and yellow. Like all Craftworlds its forces also use other colours too, but blue is the one most strongly associated with it. Scouts wear coats which blend into their background - this is shown by the multi-hued greens and oranges used on these models.

Eldar Scouts



Tempests

SAIM-HANN

The Saim-Hann Craftworld is renowned amongst the other Eldar as a slightly wild and dangerous place. Whereas the other Craftworlds have long since developed the Eldar Path as a means of self-control, in the Saim-Hann Craftworld the Eldar Path is followed in a less formal manner. It is as if the people of Saim-Hann have a thin veneer of Eldar ways, covering the wild and carefree Eldar of old. Other Craftworlds regard this as very dangerous because these are the very cultural traits which led to daemonic possession, the invasions of Chaos, and the eventual downfall of the Eldar race.

Some Eldar even regard the Saim-Hann Craftworld as a nest of wild barbarians living at the edge of Eldar society. The raucous, boastful warriors of Saim-Hann are aggressive, mobile troops, and skilled bikers.

Saimm-Hann Guardians

The speed and power of these barely controllable machines is a symbol of warrior prowess, with young Guardians determined to out do each other in battle.

The Saim-Hann Guardians' love of battle and power is represented by the Saim-Hann Wild Riders Free Card. This gives the Saim-Hann Craftworld a number of Jet-Bikes completely free. If the Eldar force is from Saim-Hann then this card may be included in the army for free. In the case of a mixed force this card may be included if the majority of the Host cards represent Saim-Hann troops.

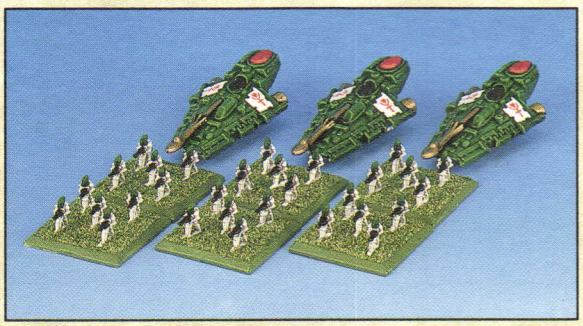
Saimm-Hann Wild Rider Squadron

Saim-Hann means the Quest for Enlightenment and its symbol is the Cosmic Serpent. Saim-Hann troops wear red uniforms or orange flame coloured costumes. You can also use contrasting detail colours to identify individual Hosts or vehicle squadrons. Saim-Hann vehicles also favour a red scheme, often with vividly contrasting black or yellow stripes.

BIEL-TAN

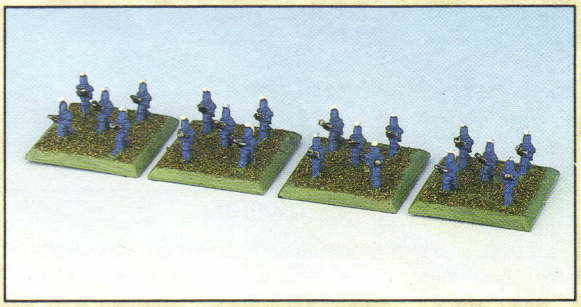
Each Craftworld carries the seeds of Eldar culture. Not all are identical by any means, as each reflects the cultural heritage of its long dead world of origin. Biel-Tan is renowned for the strong warrior ideals of its people. For the Eldar of Biel-Tan the Way of the Warrior, the life-stage that encompasses the Aspect Warriors, is considered the first step upon the Eldar Path. Upon reaching physical maturity a Biel-Tan Eldar becomes an Aspect Warrior, and only once he has fulfiled this role can he continue along the Eldar Path.

The Eldar of Biel-Tan have a strong honour code and believe that the best way to die is in battle fighting the enemies of Biel-Tan. In the centre of the Craftworld there is a special Chamber of Heroes where the Spirit Stones of dead Aspect Warriors are placed. When the Runeseers have to make a particularly difficult decision about the future of their Craftworld they retire to the Chamber of Heroes to consult with the warrior dead. The dead of particular battles are arranged together and are often referred to by the name of the battle in which they fell - for example the Dead of Corrus fell fighting Chaos on a ancient Eldar colony.



Biel-Tan Guardians

The Biel-Tan Craftworld's high proportion of Aspect Warriors is represented by a Free Card of Biel-Tan Avengers. If the Eldar force is from Biel-Tan then this card may be included in the army at no extra points cost. In the case of a mixed Eldar force this card may be included if the majority of the Host cards represent Biel-Tan forces.



Biel-Tan Avengers

The symbol of Biel-Tan is the Eldar rune of rebirth and its name actually means the Rebirth of Ancient Days. Biel-Tan Guardians wear white, grey or very pale green or blue uniforms and their helmets are coloured to indicate the Host they belong to. Vehicles may be white too, but Guardian Falcons are more likely to be in the Host colour.

ELDAR PHANTOM TITAN

Move	Close Assault Factor
20cm	+12

The Phantom Titan is protected by a holo field and mounts 2 Eldar Titan weapons plus 2 wing weapons (see special rules).

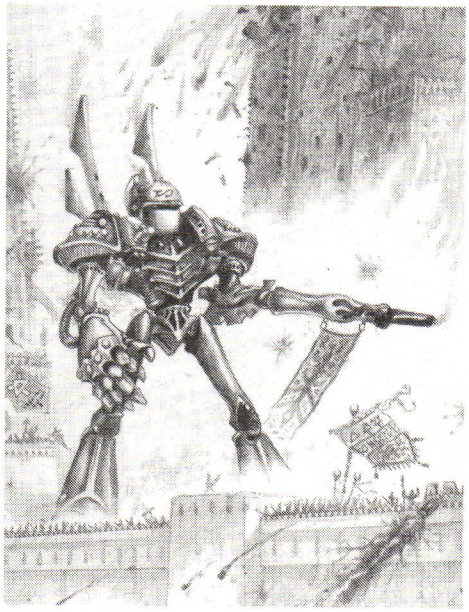
Note down the details for the weapons mounted on your Titan model in the spaces given below.

The Phantom is very fast and agile so unlike other Titans it can move in any direction it wants to.

Holo Field Saving Throws

Orders	Saving Throw
First Fire	4+
Advance	3+
Charge	2+

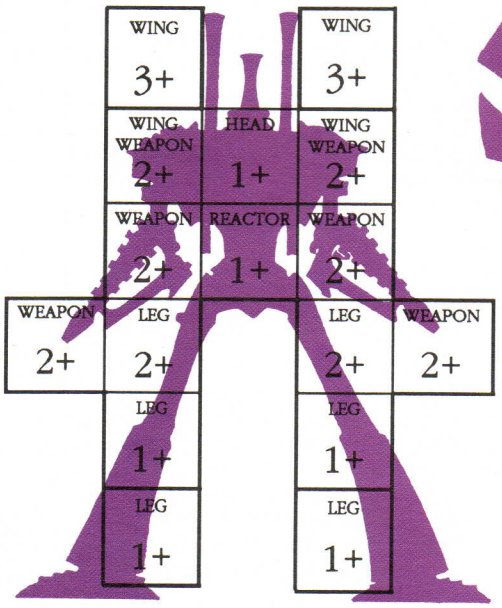
Holo field saving throws are unaffected by the attacker's save modifier. Barrages ignore holo fields.



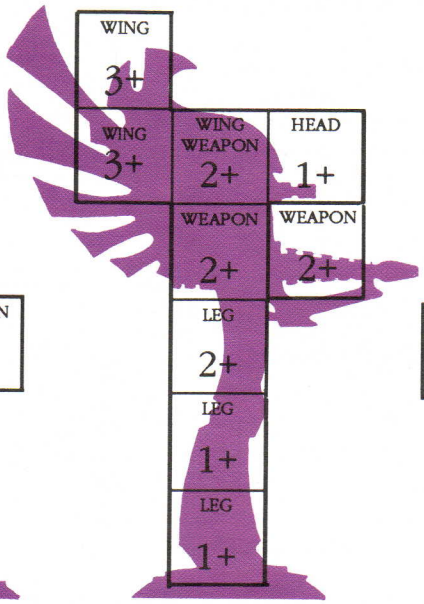
WEAPON	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES

HIT LOCATION TEMPLATES

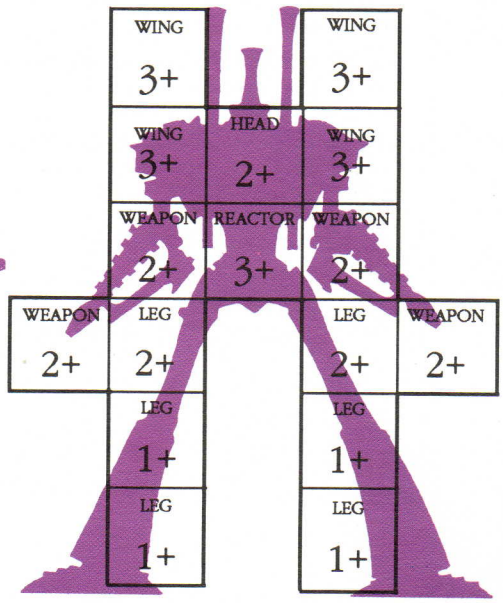
FRONT



SIDE



REAR



PHANTOM DAMAGE TABLES

HIT LOCATION/SHOOTING

Roll to hit the Titan as normal. If you hit, refer to the location templates overleaf. Nominate the target area. Roll the pair of **aim dice** and move the location hit as indicated up, down, left or right. If the shot lands in a location area take any appropriate save. If the save fails refer to the appropriate damage table. If your shot lands on an empty square or outside the grid it has missed.

CLOSE COMBAT

If beaten in close combat the enemy chooses a location and damage is worked out from the appropriate damage table. Shields have no effect in close combat and saving throws are ignored.

HEAD DAMAGE TABLE - Roll D6

1-2 The Titan's mind impulse units have been damaged. Until the damage is repaired the Titan's CAF is halved, and it may only move or fire if you first roll a 4+ on 1D6 (roll the D6 just before you move or fire). Head damage is repaired by rolling 4+ on a D6 in the end phase.

3 The shot punches through to the bridge, killing vital crew members. The Titan's CAF is halved for the rest of the game.

4 The shot rips through the Titan's head and causes an explosion in the crew compartment, injuring several of the crew. The Titan's CAF is halved for the rest of the game, and it may only move or fire if you first roll a 4+ on 1D6 (roll the D6 just before you move or fire).

5-6 The shot rips through the Titan's head and crew compartment, and triggers massive internal explosions within the machine. The Titan crashes to the ground as a result of this spectacular KO! Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or units that are fallen on are destroyed.

WING DAMAGE TABLE - Roll D6

1-3 The wing has been damaged. The Titan's holo fields will not work until it is repaired by rolling 4+ on a D6 in the end phase.

4-5 The wing is destroyed and the Titan's holo fields stop working for the rest of the game.

6 The wing is blown clean off the Titan and lands 2D6cm in a random direction. Anything the wing lands on must make a saving throw or be destroyed. The Titan's holo fields stop working for the rest of the game.

WING WEAPON DAMAGE TABLE - Roll D6

1-3 Roll on the Wing Damage Table.

4-6 Roll on the Weapon Damage Table.

REACTOR DAMAGE TABLE - Roll D6

1-2 The Titan's plasma reactor has been breached and shuts down. The Titan grinds to a halt and may not move or fire until the damage is repaired. No other damage may be repaired until the plasma reactor comes back on line. Damage is repaired by rolling 4+ on a D6 in the end phase.

3-4 The Titan's plasma reactor has been breached and the crew desperately struggle to keep the damage under control. Attempt to repair the damage in the next end phase. If you fail there is a reactor meltdown and the Titan is destroyed (see the next result for the effects of a meltdown). If you succeed the reactor comes back on line and the Titan may move and fire as normal.

5-6 The Titan's plasma reactor has been destroyed, and the Titan is vapourised in a spectacular meltdown. The Titan is removed from play (replace it with a model crater if you've got one). All units within 3D6 cms suffer an automatic hit, and must make an unmodified save to avoid damage.

WEAPON DAMAGE TABLE - Roll D6

1-2 The weapon has been damaged by the attack, and may not be used again until it is repaired. Damage is repaired by rolling 4+ on a D6 in the end phase.

3-4 The weapon has been destroyed and may not be used again in this battle.

5 The weapon is blown clean off the Titan and scatters 2D6cm in a random direction. Any vehicles or stands underneath the point where it lands are destroyed.

6 The weapon is blown off the Titan as above, but there is also a flashback to Titan's hull. Roll a D6 to see what is affected by the flashback:

1-2	Wing
3-4	Reactor
5-6	Head

Then roll the D6 again and refer to the appropriate damage table to find out what damage is caused.

LEG DAMAGE TABLE - Roll D6

1-2 The leg is damaged, forcing the Titan to walk with a pronounced limp. The Titan's move rates are halved and it may not enter difficult terrain.

3-4 The Titan's leg has suffered extensive damage, and it is very likely that it will give way if the Titan attempts to move. Roll a D6 in each ensuing repair phase, subtracting 2 from the roll if the Titan has charge orders, or 1 from the roll if it has advance orders. On a roll of 0 or less the leg snaps.

If the leg snaps the Titan will crash to the ground and is destroyed. Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or stands fallen on are destroyed.

5 The Titan is completely crippled by the damage to its legs. It may not move or turn for the rest of the game, and its maximum holo-feld saving throw is reduced to 4+.

6 The leg is blown apart and the Titan collapses to the ground. Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or stands fallen on are destroyed.

WARLOCK TITAN

Move	Close Assault Factor
20cm	+12

The Warlock Titan is protected by a holo field and mounts 2 Eldar Titan weapons plus 2 wing weapons (see Special rules).

Note down the details for the weapons mounted on your Titan model in the spaces given below.

The Warlock Titan is very fast and agile so unlike other Titans it can move in any direction it wants to.

Holo Field Saving Throws

Orders	Saving Throw
First Fire	4+
Advance	3+
Charge	2+

Holo field saving throws are unaffected by the attacker's save modifier. Barrages ignore holo fields.

A Warlock Titan doesn't have to choose its orders for the turn until after the roll for initiative has been made and the enemy's orders have been revealed. A Warlock Titan may employ one of its powers in the combat phase in addition to shooting and fighting in close combat.

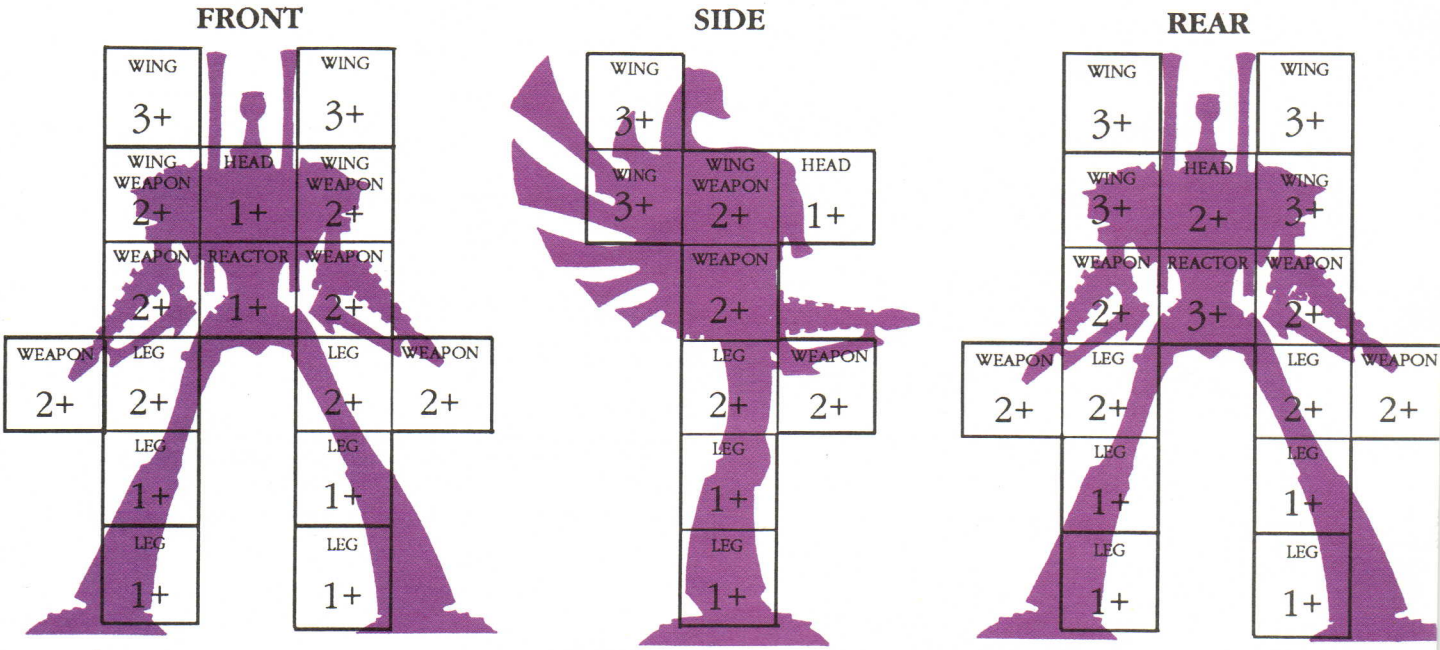
DOOM. The Warlock Titan can place a Doom on a single enemy troop stand or model within 50cm. Doom is treated like a weapon attack, so the Warlock Titan must be able to see the enemy model. The effect of the Doom is to make the target much easier to hit. All attacks against that model during the combat phase will hit on a 3+ regardless of what their normal roll to hit is. If the Doomed model is in close combat its score is halved. Titans with shields up have a saving throw of 4, 5 or 6 on a D6 against the effects of Doom. Any unit which has a psychic save, such as the Imperial Grey Knights, can try and make it to avoid the effects of a Doom.

WITCH SIGHT. All enemy firing at the Warlock Titan in this combat phase suffer a -1 to hit modifier in addition to any other modifiers. In close combat enemy troop stands, Titans and vehicles fighting the Warlock Titan roll one less dice than normal. Note that if the Warlock Titan is immobilised for any reason (due to damage to its legs, for example) it is unable to take avoiding action and will gain no benefit from using Witch Sight.

MIND SHOUT. All enemy units with models within 25cm of the Warlock Titan must immediately pass a morale check or go on to fall back orders. Due to the terrifying potency of the Mind Shout a D6 roll of 1 for the morale check will fail automatically. Even units with a morale value of 1 or ones which should automatically pass their morale checks (such as Chaos warbands with their patron daemon in sight) may quail before the fearsome Mind Shout. Any Eldar units with models within 25cm can roll immediately to rally from fall back orders.

WEAPON	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES

HIT LOCATION TEMPLATES



WARLOCK TITAN DAMAGE TABLES

WING DAMAGE TABLE - Roll D6

1-3 The Titan's wing has been damaged. The holo fields will not work until they are repaired by rolling 4+ on a D6 in the end phase.

4-5 The wing is destroyed and the Titan's holo fields stop working for the rest of the game.

6 The wing is blown clean off the Titan and lands 2D6cm in a random direction. Anything the wing lands on must making a saving throw or be destroyed. The Titan's holo fields stop working for the rest of the game.

HEAD DAMAGE TABLE - Roll D6

1-2 The Titan's wraithbone circuits have been damaged. Until the damage is repaired the Titan's CAF is halved, and it may only move or fire if you first roll a 4+ on 1D6 (roll the D6 just before you move or fire). Roll a 4+ on a D6 in the end phase to repair the damage

3 The shot punches through to the bridge, severing several wraithbone links. The Titan's CAF is halved for the rest of the game.

4 The shot rips through the head and cracks the Spiritstone. The Titan's CAF is halved for the rest of the game, and it may only move or fire if you first roll a 4+ on 1D6 (roll the D6 just before you move or fire).

5-6 The shot rips through the head and shatters the Spiritstone, triggering massive explosions within the Titan. The Titan crashes to the ground as a result of this spectacular KO! Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or stands that are fallen on are destroyed.

LEG DAMAGE TABLE - Roll D6

1-2 The leg is damaged, forcing the Titan to walk with a pronounced limp. The Titan's move rates are halved and it may not enter difficult terrain.

3-4 The Titan's leg has suffered extensive damage, and it is very likely that it will give way if the Titan attempts to move. Roll a D6 in each ensuing end phase, subtracting 2 from the roll if the Titan has charge orders, or 1 from the roll if it has advance orders. On a roll of 0 or less the leg snaps

If the leg snaps the Titan will crash to the ground and is destroyed. Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or stands fallen on are destroyed.

5 The Titan is completely crippled by the damage to its legs. It may not move or turn for the rest of the game. Holo field saving throws are reduced to a maximum of 4+ for the rest of the game

6 The leg is blown apart and the Titan collapses to the ground. Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or stands fallen on are destroyed.

REACTOR DAMAGE TABLE - Roll D6

1-2 The Titan's plasma reactor has been breached and shuts down. The Titan grinds to a halt and may not move or fire until the damage is repaired. No other damage may be repaired until the plasma reactor comes back on line.

3-4 The Titan's plasma reactor has been breached and the crew desperately struggle to keep the damage under control. Roll a 4+ on a D6 to repair the damage in the next end phase. If you fail there is a reactor meltdown and the Titan is destroyed (see the next result for the effects of a meltdown). If you succeed the reactor comes back on line and the Titan may move and fire as normal.

5-6 The Titan's plasma reactor has been destroyed, and the Titan is vapourised in a spectacular meltdown. The Titan is removed from play (replace it with a model crater if you've got one). All units within 3D6 cms suffer an automatic hit, and must make an unmodified save to avoid damage.

WEAPON DAMAGE TABLE - Roll D6

1-2 The weapon has been damaged by the attack, and may not be used again until it is repaired by rolling a 4+ on a D6 in the end phase

3-4 The weapon has been destroyed and may not be used again in this battle.

5 The weapon is blown clean off the Titan and scatters 2D6cm in a random direction. Any vehicles or stands underneath the point where it lands are destroyed.

6 The weapon is blown off the Titan as above, but there is also a flashback to Titan's hull. Roll a D6 to see what was affected by the flashback:

1-2	Wing
3-4	Reactor
5-6	Head

Then roll the D6 again and refer to the appropriate Damage Table to find out what damage is caused.

WING WEAPON DAMAGE TABLE - Roll D6

1-3 Roll on the Wing damage table.

4-6 Roll on the Weapon damage table.

HIT LOCATION

HIT LOCATION/SHOOTING

Roll to hit the Titan as normal. If you hit, refer to the location templates overleaf. Nominate the target area. Roll the pair of **aim dice** and move the location hit as indicated up, down, left or right. If the shot lands in a location area take any appropriate save. If the save fails refer to the appropriate damage table. If your shot lands on an empty square or outside the grid it has missed.

CLOSE COMBAT

If beaten in close combat the enemy chooses a location and damage is worked out from the appropriate damage table. Holo fields have no effect in close combat and saving throws are ignored.

CHAOS WARLORD TITAN

Move	Close Assault Factor
15cm	+14

The Chaos Warlord Titan has 6 void shields and capacity to mount 4 weapons.

Note down the details for the weapons mounted on your Titan model in the spaces given below.

Record shield loss using the Titan's shield wheel.

WEAPON	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES

HIT LOCATION TEMPLATES

FRONT

WEAPON 2+		WEAPON 2+
WEAPON 2+	HEAD 1+	WEAPON 2+
WEAPON 2+	PLASMA REACTOR 2+	WEAPON 2+
LEG 2+		LEG 2+
LEG 1+		LEG 1+

SIDE

WEAPON 2+	WEAPON 2+	WEAPON 2+
CARAPACE 1+	WEAPON 2+	HEAD 1+
	WEAPON 2+	WEAPON 2+
	LEG 2+	
	LEG 2+	

REAR

WEAPON 2+		WEAPON 2+
CARAPACE 1+	CARAPACE 1+	CARAPACE 1+
WEAPON 2+	REACTOR 3+	WEAPON 2+
LEG 2+		LEG 2+
LEG 3+		LEG 3+

WARLORD TITAN DAMAGE TABLES

CARAPACE DAMAGE TABLE - Roll D6

1-2 The Titan's void shield generators are damaged, and shut down temporarily. Until the void shield generators are repaired they may not be used.

3-4 The Titan's void shield generators shut down and may not be used any further in the game.

5 The Titan's void shields are in danger of overloading and you must shut them down before they explode! Roll a D6 – on a 5 or 6 the shields are safely shut down. On a 1-4 the shields explode as described below.

6 The Titan's void shields overload and explode causing massive internal damage. The Titan is destroyed but remains standing. Any units within 2D6cm are hit by flying debris and must make an unmodified save to avoid damage.

REACTOR DAMAGE TABLE - Roll D6

1-2 The Titan's plasma reactor has been breached and shuts down. The Titan grinds to a halt and may not move or fire until the damage is repaired. No other damage may be repaired until the plasma reactor comes back on line.

3-4 The Titan's plasma reactor has been breached and the crew desperately struggle to keep the damage under control. Attempt to repair the damage in the next repair phase. If you fail there is a reactor meltdown and the Titan is destroyed (see the next result for the effects of a meltdown). If you succeed the reactor comes back on line and the Titan may move and fire as normal.

5-6 The Titan's plasma reactor has been destroyed, and the Titan is vaporised in a spectacular meltdown. The Titan is removed from play (replace it with a model crater if you've got one). All units within 3D6 cms suffer an automatic hit, and must make an unmodified save to avoid damage.

HEAD DAMAGE TABLE - Roll D6

1-2 The Titan's mind impulse units have been damaged. Until the damage is repaired the Titan's CAF is halved, and it may only move or fire if you first roll a 4+ on 1D6 (roll the D6 just before you move or fire).

3 The shot punches through to the bridge, killing vital crew members. The Titan's CAF is halved for the rest of the game.

4 The shot rips through the head and causes an explosion in the crew compartment, injuring several of the crew. The Titan's CAF is halved for the rest of the game, and it may only move or fire if you first roll a 4+ on 1D6 (roll the D6 just before you move or fire).

5-6 The shot rips through the head and crew compartment, and triggers massive internal explosions within the Titan. The Titan crashes to the ground as a result of this spectacular KO! Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or stands units that are fallen on are destroyed.

WEAPON DAMAGE TABLE - Roll D6

1-2 The weapon has been damaged by the attack, and may not be used again until it is repaired.

3-4 The weapon has been destroyed and may not be used again in this battle.

5 The weapon is blown clean off the Titan and scatters 2D6cm in a random direction. Any vehicles or stands underneath the point where it lands are destroyed.

6 The weapon is blown off the Titan as above, but there is also a flashback to Titan's hull. Roll a D6 to see what was affected by the flashback:

1-2	Carapace
3-4	Reactor
5-6	Head

Then roll the D6 again and refer to the appropriate Damage Table to find out what damage is caused.

LEG DAMAGE TABLE - Roll D6

1-2 The leg is damaged, forcing the Titan to walk with a pronounced limp. The Titan's move rates are halved and it may not enter difficult terrain.

3-4 The Titan's leg has suffered extensive damage, and it is very likely that it will give way if the Titan attempts to move. Roll a D6 in each ensuing repair phase, subtracting 2 from the roll if the Titan has charge orders, or 1 from the roll if it has advance orders. On a roll of 0 or less the leg snaps

If the leg snaps the Titan will crash to the ground and is destroyed. Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or stands fallen on are destroyed.

5 The Titan is completely crippled by the damage to its legs. It may not move or turn for the rest of the game.

6 The leg is blown apart and the Titan collapses to the ground. Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or stands fallen on are destroyed.

HIT LOCATION

HIT LOCATION/SHOOTING

Roll to hit the Titan as normal. If you hit, refer to the location templates overleaf. Nominate the target area. Roll the pair of **aim dice** and move the location hit as indicated up, down, left or right. If the shot lands in a location area take any appropriate save. If the save fails refer to the appropriate damage table. If your shot lands on an empty square or outside the grid it has missed.

CLOSE COMBAT

If beaten in close combat the enemy chooses a location and damage is worked out from the appropriate damage table. Shields have no effect in close combat and saving throws are ignored.

LORD OF BATTLE

Move	Close Assault Factor
15cm	+10

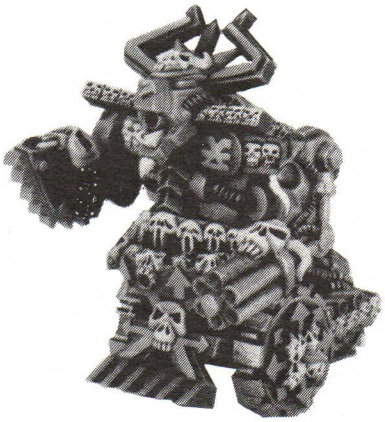
If the Chaos player is winning the game (on points values), all Lords of Battle in the Chaos player's force receive +1 on saving throws, +1 modifier to hit on all shooting rolls, and one extra dice to roll in close combat.

The Lord of Battle has a saving throw of 3+ on a D6 against psychic attacks.

Your opponent gains 5VPs if the Lord of Battle is disabled or destroyed.

The Lord of Battle may turn up to 90° once when it moves.

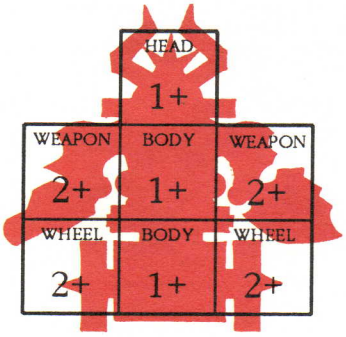
Note down the details for the weapons mounted on your model in the spaces given below.



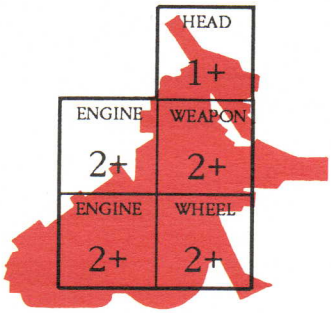
WEAPON	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES
HEAD CANNON	50cm	1	4+	-2	
HULL FIRETHROWERS	15cm	6	5+	0	IGNORE MODIFIERS FOR COVER

HIT LOCATION TEMPLATES

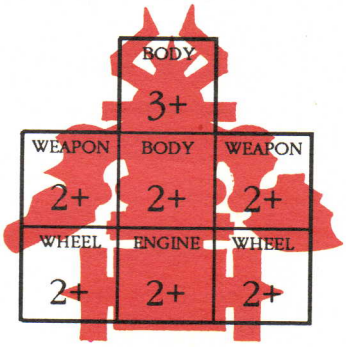
FRONT



SIDE



REAR



LORD OF BATTLE DAMAGE TABLES

WHEEL DAMAGE TABLE - Roll D6

1-3 The wheel has been damaged. The Lord of Battles may no longer turn towards the side the damaged wheel is on.

4-5 The wheel is destroyed. The Lord of Battles may no longer move but it may turn on the spot.

6 The wheel is blown clean off the Lord of Battles and rolls 2D6cm in a random direction. Any unit the wheel rolls over takes an automatic hit. The unbalanced Lord keels over. Decide randomly which way it falls, and place the Lord of Battles on its side lying in that direction. Any vehicles or stands fallen on are destroyed.

BODY DAMAGE TABLE - Roll D6

1 Armour plating on the Lord of Battles' body is damaged by the hit. Add +1 to any future rolls on the Body Damage Table.

2-3 The shot punches into the body, releasing several captive souls which immediately flee into the warp. The Lord of Battles rolls one less D6 in close combat for the rest of the game.

4 The shot rips through the body and causes an explosion. Dozens of captive souls break free of their confinement and howl off into the warp. The Lord of Battles' close assault factor is halved for the rest of the game, and it may only move or fire if you first roll a 4+ on 1D6 (roll the D6 just before you move or fire).

5-6 The hit tears a massive hole through the body of the Lord of Battles, which tips over and crashes to the ground with a thunderous explosion! Freed spirits start pouring out of the wreck and fleeing into the warp. The Lord of Battles is soon obscured by glowing, wraith-like forms which gibber and scream madly at the living. Decide randomly which way the Lord of Battles falls, and place it on its side lying in that direction. Any vehicles or stands that are fallen on are destroyed. Any vehicles or troops within 25cm of the Lord of Battles must then pass a morale check, any who fail go on to fall back orders.

WEAPON DAMAGE TABLE - Roll D6

1-3 The weapon is destroyed and may not be used again in this battle.

4-5 The weapon is blown clean off the Lord of Battles and scatters 2D6cm in a random direction. Any vehicles or stands underneath the point where it lands are destroyed.

6 The weapon is blown off the Lord of Battles as above, but there is also an explosion and flashback to the Lord's hull. Roll a D6 to see what was affected by the flashback:

1-2	Engine
3-4	Body
5-6	Head

Then roll the D6 again and refer to the appropriate Damage Table to find out what damage was caused.

HEAD DAMAGE TABLE - Roll D6

1-2 The Lord of Battles' head-mounted weapon is destroyed. This so enrages the Lord of Battles that it must be placed on charge orders next turn.

3-4 The hit temporarily blinds the Lord of Battles. It may not fire weapons for the remainder of this turn or during the next turn. At the start of the next movement phase the Lord of Battles runs amok, charging forward 5D6cm in a straight line. Anything in the way has to fight the Lord of Battles in close combat immediately, roll 2D6 for the Lord's effective close assault factor in each combat. Keep moving and fighting until the Lord of Battles has expended all of its movement. If the Lord of Battles runs into impassable terrain such as a building it will be stopped and suffers an automatic hit to the body, roll damage immediately.

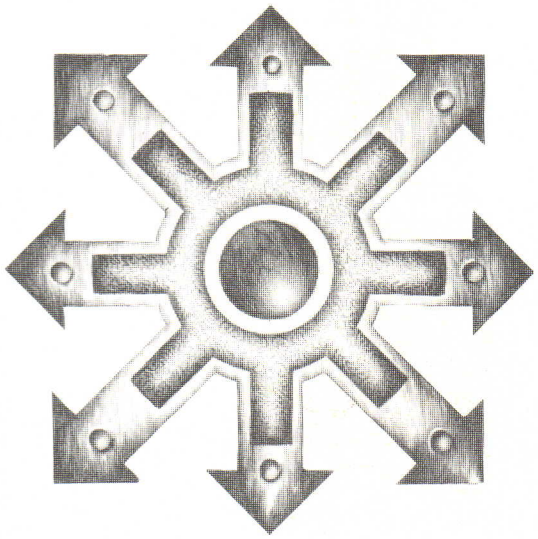
5-6 The hit totally destroys the Lord of Battles' head and triggers massive internal explosions. The Lord slowly topples over, gouting flames and smoke before it crashes to the ground! Decide randomly which way the Lord of Battles falls, and place it on its side lying in that direction. Any vehicles or stands that are fallen on are destroyed .

ENGINE DAMAGE TABLE - Roll D6

1-2 The Lord of Battles' pressure engine is breached and it starts to slow down. The Lord's move and close assault factor are halved from now on.

3-4 The engine governor is damaged and pressure starts building up uncontrollably inside the Lord of Battles. Move the Lord 3D6cm forward in a straight line. If the Lord of Battles runs into impassable terrain such as a building it suffers an automatic hit to the body, roll for damage immediately. After the Lord of Battles has moved roll a D6. On a 4, 5 or 6 the engine explodes and destroys the Lord (see below). On a 1, 2 or 3 the pressure is vented off successfully and the Lord of Battles repairs itself.

5-6 The engine is pierced and shatters with explosive force, destroying the Lord of Battles and scattering razor-sharp chunks of metal across a 3D6cm radius centred on the Lord of Battles. Everything within this area takes an automatic hit and must make an unmodified saving throw to survive.



ELDAR AND CHAOS ARMIES ENGAGED IN FIERCE BATTLE

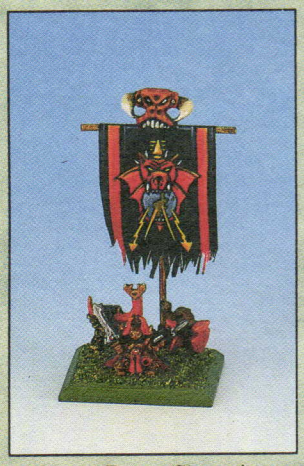
HEAVY METAL

Great Unclean One

Keeper of Secrets

Bloodthirster

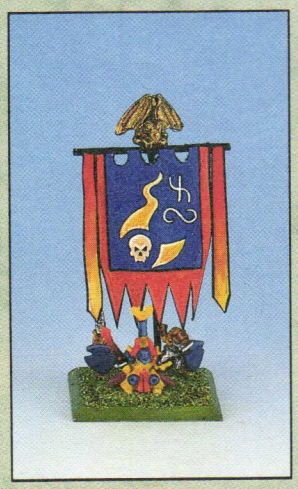
Lord of Change



World Eaters Champion

Minotaur Warband led by a Champion of Chaos

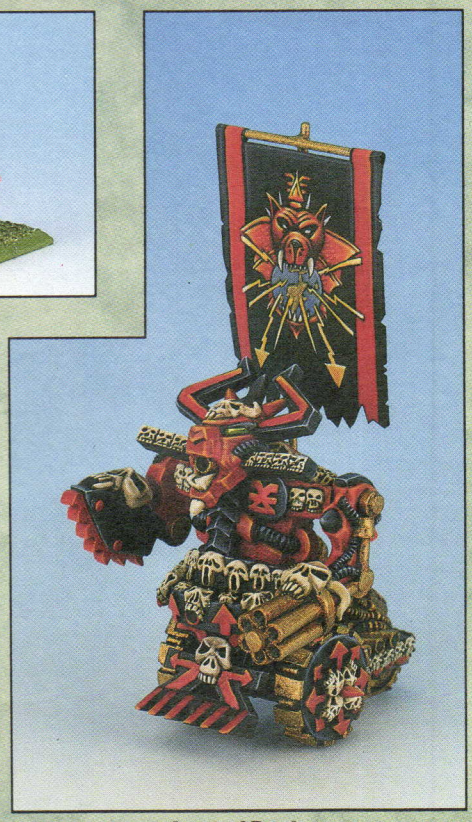
Fiends of Slaanesh



Thousand Sons Champion

Chaos armies are the most colourful of all epic armies. The vast hordes of Chaos troops wear uniforms of a thousand different hues, but predominantly favour the colours of their patron Daemons - red and brass for Daemons of Khorne, bright yellows and blues for Daemons of Tzeentch, mottled greens and purples for Nurgle Daemons and vivid pastel shades for Daemons of Slaanesh. Great war banners are carried by the followers of Chaos Champions, proudly bearing the symbols of their allegiance. On these pages you can see examples of Champions with banners of the four Chaos Space Marine companies.

On the opposite page, the Daemonic War Engines of Khorne are magnificent and sinister creations. Studded with decorative skulls and covered with baroque carving they form the centre piece for a Chaos horde.

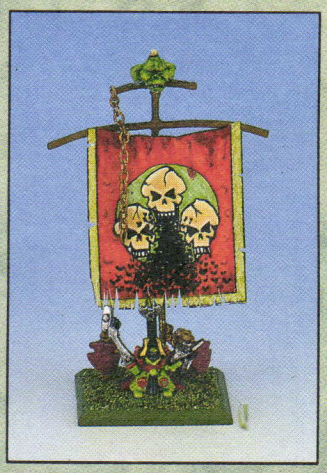


Lord of Battle

Disc Riders of Tzeentch

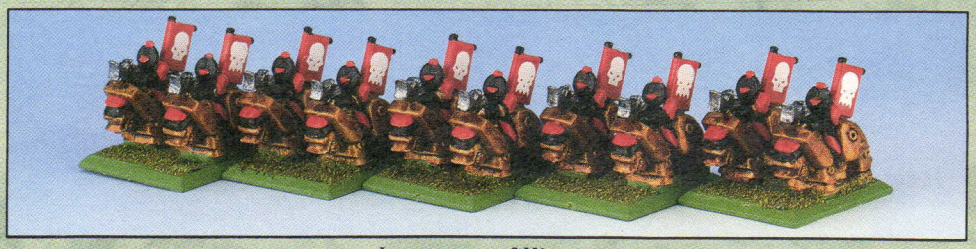
A Company of World Eater Chaos Space Marines led by a Champion of Chaos

Cannon of Khorne



Death Guard Champion

Daemon Engines of Khorne (left to right: Death Dealer, Tower of Skulls and Cauldron of Blood)



Juggernauts of Khorne

Emperors Children Champion

A MIGHTY ARMY OF CHAOS

CHAOS

The exact nature of the alternate dimension of Chaos or warp space remains a mystery, even to such great savants as the Imperial mage-scientists of the Adeptus Mechanicus on Mars. The Black Library of the Eldar is said to describe the secrets of its daemonic energy, but the Black Library's portals are barred to all but a select few by the servants of the Eldar Great Harlequin. Perhaps the truth is that Chaos is too complex and volatile a thing to be understood by mortal minds. Whatever the true nature of Chaos, it is a peril every bit as real as marauding Orks and ravenous Genestealers to the citizens of the Imperium.

Human spacecraft must travel through the dimension of Chaos to reach other worlds in the Imperium, braving the horrific daemon creatures that live there to do so. In some parts of the galaxy the Chaos dimension leaks through, polluting the universe of matter with its daemonic energy. When this happens people may be possessed by daemons, sometimes without their knowledge, and when the high and mighty become tainted in this way they soon lead others astray. Such things are unthinkable to the ordinary citizens of the Hive Worlds and Farm Worlds of the Imperium – unthinkable because the consequences are too horrible to contemplate. Rumours tell of whole worlds that have been consumed by Chaos. Worlds whose citizens have turned to the dark Gods of Chaos, who have summoned daemons and raiders from the depths of space, so that their worlds have perished in an orgy of daemonic destruction. Worlds where the very souls of its people have been dragged into slavery in the shadowy dimension of Chaos.

No world is safe from the corruption of Chaos - its energy can leak into any mind that is weak creating an opening through which daemons can enter the world. Some people give themselves freely to the cause of Chaos, trading their soul for a lifetime of power and the fleeting chance that their Chaos God will grant them the rare gift of immortality. These renegades from human society are the Chaos Champions whose followers include pirates and bandits, and even small daemons gifted to the Champions by their masters. Chaos armies consisting of gigantic daemons, mortal followers, and hordes of daemon creatures attack human, Ork and Eldar worlds, destroying whole populations and crushing armies sent against them. These renegades are most active around the region deep in the heart of the Imperium know as the Eye of Terror.

The Eye of Terror is infested with chaos renegades, pirates and raiders. Worse still it is inhabited by daemons, immortal followers of the Chaos Gods themselves. At the very centre of the Eye of Terror the fabric of space has been ruptured, so that there is a hole between the material universe and the dimension of Chaos. Raw Chaos spews out from this hole, overturning the natural laws of time and space and substituting the uncertain rule of Chaos.

Daemons are true creatures of the chaos dimension, and cannot maintain their physical form in the material universe for very long. However, they can live in the Eye of Terror because of the high level of chaos energy that saturates the place. At the edges of the Eye of Terror mortal Champions of Chaos use planets as bases for their raiding spaceships. Deep inside the Eye of Terror the most powerful daemons have their own hellish worlds, daemon-kingdoms more disunited and different than any mortal realms. These daemon worlds are totally unlike the planets of the material universe: flat worlds whose seas pour into the void of space, worlds illuminated by pyres of fire instead of suns, worlds of living flesh, and countless others whose physical laws are dictated by the whim of their rulers. Few living men have travelled to these worlds, and it is no surprise to learn that almost none have returned alive or sane.

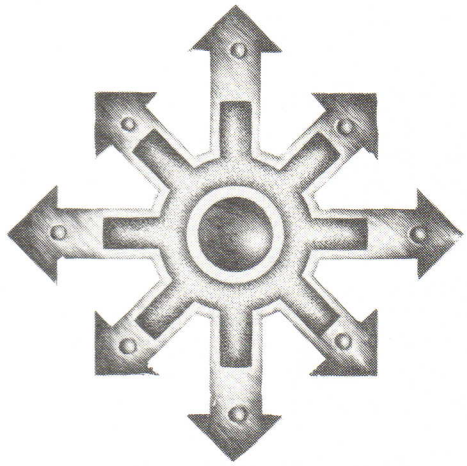
THE CHAOS GODS

There are many powerful creatures in the dimension of Chaos. Most are the slaves of still greater and more powerful individuals of their kind, but others are independent free-willed creatures. Some are completely mindless, huge basking creatures pulsating with power but ultimately brainless and without purpose. Others are blessed with great animal cunning and prowl the energy seas of Chaos in pursuit of weaker prey to tear apart and consume.

The most potent creatures of all are the four Great Gods of Chaos: Khorne the Blood God, Slaanesh the Lord of Pleasure, Tzeentch the Changer of the Ways, and Nurgle the Lord of Decay. Each mighty deity controls countless daemons whose likeness and character reflect the Chaos God's own appearance and purpose, such as the sensual slave-daemons of Slaanesh, the putrid and decaying daemons of Nurgle, the daemons of Tzeentch formed from solid magic, and the mighty warrior-daemons of Khorne.

The most powerful of the Chaos Gods' servants are their Greater Daemons. These huge daemons have many daemon servants and mortal followers of their own, and on many chaos-corrupted planets in the galaxy they are worshipped as gods in their own right. In the Eye of Terror each daemon world is ruled over by a Greater Daemon; the whole world is his kingdom and its inhabitants are his slaves and followers.

Mortals follow daemon masters in the hope that one day they will be rewarded with immortality,



becoming a Greater Daemon with their own world to rule over. Such elevated mortals are known as daemon princes. The most renowned daemon princes are the former Primarchs of the Space Marine Legions which went over to Chaos during the Horus Heresy. Daemon princes and other Greater Daemons fight amongst each other constantly, regardless of which Chaos God is their master. They find these battles amusing, and are quite prepared to shred millions of mortal lives or expend countless daemon followers on this entertainment. Rival daemons place wagers on the outcome, and arrange formal battles with agreed restrictions on the forces to make the battle more interesting. For example, a Greater Daemon might challenge a rival to a fight using only mortal followers, or a world from the Imperium might be chosen as the battlefield.

CHAOS AT WAR

The Greater Daemons of the Eye of Terror are constantly at war – mostly against each other. Mortal Champions of Chaos who live at the edge of the Eye of Terror are sometimes carried to the daemon worlds to take part in these battles, but otherwise they are left to fight amongst themselves and to raid the Imperium. On occasions the Chaos Gods put aside their personal rivalries and make common cause to mount a bigger invasion beyond the Eye of Terror. When this happens the Imperium is beset by the chaos hordes, daemons run riot through human cities, and Champions of Chaos lead their followers in destruction.

Such invasions are often triggered when a drifting Space Hulk, a vast space wreck of hundreds of ships conglomerated together, drifts past a daemon world. These Space Hulks can be used to transport vast armies through the dimension of Chaos, appearing unexpectedly near some mortal world in a distant part of the galaxy. The winds of Chaos are fickle and unpredictable, and not all Space Hulks reach a suitable target. Some disappear altogether, lost in time and space, while others are hurled thousands of years into the future or the past.

CHAOS SPACE MARINES

Ten thousand years ago the newly founded Imperium was torn apart by a devastating rebellion led by the Emperor's mightiest warmaster Horus. Horus was Primarch of the Space Marine Legion called the Sons of Horus. Like all the Primarchs he was a super-human leader, genetically engineered to be the ultimate warrior.

Horus led the Imperial forces in the Great Crusade to reconquer the galaxy and create the Imperium. It was during his campaigns that the Warmaster turned to Chaos and began to secretly work against the Emperor. Too many years have passed to be sure of exactly what brought about Horus' defection, but it is clear that he became a Chaos Champion and all the forces under his command followed him in rebellion. The following war was the Horus Heresy. Many Space Marine Legions chose to side with Horus and turned to Chaos, and the rebellion spread to the Imperial Guard and fleet.

The Horus Heresy very nearly brought about the destruction of the Imperium and all of mankind, but in the final battle the Emperor himself fought and slew Horus, ending the war at one stroke. The defeated Chaos Space Marines fled into the Eye of Terror. Thanks to the massive distortion of time which affects this region some of these Space Marines are still alive today, although ten thousand years have passed in the outside world, to them it has only been a few years. Even now some spacecraft drop into the Eye of Terror disgorging crews of Chaos Space Marines fleeing from their defeat by the Emperor.

THE ENEMY WITHIN

Although Chaos is most powerful of all in the Eye of Terror it is not helpless elsewhere. Daemons cannot survive for long outside the warp, but by means of summoning and sacrifice they can exist in the material universe for a short time. One would imagine that only a madman would willingly call upon the Gods of Chaos, yet even on the loyal worlds of the Imperium there are men foolish enough to do so. Some are power-hungry and see the Chaos Gods as a way to achieve personal power and even immortality, others are clinically insane and destructive, others are misguided and inquisitive - scarce imagining the dangers evoked by their curiosity.

Secret worshippers of Chaos lurk on every world in the Imperium. They form hidden cults, meeting and plotting at night in hidden places, expanding their power base and summoning daemons to receive fresh instructions. These people may look and behave perfectly normally, but little by little they grow in power, subverting the military and government, until the whole planet is rotten to the core. At this moment the Chaos Cultists rise up and take over their world, summoning daemons and chaos raiders to take part in the slaughter.

THE CHAOS ARMY

A chaos army is tremendously varied and colourful. It is based around the Greater Daemons, who are accompanied by their followers – immortal daemons, daemon machines and warbands of mortal Chaos Champions. All kinds of mutated creatures flock to the warbands of Chaos Champions, including humans, Beastmen, Trolls and Minotaurs. In addition a chaos army can be joined by subversive Chaos Cultists; often Imperial Guard or local human forces who have turned rebel, or civilian cultists armed and uniformed in Imperial Guard fashion. Chaos armies can also include Chaos Space Marines under the command of the Daemon Primarchs.

CHOOSING THE CHAOS HORDE

A Chaos Horde is not organised into companies and support units like an Imperial, Ork or Eldar army. Instead it consists of a number of Greater Daemons accompanied by their mortal and immortal followers. In the Chaos Horde there are few fixed company sized formations, instead most troops fight as small units or warbands.

As with other forces for the Space Marine game the Chaos Horde is represented by epic army cards. Because of the way the Chaos Horde is organised the cards are completely different from those used for other forces. If you look at the army cards you will see that they are divided into five kinds: Greater Daemon cards, Space Marine Legion cards, Minion cards, Chaos cards and Chaos Reward cards. Only Greater Daemon cards, Space Marine Legion cards and Minion cards represent troops. Chaos and Chaos Reward cards represent special powers and abilities available to your forces.

Sort through the cards and remove all the Chaos and Reward cards - these are the small cards with the eight arrowed Chaos symbol on the back or the badge of a particular Chaos God in the case of Chaos Rewards. The Chaos and Chaos Reward cards are not used to select the army, they are used during the game as described later. Sort the Greater Daemon, Space Marine Legion and Minion cards into separate piles. The Greater Daemon cards are large-sized cards which represent a single powerful Daemon. Space Marine Legion cards are large cards which represent troops from one of the Chaos Space Marine Legions. The Minion cards represent the minions of Greater Daemons, their mortal and daemonic followers, daemon machines, Champions of Chaos with their warbands, and so forth.

To choose your Chaos Horde begin by deciding a total points value for the force. Now select cards to this value. You must include at least 1 Greater Daemon card and may include more if you wish. There is no restriction on the type of Greater Daemon cards in your Chaos Horde, so you may include Daemons of any or all the four Chaos Gods including Space Marine Primarchs.

Each Greater Daemon card **must** be accompanied by at least 3 Minion cards and may take a maximum of 5. Some of the Minion cards may only be used by a Greater Daemon of a specific Chaos God. This is indicated by the card's name and the chaos symbols on it. For example the Bloodthirster of Khorne Greater Daemon may take Khorne Juggers, Khorne Bloodletters and Khorne Fleshhounds, but he may not take Minion cards which belong to other Chaos Gods, such as Tzeentch Flamers or Slaanesh Daemonettes. You can check by making sure the chaos symbols on the Minion cards are the same as the symbol on the Greater Daemon card. Some Minion cards are not linked to any specific Chaos God, so any Greater Daemon can use them. These are marked with the symbol of pure Chaos, the eight-pointed star.

The Greater Daemon Primarchs operate slightly differently to other Greater Daemon cards. There are four of these cards, each representing the Primarch of a Space Marine Legion raised to the status of Greater Daemon by one of the four Chaos Gods.

Each Primarch card **must** be accompanied by three to five Minion cards. The choice of cards is subject to the same restrictions as before, ie, they must either belong to the same Chaos God, or be non-specific. In addition to the normal allowance of Minion cards, the Daemon Prince can also take a Space Marine Legion card. The Primarch has to take the Legion of his patron Chaos God.

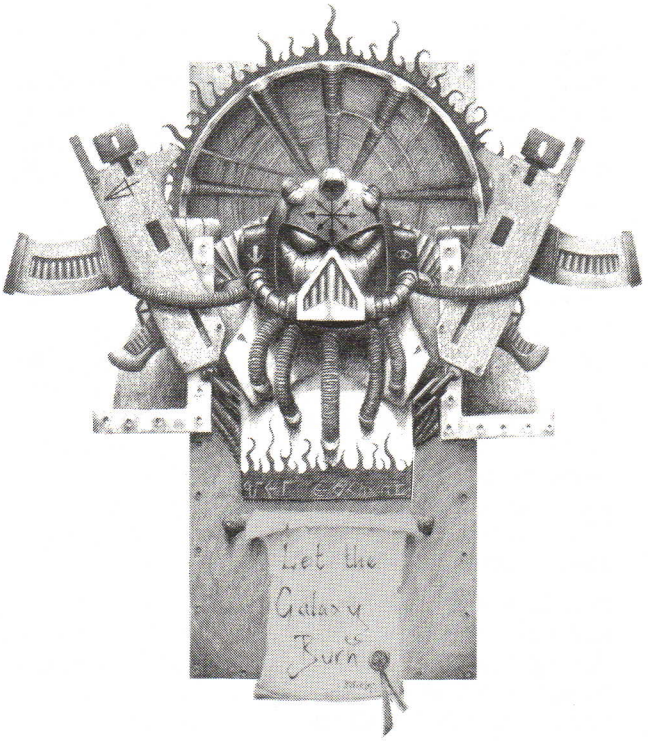
Primarch	Chaos God	Space Marine Legion
Magnus the Red	Tzeentch	Thousand Sons
Mortarion	Nurgle	Death Guard
Angron	Khorne	World Eaters
Fulgrim	Slaanesh	Emperors Children

Once you have chosen your Chaos Horde place the cards together in rows or piles, with the Greater Daemon cards and all their Minion/Space Marine Legion cards together. It is important to keep track of which Greater Daemon cards have which Minion/Space Marine Legion cards for purposes of working out morale.

MORALE FOR CHAOS

Greater Daemons radiate power and energy which flow into their followers to strengthen their determination, courage, and energy. It is scarce wonder that the forces of Chaos appear unstoppable, driven as they are by the raw power of Chaos itself. This is represented by special morale rules for the Chaos forces.

Any unit which can see its own Greater Daemon will automatically pass any morale checks it is obliged to take. The unit is immune to panic and will not go on to fall back orders for any reason. When a Greater Daemon is destroyed this causes consternation and despair amongst its followers as their source of secret energy ebbs away. They must immediately take a morale check even if they haven't reached their break point yet. Any units that fail go onto fall back orders.



CHAOS CARDS

The raw energy of Chaos is too much for mortal flesh to stand, and the followers of Chaos invariably succumb to its mutating powers. Sometimes the mutations work in their favour, conferring new and potent powers. More often their frames twist and contort: they sprout tentacles, horns, bestial features, grow extra limbs or scales, or a thousand other horrific attributes. These marks of Chaos are regarded as blessings, even though some may lose their forms completely and degenerate into mindless Chaos Spawn. Many of these mutations make their bearers deadly fighters, with razor sharp claws, scorpion tails, goring horns or other, less obvious but no less deadly mutations.

These special attributes are represented by the Chaos cards. These are dealt when the game begins and each card may be played once on a unit or on a particular model and is then discarded. This is not to say that troops have suddenly sprouted these mutations during the battle, rather that some members have the mutations to start with and use them to gain a temporary and unexpected 'edge'.

At the start of the game sort out all of the Chaos cards, shuffle them and deal out a number of cards equal to 3 per Greater Daemon in your force. The cards are dealt out at random so you can't choose which cards you will have. Keep these cards in a separate pile behind your table edge.

The text on each card describes when it can be used, the effect it has, and any special rules that apply. Each card may be used once per game and is then discarded. Chaos cards may be played on any daemons and troop stands but not on Daemon Engines or the Lord of Battles, which are mechanical.

Note that the Chaos cards are kept in a single pile and may be played on any troops in the Chaos army - they are not divided up between specific Daemons or their followers. You could therefore play most or all the cards on very few or even a single unit if you wanted.

CHAOS REWARD CARDS

There are four special Chaos Reward cards, one for each of the Chaos Space Marine Legions. If your Chaos Horde includes a Space Marine Legion you automatically receive the Chaos Reward card for that Legion. So for example, if your force includes the World Eaters you automatically receive the Blood Rage of Khorne card. This card is held and played exactly like the Chaos cards, except that you can only play it on a unit of the Chaos Space Marine Legion. Once the card has been played it is discarded in exactly the same way as a Chaos card.

TZEENTCH THE CHANGER OF THE WAYS

Tzeentch is the god of fortune and chance and the cosmic architect of fate and destiny. His body is covered with faces which constantly shift and change, reflecting the mood of Tzeentch as his all seeing mind probes the endless strands of fate which hold the universe together. Tzeentch schemes and plots to further his own unimaginable purposes, sometimes supporting a mortal cause, at other times hindering it, but constantly manipulating the vastly complex strands of fate which hold the secrets of life and death. Because Tzeentch's plots are so convoluted it is impossible to divine what his true purposes or intentions are. His machinations invariably turn out to be more subtle and complex than they first appear, and even his most loyal followers are likely to discover only too late that they are just pawns in a cosmic game of the gods. Tzeentch is also the god of mental energy and magic – the raw forces of change themselves.

SLAANESH THE LORD OF PLEASURE

Slaanesh is the Lord of Pleasure whose followers abandon all self-restraint and inhibition to embrace the countless possibilities of mind and flesh. Slaanesh is neither male nor female, but a disturbingly beautiful amalgam of the two. It is said that any mortal who gazes upon the image of Slaanesh will become enslaved by the god's beauty and willingly obey the Lord of Pleasure's slightest whim. The very touch of the god's breath overwhelms mortal senses with the scent of delight, melting the resolve of the toughest warrior and submerging his mind in waves of pure pleasure. The slightest purr of the god's voice is enough to stimulate the senses into eternal and blissful oblivion. To the followers of Slaanesh the mortal world is grey and insipid compared to the sensual paradise of their master's affection.

KHORNE THE BLOOD GOD

Khorne is the god of anger and destruction, the warrior god of Chaos whose bellows of rage echo throughout time and space. He sits upon a great throne of brass atop a mountainous pile of bleached skulls. Whenever a Champion of Khorne is slain in battle his skull is added to the pile, which slowly grows higher and higher. Khorne is a fighting god and his daemons and mortal Champions are amongst the most potent warriors of all. Khorne is a noble warrior who respects strength and bravery, who takes no joy in destroying the weak, and considers the helpless unworthy of his wrath. It is said that fate will spare any brave warrior who calls upon Khorne's name and pledges his soul to the blood god. It is also said that Khorne's daemons will hunt down and destroy any warrior who betrays his honour by killing a helpless innocent or murdering in cold blood. Khorne's great delight is battle and the spilling of blood.

NURGLE THE LORD OF DECAY

Nurgle is the god of plague, pestilence, decay and physical corruption. His body is huge and bloated, his rotting flesh swollen with decay and pock-marked with sores and lesions. Tiny daemons called Nurglings crawl all over his putrid carcass plucking at torn flesh and sucking at the leprous sores and putrid boils. Nurgle is full of morbid energy and enthusiasm, and his daemons travel through time and space spreading plagues and corruption as they perform their Dance of Death round cities and towns they wish to infect. Mortals who die from Nurgle's plague are never free of their agonies, as their souls are claimed by the plague god and they become new daemon servants in their turn. A mortal so much as touched by a daemon of Nurgle will catch some foul disease, and is doomed from that moment on to die. It is held that a mortal who is dying of sickness can forestall his death by calling upon Nurgle and pledging his soul to the Lord of Decay.

GREATER DAEMONS

Each of the four great Gods of Chaos has its own multitude of daemonic followers. Some are huge and powerful, others are smaller but more numerous, some are intelligent and cunning, others are mere beasts or even mindless automatons. Greater Daemons are the mightiest of these daemons. They are immensely intelligent and hugely powerful, and some are worshipped by mortals as gods in their own right.

Greater Daemons are fashioned from pure chaos energy rather than flesh and blood. They need the supporting energy of the Chaos dimension or warp space just as mortal creatures need air to breathe. While they are in the material universe daemons subsist off the psychic emanations of their mortal worshippers, without which they would quickly fade back into the Chaos dimension. Throughout the Imperium misguided and ambitious Chaos Cultists worship the Chaos Gods, providing the psychic energy needed by daemons to live in the material universe. This is exactly what the Greater Daemons want, so they encourage mortal worshippers, offering subtle promises of power to lure them ever deeper into the web of Chaos. The Imperial Inquisition is utterly ruthless in dealing with Chaos Cultists, even going so far as to destroy planets where Cultists have taken a firm grip. It is a horrifying thing to have to order the destruction of an entire world, or *Exterminatus* as this final solution is called, but the risks of Chaos taking a hold in the material universe are too great to take any chances.

GREATER DAEMONS IN BATTLE

A Chaos horde is led by one or more Greater Daemons, each commanding a force of daemons and mortal followers. Each Greater Daemon card you choose allows you to take between three and five cards of warbands, lesser daemons or other minions. Therefore the more Greater Daemons you choose the bigger the horde becomes. Each Greater Daemon also contributes three Chaos cards to your hand. You can find out more about Chaos cards and their uses elsewhere in this book.

In battle Greater Daemons are awesome opponents. Normal weapons are almost useless against them as the psychic energy generated by their followers sustains their bodies against physical assault. Their terrifying, supernatural appearance also fills their opponents with dread making it difficult for them to fight effectively. A Greater Daemon's presence inspires its own followers, so that they become completely unconcerned about the dangers of battle. Greater Daemons are also tremendously strong and easily capable of crushing or pounding armoured vehicles and troops. Some Greater Daemons can even harness the raw power of Chaos to blast their enemies with arcane magic.

GREATER DAEMON RULES

The following rules apply to all Greater Daemons including Space Marine Primarchs and the Lord of Battles. They have been gathered together here for convenience and to avoid needless repetition. These rules **only** apply to Greater Daemons, not the other types of daemon.

All Greater Daemons are treated in the same way as command units for the purposes of orders. They do not require orders and always move as if they have charge orders. A Greater Daemon is a highly visible target however, so any enemy units may shoot at it even if closer targets are available. This is an exception to the normal rule which forbids troops to fire at command units unless they are the closest target.

When ordinary troops are hit they are killed unless they can make their saving throw. Greater Daemons, however, are not necessarily destroyed when they are hit and fail to save. The Chaos player can always choose to give up one of his Chaos cards to nullify a hit on a Greater Daemon. This represents the Greater Daemon drawing on the psychic power generated by his followers in order to heal his wounds. This is done in the following way. When the Greater Daemon is hit take any saving throw that is allowed as normal - remember there is no saving throw in close combat. Unless the daemon is saved it has been hit and would normally be destroyed and the model removed. However, if the Chaos player wishes he can surrender one of his Chaos cards to nullify the effect of the hit. The Chaos player fans his cards and his opponent draws a card at random and puts it on the discard pile. If the Chaos player has no cards left or if he doesn't want to save the daemon it is destroyed and the model removed from play as normal.

This gives you a choice of using your Chaos cards to protect daemons from harm or saving them to enhance the effectiveness of your forces. However, because daemons are creatures of the Chaos dimension - the source of all psychic energy - they are particularly vulnerable to psychic attacks from Space Marine Librarians, Eldar Warlocks, Ork Weirdboys and so forth. Therefore any Greater Daemons slain by psychic attacks such as a Warlock's Mind Blast cannot be saved with a Chaos card.

Greater Daemons are so horrific for mortals to behold that troopers often freeze in terror or try to flee when a daemon comes thundering towards them. Because of this certain shooting and close combat penalties apply to troops fighting daemons. These are embodied by the following two rules.

1. NO FIRST FIRE. Normally troops on first fire orders can shoot at enemy who move into close combat with them during the turn. However, daemons are so frightening and unnerving that troops may not shoot at them as they close in for the kill because they are frozen with terror. This rule means that when a daemon thunders into close combat it will be impossible for the opponent to shoot at it. Note that this rule only applies to mortal creatures including vehicles and machines which have crews. It does not apply to robots, machines which have no living crew, or to other daemons. For example, Eldar Wraithguard and Dreadnoughts have no living crew and are therefore immune. Also, Imperial Inquisitors and the daemon-hunting Grey Knights are specially trained or experienced at fighting daemons, and are therefore not affected by this penalty.

2. MORALE TEST. If Greater Daemons attack troops by moving into close combat then the enemy unit must take a morale test. If the enemy fails this test the unit goes onto fall back orders and suffers a -2 penalty on its close assault factor. See the main Space Marine rule book for details of the fall back rule.

KEEPER OF SECRETS - GREATER DAEMON OF SLAANESH

The Keeper of Secrets combines sensuous pleasure with raw power and brute force. Its bull's head and powerfully muscled body are decked with gorgeous jewels and delicate silks, and its razor sharp claws are decorated with brightly coloured lacquers. Keepers of Secrets are highly intelligent creatures, whose silvered words and languid gestures belay their true power. It is claimed that they are the most entrancing of all immortals. As a mortal gazes in awe at the uncanny beauty and mesmerising gaze of the Keeper of Secrets the daemon's mighty claws sweep down and rend its unresisting victim apart.

The Keeper of Secrets' most dangerous power is the ability to overwhelm its enemies with a wave of of utter pleasure. The unadulterated sensory overload is too much for any mortal to bear, and the victim's body explodes. This startling effect is called the *Aura of Slaanesh*.

A Keeper can create an *Aura of Slaanesh* once per turn. The aura is cast at the very beginning of the advance fire segment of the combat phase, before any other firing takes place. The aura affects an area which is represented by the standard barrage template. Place the template anywhere within 25cm of the Keeper and then roll a D6 for any model that is at least half under the template. On the roll of 1, 2 or 3 the victim manages to resist the effects of the spell. On a roll of 4, 5 or 6 the victim is subjected to an ecstatic pitch of voluptuous enjoyment from which he collapses and dies of uncontrollable delight! Armour saves are no help against the Aura of Slaanesh but power or void shields that disrupt the flow of warp energy will stop the aura working on a roll of 4, 5 or 6 on a D6. Titans roll for damage from a penetrating head hit if they are affected by the Aura of Slaanesh.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Keeper of Secrets	10cm	2+	+10	Aura of Slaanesh	25cm	See above	4+	No saving throw	

GREAT UNCLEAN ONE - GREATER DAEMON OF NURGLE

Greater Daemons of Nurgle resemble Nurgle himself in appearance and personality. Their bloated bodies ooze with sores and boils, pus and slime dribbles over their leprous skin, and decaying inner organs protrude from tears in their great bellies. Great Unclean Ones treat their followers with a gregarious and even sentimental nature, taking noticeable pride in their slaves' behaviour, diseases and achievements. All Great Unclean Ones seem to have boundless energy and drive, constantly working to extend the process of rot and decay, thoughtless for their own comfort while parts of the galaxy still remain uncorrupted.

A Great Unclean One is constantly accompanied by swarms of tiny Nurglings; miniature images of Nurgle which pop out constantly from pustules on the rotting flanks of the Great Unclean One. They are mischievous little creatures, and when they aren't off spreading boils and diseases they scramble around the body of the Great Unclean One picking at his skin and squabbling for his attention. When confronted by the enemy the Nurglings advance forward in a furious swarm, biting ankles, clawing shins and generally making a nuisance of themselves. Because of the Nurglings' disruptive effect, Great Unclean Ones never count as being outnumbered in close combat, so enemy troops don't receive extra D6s for having extra models in combat.

Great Unclean Ones can also vomit a *Stream of Corruption* over their foes. The daemon's bloated gut heaves and contracts and the Great Unclean One spews up a a stinking jet of blood, maggots, slime and other putrid foulness which chokes and drowns victims in diseased filth.

A Great Unclean One may vomit a *Stream of Corruption* in the first fire segment of the combat phase. Take the special Stream of Corruption template and place it so that the pointed end touches the base of the Great Unclean One and the broad end lies somewhere in the daemon's front 180° arc. Any model under the template is smothered and destroyed on a D6 roll of 3+. Any model that is affected is killed, and does not get a saving throw. Titans lose one void shield if hit, or take a hit with a -2 save modifier if all their shields are down.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Great Unclean One	5cm	1+	+7	Stream of Corruption	See above		3+	No saving throw	

LORD OF CHANGE - GREATER DAEMON OF TZEENTCH

The Lords of Change possess a fragment of the unfathomable cunning and wisdom of Chaos God Tzeentch, master of plots and intrigue. Like their master Tzeentch, the Lords of Change delight in bringing order to ruin so that all may be reshaped and directed to a new path before that too is changed again. The gaze of a Lord of Change is said to reach into the very soul of those it beholds, probing deep into the unspoken fears and hopes every mortal carries in their heart.

The Lord of Change is covered with multi-coloured feathers which radiate his vital energy, shimmering as the daemon moves. Its great wings are also feathered, and its mighty beaked head can rend and tear into the toughest flesh. The Chaos God Tzeentch is also the master of magic in all its forms and the Lords of Change share his knowledge. The most devastating of the arcane magics they possess is the horrifying *Bolt of Change*, a crackling bolt of raw magical power. Victims struck by the bolt instantly warp and mutate into hundreds of different forms, quickly collapsing into sickening monstrosities of pulsing flesh and blindly flailing limbs.

A Lord of Change can unleash a *Bolt of Change* once per turn. The bolt is cast at the very beginning of the advance fire segment of the combat phase, before any other firing takes place. The Lord of Change can launch the bolt at any model within 35cm, hitting it on a D6 roll of 3 or more. If the target is protected by power or void shields they will disrupt the flow of warp energy and stop the bolt working on a roll of 4, 5 or 6 on a D6. Otherwise the target must immediately make a saving throw with a -1 modifier. If the save fails the target is reduced to a bubbling pile of thrashing tentacles and pincers as the power of change rips through its body. Titans penetrated by the *Bolt of Change* suffer a normal hit, roll for location as usual and add +2 to the damage roll. Any other models or troop stands penetrated by the bolt are replaced with the special Chaos Spawn template. Any nearby models at least half under the template are caught in close combat with the thrashing Chaos Spawn and may not move.

In the next close combat phase all the models under the template fight the Chaos Spawn as per the normal close combat rules. The Chaos Spawn rolls 4D6 in close combat and has a close assault factor of 0. Any models which lose a close combat are gobbled up by the Chaos Spawn. Models which get a draw manage to escape the Spawn and may move normally next turn. If any models win the close combat the Chaos Spawn is destroyed, so remove the template. An undefeated Chaos Spawn template remains in the game and can attack anything that touches it in future turns. The only way to kill a Chaos Spawn is by defeating it in close combat.

A Lord of Change has wings so it may move like a skimmer. This means it can ignore the effects of any sort of difficult or impassable terrain it moves through by flying over it with a few beats of its powerful feathered wings. If the Lord of Change wishes it can move away from combat with troops or vehicles which can't fly during the movement phase. Note that though it can move like a skimmer the Lord of Change may not make pop-up attacks.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Lord of Change	15cm	2+	+8	Bolt of Change	35cm	1	3+	-1	Skimmer

BLOODTHIRSTER - GREATER DAEMON OF KHORNE

Bloodthirsters are the most revered and exalted of Khorne's daemonic warriors. The Bloodthirster embodies physical power. Its mighty jaws can crush an armoured tank with one bite, and its huge fists can pound a building to rubble. Bloodthirsters carry a daemon-axe which is a living daemon in its own right, and a long whip to lash at its foes. The Bloodthirster's most potent ability is its sheer bloodlust and unquenchable fury. Its bellowing challenge is a warning to all that the Bloodthirster will never rest until it can make good its battlecry 'Blood for the Blood God!'

Such is the Bloodthirster's ferocity that it can fight twice in the close combat segment. If it has wiped out all opponents in base-to-base contact before starting its second set of attacks it may move up to 10cm to engage new opponents. This second attack is resolved as a normal round of close combat and takes place in the same close combat segment.

A Bloodthirster has wings so it may move like a skimmer. This means it can ignore any sort of difficult or impassable terrain by simply flying over it with a few beats of its great leathery wings. If the Bloodthirster wishes, it can move away from combat with troops or vehicles unable to fly during the movement phase.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Bloodthirster	10cm	2+	+12	Axe & Whip					Skimmer. Fights twice in the close combat phase.

LORD OF BATTLE - GREATER DAEMON OF KHORNE

The Lord of Battle is not just a machine – it is a Greater Daemon of Khorne in mechanical form. Its mighty pistons and grinding cog-wheels are driven by a mind as keen and determined as any of the Chaos God's other daemons. The Lord of Battle is constructed of black iron and brass, and embodies all the destructive power of mechanized warfare. Khorne is the god of war in all its forms from the most primitive conflicts fought with swords and arrows to the lightning-fast wars of tanks and Titans. The Lord of Battle advances furiously, and its awesome destructive energies are easily seen in its deadly armament.

The Lord of Battle is a cross between a Titan and a Greater Daemon. The Greater Daemon rules apply in full, and the Lord of Battle is represented by a Greater Daemon card, and must be accompanied by three to five Minion cards. In other respects, the Lord of Battle moves, shoots, and fights close combat like a Titan.

In addition, the Lord of Battle has special rules of its own which reflect the fury of its advance. The Lord of Battle must always be given charge or advance orders, and must always attempt to move towards the enemy.

The Lord of Battle is part daemon and part machine, and this makes it particularly resistant to psychic attack. Lords of Battle always receive a saving throw of 3, 4, 5 or 6 against psychic attacks. Psychic attacks include Eldar Warlock powers, Weirdboy psychic bolts, and Space Marine Librarian powers.

Daemon Engines are powered by psychic energy released by bloodshed and violence. Their potency increases if the battle is going well for the armies of Chaos. This success is judged by which side has more victory points. If Chaos has the most victory points during a turn all Daemon Engines receive +1 on their to hit rolls, +1 on their saving throws and roll an extra D6 in close combat. If the victory point totals are equal or your opponent has more points no extra benefits are received.

WEAPONS

A Lord of Battle can carry a variety of weapon combinations. Normally one of these is a close combat weapon to further augment its awesome fighting ability, but any of the weapons listed below can be mounted on the Lord of Battle's arms. In addition to these weapons the Lord of Battle also mounts a battle cannon in its head and a number of firethrowers in its hull. These are already recorded on the data sheet. The head and arm mounted weapons can fire into the Lord of Battle's forward 180° arc. The firethrowers are mounted to burn marauding squads of infantry so they can can shoot in any direction.

HELL BLADE

The hell blade is a white-hot, powered cleaver capable of carving through armour like a hot knife through butter! A Lord of Battle armed with a hell blade adds +3 to its close assault factor and if it wins a close combat against another Titan it can make a special slash attack. Select the location of the hit on the Titan and roll for damage as usual, then roll the pair of aiming dice. If the roll indicates a hit on a different square of the Titan template roll damage against that location as well. A building struck with a hell blade must make a saving throw with a -2 modifier or be destroyed.

CHAIN FIST

A chain fist is a whirling, chain-driven saw which can easily rip the toughest opponents to pieces. A Lord of Battle armed with a chain fist rolls an extra D6 in close combats (3D6 rather than 2D6). If a Lord of Battle armed with a chain fist wins a close combat against a Titan it adds +2 to the damage roll. A building struck by a chain fist must make a saving throw or be destroyed.

DEATH STORM

The death storm fires salvoes of heavy rocket-powered shells from its multiple barrels. It is extremely effective at cutting a swathe through troops or lightly armoured vehicles, laying down a curtain of explosions and flying shrapnel in seconds.

Name	Range	Attack Dice	To Hit Roll	Save Mod
Death Storm	75cm	6	5+	-1

DOOM BURNER

The doom burner fires a bolt of super-heated molten metal which bores through its target in a searing flash of flames. Doom burners are especially good for destroying heavily armoured Titans and vehicles, though their devastating punch makes a mockery of cover so infantry can't hide either.

Ignore to hit modifiers from cover when rolling to hit with a doom burner. Because of the secondary damage from searing liquid metal any damage rolls against Titans are resolved with a +1 modifier. Buildings can be attacked with the doom burner, and a successful hit means the building must make its saving throw with a -3 modifier or be destroyed.

Name	Range	Attack Dice	To Hit Roll	Save Mod
Doom Burner	75cm	1	3+	-3

Notes: +1 to damage rolls against Titans.
May attack buildings

THE PRIMARCHS

The Emperor of mankind attempted to thwart the rise of Chaos in the material universe by creating twenty genetically engineered super human 'Primarchs' to defend humanity. The Emperor's intention was to create a whole race of of super-humans from the genetic imprint of the Primarchs. By making them loyal and strong he hoped to that they would prove immune to the malign influences of Chaos. Despite the Emperor's complex psychic wards protecting the infant Primarchs the Chaos Gods succeeded in spiriting them away through the warp and scattered them throughout the galaxy.

Though the Gods of Chaos were unable to destroy the Primarchs they hid them from the psychic reach of the Emperor. Denied the Primarchs the Emperor went on to create the Space Marines by implanting genetic material derived from the Primarchs into young humans. The Emperor led these Legions in the Great Crusade to drive Chaos back from the universe and create the Imperium.

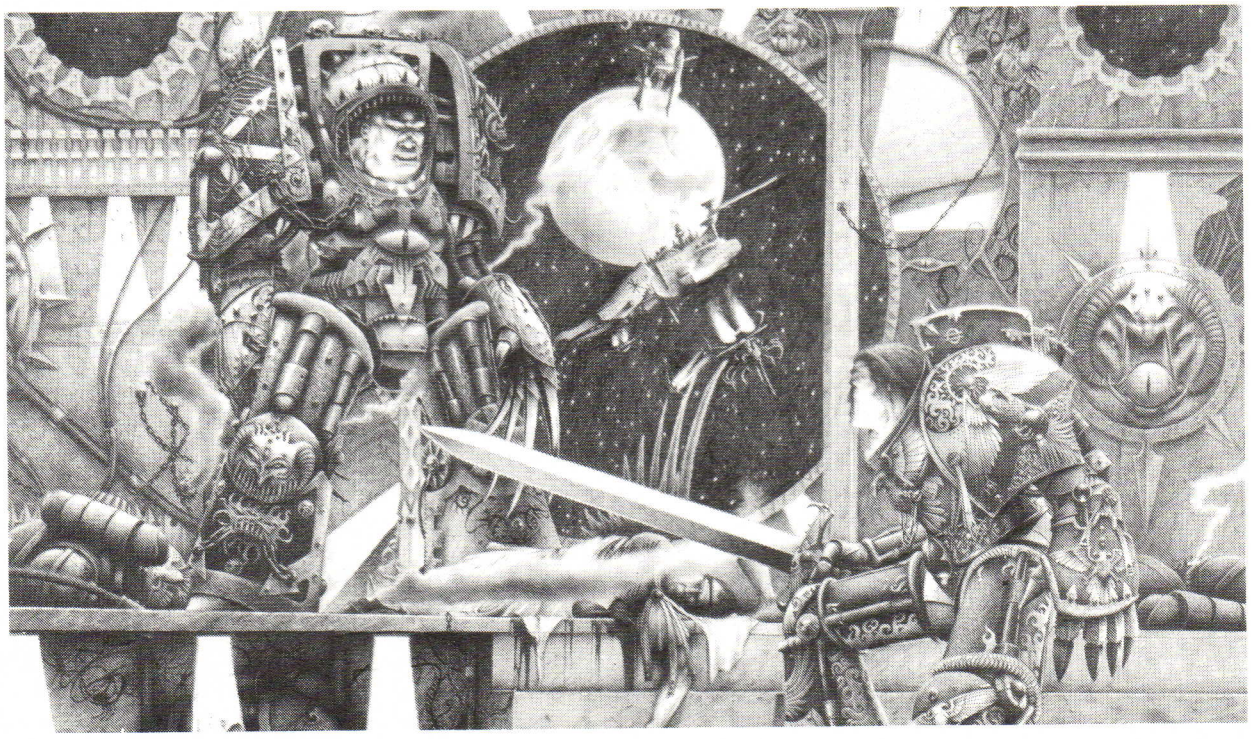
At the beginning of the Great Crusade the Emperor concentrated on locating the Primarchs and was delighted to find them already uniting and leading the peoples of the primitive planets they had been marooned on. The Primarchs seemed none the worse for their brush with Chaos and the Emperor was satisfied that they were uncorrupted. With the aid of the Primarchs the Emperor was able to succeed in liberating thousands of human worlds and driving the followers of Chaos back to the Eye of Terror.

But Chaos was not so easily bested. The Gods of Chaos whispered to the Primarchs from warp space, disturbing their dreams with promises of power, appealing to their pride, and martial virtue. No single Primarch was wholly resistant to these unspoken temptations. The character of each was sorely tested and in time some of them started to bend towards Chaos, unaware that their loyalties were changing. At first the Traitor Primarchs believed themselves to be acting in the best interests of humanity but as they led their Space Marines against the Emperor their good intentions fell away and Chaos started to saturate their souls.

The Warmaster Horus, greatest and most trusted of the Primarchs, led the rebellion and plunged the fledgling Imperium into the maelstrom of terror known as the Horus Heresy. At the height of the battle for the Imperial palace on Earth the Emperor teleported on board Horus' orbiting battle barge with two of his remaining loyal Primarchs and a guard of Terminator Space Marines to confront the Warmaster. In a battle of terrifying intensity the Emperor fought Horus and slew him but only after suffering wounds which shattered his body and confined him to a life-support system forever. With the death of Horus the back of the rebellion was broken, though the fighting to reclaim what Chaos had taken continued for years afterwards.

The surviving Chaos Primarchs fled to the Eye of Terror with their renegade Space Marine Legions. The corrupted Primarchs had possessed super-human capabilities to begin with and quickly rose in the favour of their Chaos God. The Primarchs were granted immortality and elevated to the ranks of the Greater Daemons, ruling the worlds given to them by their gods for eternity. The Chaos Gods found the Chaos Space Marines and their Daemon Primarchs invaluable worshippers and indispensible servants, utilising them in all the greatest battles and campaigns.

Daemon Primarchs follow all the rules given above for Greater Daemons - their remaining shreds of humanity have been obliterated by their rise through the ranks of Chaos. If you choose a Daemon Primarch card in a game it allows you to choose troops from the Primarch's own Space Marine Legion in addition to the normal warbands and minions which are followers for a Greater Daemon.



ANGRON, DAEMON PRIMARCH OF THE WORLD EATERS

Angron was one of the super human Space Marine Primarchs created by the Emperor of mankind in an effort to battle against the tide of Chaos. From Angron's genetic material the Emperor created the World Eaters Space Marines. Angron fought innumerable campaigns alongside Horus and deeply respected his ability as a great military tactician and his sense of honour and pride as a warrior.

Angron was the first Primarch to join Horus in revolt against the Emperor, for Angron knew Horus as a brother and supported the Warmaster in demanding a new order of discipline and martial virtue as the only way to save mankind from destruction. Once the rebellion turned into full scale civil war Angron and the World Eaters were drawn into bloodier and bloodier conflicts. He realised too late that instead of saving the Imperium they were destroying it, but his pride prevented him withdrawing from the war and his good intentions became his downfall as he was drawn into the embrace of Chaos.

The World Eaters had always been the most savage and warlike Space Marines and Angron led them in the worship of Khorne, god of war and bloodshed. Though Angron's loyalty to the Imperium was once exemplary, Khorne appealed his honour and martial pride more than the Emperor ever could. As a Champion of Khorne Angron led the World Eaters through some of the greatest and bloodiest battles of the Horus Heresy, including the assault on the Imperial palace. When the Heresy failed and Horus was slain, Angron and his World Eaters battled halfway across the galaxy to reach the Eye of Terror and the Daemon world Khorne had prepared for them.

Khorne has wrought many changes in Angron during the Primarch's service. Angron is now a hulking, muscular giant with skin the colour of spilt blood. His face is bestial and fang filled, his eyes milky white without iris or pupil. Angron fights with a mighty Chaos blade of black glowing iron etched with runes of doom and destruction. His voice is like the roaring of a mighty storm and mortals quail at his approach. Once per turn Angron can bellow his deafening challenge, interrupting anything that is going on at the time. All enemy units within 15cm of Angron must pass a morale check immediately or go on to fall back orders.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Angron	10cm	2+	+12	Fearsome Roar	See above		–	–	

FULGRIM, DAEMON PRIMARCH OF THE EMPERORS CHILDREN

The Emperors Children Space Marine Legion was dispatched to pacify the rebel Warmaster Horus at the start of the Heresy, before the Emperor knew the full scale of Horus' abomination. At first Fulgrim, Primarch of the Emperors Children, tried to negotiate with the Warmaster and dissuade him from his rebellion. While they parleyed Fulgrim was corrupted by the Warmaster. A tendril of power from the Chaos God Slaanesh insinuated itself into Fulgrim's mind and began to slowly bend him to the will of the Lord of Pleasure. Fulgrim resisted staunchly at first but little by little his fortitude was eroded away as his enhanced senses were stimulated beyond endurance and whispered promises awoke unspoken desires. Eventually Fulgrim's mighty will was broken and he joined Horus, surrendering to the hedonistic pleasures of Slaanesh. As Fulgrim delved deeper into depravity the Emperors Children followed him into heresy.

In the war against the Imperium Fulgrim led the Emperors Children in an orgy of destruction against the undefended civilian populations of a dozen systems, slaughtering and enslaving millions in pursuit of their pleasures. When the Warmaster was slain by the Emperor Fulgrim fled to the Eye of Terror, with the remaining Emperors Children.

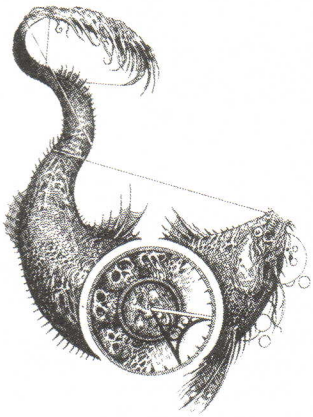
Centuries of worship have changed Fulgrim beyond all recognition. Serpent bodied and many armed, Fulgrim has been twisted into a monstrous daemonic creature. Despite his monstrous appearance Fulgrim radiates a strange beauty and physical attraction, captivating and transfixing all who encounter him. Clouds of pastel coloured soporific musk billow around Fulgrim wherever he goes, weakening the will and awakening disturbing desires in those who breathe the heady musk. Any units within 10cm of Fulgrim at the start of the orders phase must take a morale check. Any which fail come under Fulgrim's sway and can be ordered, moved and fired by the Chaos player for the turn. In the end phase any units under Fulgrim's sway can take another morale test to shake off the insidious influence. Units which have moved more than 10cm from Fulgrim pass automatically.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Fulgrim	10cm	2+	+10	Soporific Musk	See above		–	–	

MAGNUS THE RED, DAEMON PRIMARCH OF THE THOUSAND SONS

Even before the Horus Heresy the Thousand Sons became involved with arcane lore and the practise of sorcery. Despite warnings from the Emperor their Primarch, known as Magnus the Red or Cyclopean Magnus for his flaming red hair and single eye, continued to delve deeper into the mysteries of the warp. Magnus remained loyal, however, even attempting to warn the Emperor about Horus through his arcane powers. But the Emperor, mistrustful of anything tinged by the warp and Chaos, sent Leman Russ and the Space Wolves to destroy the Thousand Sons homeworld. Once driven into war Magnus had little choice but ally himself with Tzeentch, greatest magician of the Chaos Gods, to avoid total destruction. Magnus escaped the aftermath of the Horus Heresy by using his sorcerous powers to open a warp interface through which the ships of the Thousand Sons could flee to the Eye of Terror. There Tzeentch granted Magnus the Planet of Sorcerers to rule as his own.

Over the centuries Cyclopean Magnus has become a sorcerer of the most consummate power. His single eye blazes with mystic energy and his limbs constantly burn with blue-white witchfire. Magnus may unleash a Beam of Power in the first fire segment of the combat phase. From his single eye a beam of raw magical energy stabs out to strike a single target within range and line of sight. Roll to hit as for a normal weapon attack but ignore to hit modifiers for terrain. Titans without shields which are hit suffer damage with a +3 modifier. The Beam of Power can be used to attack buildings.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Magnus the Red	10cm	2+	+10	Beam of Power	100cm	1	2+	-6	

MORTARION, DAEMON PRIMARCH OF THE DEATH GUARDS

During the Horus Heresy the Death Guards Space Marines joined the rebel Warmaster Horus and took part in many battles against forces loyal to the Emperor. Mortarion, Primarch of the Death Guards, turned to the worship of Nurgle, Lord of Decay, after the entire Legion became trapped in the warp and was ravaged by plague. Mortarion's fevered ravings were answered by Nurgle who saved the Death Guards and made Mortarion his Champion. Subsequently Mortarion led his Space Marines on a merry dance of destruction over a score of planets. Following the death of Horus and the effective end of the Heresy, Mortarion fled with the rotting remnants of his Space Marines into the Eye of Terror. There he received Nurgle's ultimate reward and ruled the Plague Planet as the Daemon Prince Mortarion.

Mortarion is a cowled, skeletal figure wrapped in tattered robes which flap in an ethereal, pestilent breeze. He bears a daemon-etched scythe to reap the souls of the living. In the first fire segment of the combat phase Mortarion can invoke a Plague Wind, the winds around him suddenly rising to a howling blast which echoes with maniacal laughter. Choose any enemy model within 15cm. This model is infected with a deadly rotting disease and must make a saving throw to survive (models which don't normally have a saving throw save against the Plague Wind on a 6+). If the model fails it is destroyed and you can pick another model within 15cm of the rotting remains which must also make a saving throw to survive. The Plague Wind will continue to take effect until a model makes its saving throw or the last victim dies with no other models within 15cm.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Mortarion	10cm	2+	+10	Plague Wind	See above		–	–	

DAEMONS

Daemons of all kinds swarm throughout the realm of Chaos. Some are savage and bloodthirsty, some are insane and unpredictable, others are mindless but awesomely powerful elemental creatures. Though they are all considerably less powerful than Greater Daemons they still make frightening opponents for mere mortals.

Daemons are truly monstrous entities which belong in the realms of nightmare and delirium, and when they stalk the battlefields of the real universe even the staunchest troops quail. Daemons are devastating in close combat and can easily destroy all but the toughest troops with contemptuous ease.

The No First Fire rule applies to all daemons described below as well as to the Greater Daemons described already. Daemons are so frightening that troops attacked by them in close combat may not shoot at their attackers even if they have first fire orders. See the No First Fire rule as described for Greater Daemons for full details.

Some daemons have various special abilities which are covered individually. Remember the rules given above for Greater Daemons do **not** apply (except the first fire rule) and daemons are much more like normal units in the Space Marine game. Like any mortal units they need to be given orders at the start of the turn and are destroyed if they fail their saving throw against a hit.

HORRORS OF TZEENTCH

Horrors are insubstantial creatures created from the raw stuff of magic, and are either glowing blue or pink. They begin as Pink Horrors, blurring into multi-coloured masses of magic, cackling and braying like lunatics as they stream forward at Tzeentch's bidding. When a Pink Horror is struck down it is not destroyed but splits into two halves and reforms into Blue Horrors. The Blue Horrors continue to fight until they are slain.

To represent Horrors you will need Pink and Blue Horror models - one model per base. When a Pink Horror model is destroyed remove it immediately and replace it with two Blue Horror models. The break point of the initially 5-strong Horror unit is reached when it has lost three Pink or Blue Horrors. Horrors have a morale value of 1+ so they are not going to fail their morale check. The break point merely establishes when victory points are awarded.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Pink Horror	10cm	4+	+4	None		–	–	–	Duplicate
Blue Horror	10cm	None	+1	None	–	–	–	–	

FLAMERS OF TZEENTCH

Like Pink and Blue Horrors, Flamers are creations of magic, soft bodied and almost transparent. Flamers move with surprising speed, leaping forward in great bounds. They attack with magical flames which they spit from orifices at the end of their trunk-like arms. Their magical flame attacks lap around and through cover so they ignore to hit modifiers for cover. Their bounding leaps allow them to clear obstructions with ease so they ignore movement penalties for bad terrain.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Flamers	15cm	None	+1	Flame	25cm	1	5+	0	Ignore cover/terrain

PLAGUEBEARERS OF NURGLE

Plaguebearer daemons are the souls of those who have died victims of Nurgle's greatest contagion - Nurgle's Rot. Nurgle's Rot is an unusual disease in that it affects not only the body but the soul of the victim too. Those infected by the Rot gradually turn into Nurgle's Plaguebearers. These daemons are doomed to the impossible task of keeping account of the innumerable plagues, contagions and infections throughout the universe, counting and recounting in a fruitless attempt to impose order on a meaningless and chaotic existence.

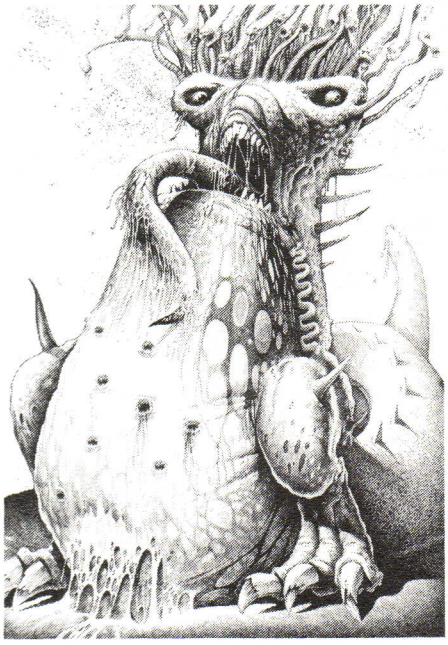
Plaguebearers are surrounded by a huge buzzing **cloud of flies**. Any enemy unit that is engaged by a unit of Plaguebearers in close combat must take a morale check (even if it is not yet broken) at the start of the close combat segment of the combat phase. If the enemy fails it is forced to go on to fall back orders and so will suffer a -2 penalty to its close assault factor. Even if the unit passes the check it still suffers a -1 close assault factor penalty due to the distracting nature of the flies. The cloud of flies does affect crewed vehicles and Titans (the flies get in through vision slits and other small openings), but does not affect uncrewed machines such as robots and Eldar Wraithguard.

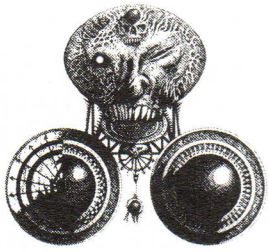
Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Plaguebearer	10cm	4+	+4	None	–	–	–	–	Cloud of flies

BEASTS OF NURGLE

Beasts of Nurgle have a fearsome appearance: a slug-like body topped by a fringe of fat, writhing tentacles constantly oozing slimy secretions. This is belied by their apparently friendly and energetic character as they bound from one group of newcomers to the next, excitedly licking at their new friends and leaving little puddles of caustic slime behind them. The touch of the Beast of Nurgle is deadly to mortals, though they do not appreciate this and only register vague disappointment as each new playmate quickly becomes still and boring.

Like the Plaguebearers, Beasts of Nurgle are surrounded by a huge buzzing **cloud of flies**. Anything engaged in close combat with a Beast of Nurgle must take a morale test exactly as noted above in the rules for Plaguebearers.



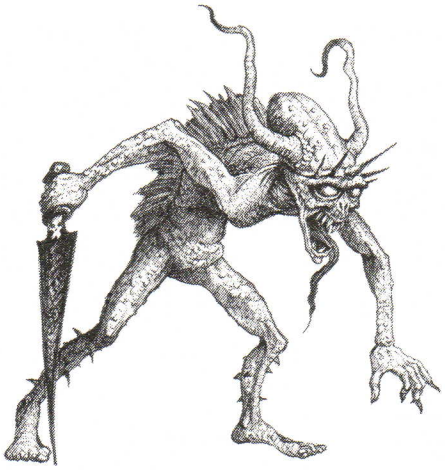


Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Beast of Nurgle	10cm	3+	+5	None	–	–	–	–	Cloud of flies

BLOODLETTERS OF KHORNE

Most of Khorne's daemonic ranks are filled by Bloodletters, who act as his huntsmen and his footsoldiers. They are vicious killers and the taste of blood gives them the strength to overcome any injuries they might suffer.

Bloodletters are fortified by bloodshed and this gives them the ability to regenerate physical damage. Do not remove a Bloodletter model immediately if it is destroyed, turn it on its side instead. The model may not be attacked while on its side, and does not count as a destroyed model toward the unit's break point. Roll a D6 for each regenerating Bloodletter in the end phase. On a roll of 1-3 the model fails to regenerate and is removed from play as a casualty and counted against the unit's break point as normal. On a roll of 4-6 the model regenerates and is placed back on its feet.

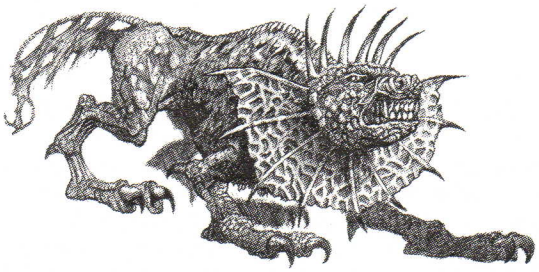


Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Bloodletter	10cm	4+	+5	None	–	–	–	–	Regenerates

FLESHHOUNDS OF KHORNE

Fleshhounds are the hunting beasts of Khorne. Faultless trackers and merciless in the chase, the hounds make implacable foes. Those marked as quarry for the hounds are doomed to be run to ground and torn to shreds beneath their red, dripping fangs.

Khorne has a particular hatred for magic and Fleshhounds have special magical collars which ward off its effects. This means that Fleshhounds are immune to psychic attacks from whatever source, eg Mind Blasts from Eldar Warlocks, and psychic attacks from Space Marine Librarians and Ork Weirdboyz.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Fleshhound	20cm	None	+2	None	–	–	–	–	Immune to psychic attacks

FIENDS OF SLAANESH

Fiends of Slaanesh are unnatural mixtures of scorpion, reptile and human. With a strange and scuttling gait they pursue those who would flee the Lord of Pleasure's embrace and seek to overcome their prey with their **soporific musk**. This has the effect of reducing their opponent's close assault factor by -1 in the case of troop stands, but not vehicles, as the musk is too weak to penetrate them. The soporific musk has no effect on troop stands of machines such as robots, Wraitguard, etc.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Fiend	15cm	None	+1	None					Soporific musk

DAEMONETTES OF SLAANESH

The Daemonettes are the most numerous of Slaanesh's daemonic followers, and serve the Lord of Pleasure's desires in many ways. Daemonettes have a perverse beauty, unnatural and disturbing. Though they are fearsome fighters in their own right, each Daemonette is an adept of the forbidden arts and will not hesitate to use its power. Daemonettes can evoke an aura of **euphoric ecstasy** in the weak-willed, leaving them virtually helpless.

Any unit that is attacked by Daemonettes must take a morale check in the close combat segment, even if it is not already broken. If the test is failed the unit enters a blissful, euphoric state that leaves them completely vulnerable to the Daemonettes or any other unit that attacks them. Any models in the unit that are engaged in close combat that turn automatically lose and are eliminated. This ability cannot affect machines which have no crew (such as robots and Eldar Wraithguard) and has no effect on other daemons.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Daemonette	10cm	4+	+4	None	–	–	–	–	Euphoric ecstasy

CHAOS ANDROIDS

The Chaos Android is a shining skeleton of hardened plasteel. Its cunning construction is a secret known only to certain tainted Squat fabricators working in league with Chaos Renegades. Each android contains a tiny bound daemon, an animating spirit imprisoned within its plasteel shell by the conjurations of a Chaos Sorcerer.

The contained daemon hates being trapped in this way and will do anything to escape, but it is bound to obey any direct order it is given. The daemon will always try to interpret any command in as perverse a way as possible in order to avoid doing what it is supposed to.

Chaos Androids are just as much daemons as robots and are therefore considered to be daemons for rules purposes, for example if attacked by a Librarian's *destroy daemon* ability. They fight as troop stands, five models to a stand, in units of four stands.

To represent the Chaos Androids' determination to deliberately misinterpret orders wherever possible order counters are placed in a slightly unusual way. Once all other order counters have been placed, including Eldar orders from a Warlock, both players roll a D6 for each Chaos Android unit on the table. The player with the highest score may place whatever order counter he wishes, so the Chaos Androids are still moved and fight under the control of their own side but must do so with the orders they have been given. This means that sometimes their orders will be inappropriate because the bound daemons have perverted the command they would normally have been given.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
CHAOS ANDROID	10cm	None	+4	Lasgun	50cm	1	5+	0	Roll off to place orders.

DAEMON ENGINES OF KHORNE

Though Khorne despises magic as unfitting for a warrior he does not rely on swords and axes alone to gather souls. Technology and even magical weapons are all tools to increase the tally of the fallen. Greatest of Khornes weapons are the part magical, part technological Daemon Engines. Daemon Engines vary in size and appearance but all are large and bristle with weapons. Covered with heavy armour of black steel and marked with brass skull runes of Khorne, Daemon Engines resemble deadly, hulking monsters. Their advance is almost unstoppable as they clank forward on rattling tracks or spiked wheels.

To represent their relentless advance Daemon Engines must always have advance or charge orders and attempt to close the distance towards the enemy.

Daemon Engines are powered by psychic energy released by bloodshed and violence. Their potency increases if the battle is going well for the armies of Chaos. This success is dependent on whether Chaos is winning by scoring more victory points. If Chaos has the most victory points during a turn all Daemon Engines receive +1 on their to hit rolls, +1 on their saving throws and roll an extra D6 in close combat. If the victory point totals are equal or your opponent has more points no extra benefits are received.

TOWER OF SKULLS

The Tower of Skulls is a wheeled Daemon Engine of Khorne which carries tall gun towers made from piles of skulls and has a massive three-tined pincer on its front. The numerous cannon and bolters mounted in the skull-encrusted towers can fire all around and the frontal pincer is capable of crushing armoured vehicles like eggs. Towers of Skulls normally take advantage of their armament by plunging into the midst of enemy formations so that they can first crush their foes and then blast away in all direction to cause maximum mayhem.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
TOWER OF SKULLS	15cm	2+ all round	+5	Cannon Bolters	50cm 15cm	5 6	5+ 6+	-1 0	+1 bonus if winning

DEATH DEALER

Death Dealers are huge mobile siege towers which carry resolute warbands of fanatical Khorne Warriors into battle. At the front of the machine a gigantic mechanical Chaos Warrior wields fearsome close combat weapons and a gatling cannon. Behind the Chaos Warrior is a tower with a large cannon mounted on top. It is here that the warbands wait to disembark and from here that the mechanical Chaos Warrior is controlled. A Death Dealer can transport up to five troop stands, and these embark and disembark according to the normal rules for transport vehicles as described in the Space Marine rule book.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
DEATH DEALER	15cm	2+ all round	+7	Gatling cannon Tower gun Bolters	25cm 50cm 15cm	6 1 4	5+ 5+ 6+	0 -2 0	+1 bonus if winning. Carries 5 stands

CAULDRON OF BLOOD

The veins of daemons flow not with mortal blood but the red-hot lava of daemon blood. A huge, bubbling cauldron of daemon blood is carried on top of the Daemon Engine to supply the great cannon which juts out of its front. Once targets are within range a great gout of blood is fired through the projecting nozzle, raining the foe with molten lava. Like all Daemon Engines the Cauldron of Blood also carries massive combat blades on its prow to slice through the opposition.

The blood cannon's fire is represented by the lava template. To use this weapon place the template so that the pointed end is touching the Cauldron and the broad rounded end lies within the normal 180° frontal fire arc. Anything under the template is within the firefall and will be hit on a roll of 4, 5 or 6. Models hit suffer a -1 saving throw modifier. Buildings can be destroyed by the blood cannon, any which are hit and fail their saving throw collapse and are turned into rubble. The lava-like daemon blood flows over and around cover so modifiers have no effect on the blood cannon's hit roll.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
CAULDRON OF BLOOD	15cm	2+ all round	+5	Blood cannon	Template		4+	-1	+1 bonus if winning

MORTAL FOLLOWERS OF CHAOS

CHAOS SQUATS

Chaos Squats are the armourers and artificers of the armies of Chaos. With devilish cunning they construct weapons and engines of war which defy sanity. Each new creation is magnificently built to evoke the correct aura of terror and majesty. It is thought that the Chaos Squats are responsible for the maintenance and construction of Chaos Titans and the fearsome Daemon Engines of Khorne. Chaos Squats also fight with unparalleled ferocity in the field of battle, favouring heavy fire power to slaughter their foes. A troop stand of Chaos Squats comprises five Chaos Squat models on an epic plastic base.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
CHAOS SQUATS	10cm	None	+2	Heavy Bolters	50cm	2	5+	0	

JUGGERNAUTS OF KHORNE

Juggernauts of Khorne are massive steeds of groaning iron and brass. Their heavy, wide mouthed heads are filled with brazen fangs and their thick, powerful legs drive forward a huge body taller than a man and many tons in weight. Ridden by favoured Champions of Khorne a unit of Juggers is an awesome sight and their thundering charge is almost unstoppable!

To represent their enormous resilience Juggers that have been shot and killed in the first fire segment are still allowed to fight in the close combat segment. If they win the close combat then both they and any defeated enemy are removed as casualties. A Juggernaut stand is represented by mounting two Jugger models on a 20mm x 20mm piece of card or a standard plastic epic base.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
JUGGER	15cm	5+	+5	Bolters	25cm	1	6+	0	Always completes charge

TROLLS AND MINOTAURS

When Chaos Renegades set sail into the warp they often take creatures of Chaos with them as mascots, hunting beasts or just extra muscle. Most commonly encountered are Trolls and Minotaurs, giant bipedal creatures of fantastic strength and endurance. It has been theorized that these creatures are a form of mutated Ogryn but there is little evidence to support this. Fortunately, Trolls and Minotaurs aren't very intelligent and use little in the way of technological weapons or armour. Trolls are particularly prone to forgetting what they are doing, and to represent this you must roll a D6 for each band of Trolls in the orders phase. On a roll of 1 or 2 the Trolls forget what they're doing and shamble around on advance orders. On a 3 or more they remember they're supposed to be hitting people and have charge orders for the turn.

Trolls and Minotaurs always have a save of 6+ (ignore the attacker's saving throw modifier). Additionally, Trolls are renowned for their ability to regenerate hideous wounds in a matter of moments. To represent this they have a special extra saving roll. Whenever a Troll has been hit and failed its saving throw place the the model on its side instead of removing it. The model may not be attacked while on its side, and does not count as a destroyed model toward the unit's break point. Roll a D6 in the end phase. On a roll of 1-3 the model fails to regenerate and is removed from play as a casualty and counted against the unit's break point as normal. On a roll of 4-6 the model regenerates and is placed back on its feet.

Troll and Minotaur stands are represented by mounting a single Troll or Minotaur as appropriate on a 20mm x 20mm piece of card or a standard plastic epic base.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
TROLLS	10cm	6+	+5	None					Regenerates
MINOTAURS	10cm	6+	+5	None					

SLAANESH BEAST RIDERS

The Beasts of Slaanesh are strange bipedal creatures, combining the physical aspects of horse and ostrich. Champions of Slaanesh sometimes ride such beasts into battle. Slaanesh Beasts are very fast and use their long tongues to ensnare their foes, dragging the victim onto the weapon of their rider. A stand of Slaanesh Beast Riders is represented by mounting two models on a 20mm x 20mm piece of card or a standard epic base.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
BEAST RIDERS	20cm	None	+3	Bolters	25cm	1	6+	0	

CHAMPIONS OF CHAOS

Champions of Chaos are mortals who have sold their souls to Chaos in exchange for unearthly power. Only a person who consciously dedicates himself to a Chaos Power can become a Chaos Champion. The Power recognises in the individual a useful servant and ally. The individual recognises in the Power a means by which he can gain mortal success, perhaps to overcome some terrible enemy or adversity. A Champion's motives can be many and varied: revenge for past injustices, liberation from oppression, personal ambition, conquest. A Champion of Chaos may even be driven by an apparently incongruous emotion such as the defence of his loved ones or a desire to aid the poor. Any great need or want can drive a person into the arms of Chaos. A factor which drives many into that embrace is fear of their own mortality, for a Chaos Power has the ability to grant immortality as a daemon, although few Champions are granted this boon.

Champions of Chaos become powerful individuals under the patronage of their gods, quickly attracting a devoted group of followers. Rewards granted by their patrons give them superhuman strength and vitality. This and Chaos-wrought weapons and armour make them powerful opponents. Because of the auspices of their gods Chaos Champions have a saving throw of 6, regardless of the attacker's saving throw modifier. Champions of Chaos have a saving throw of 4, 5 or 6 on a D6 against psychic attacks such as an Eldar Warlock's Mind Blast.

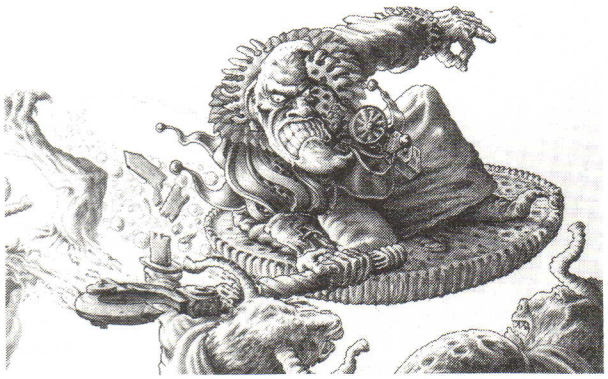
A Champion of Chaos stand is represented by mounting a single Champion of Chaos model on a 20mm x 20mm piece of card or a standard plastic epic base. If you like, you may add a few extra models to the base to represent the Champion's immediate entourage, and one of these followers can be a standard bearer.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
CHAOS CHAMPION	10cm	6+	+4	Daemonic Weapon	25cm	1	5+	0	Psychic save 4+

TZEENTCH DISC RIDERS

The Discs of Tzeentch are magical creatures which normally swim through the Realm of Chaos on the tides of warp space, hunting in shoals for vulnerable souls to prey upon. In the material universe they take the form of bizarre disc-shaped creatures which skim through the air, darting and turning like sleek fish. A Champion of Tzeentch may be given one of these sky-sharks to ride into battle by standing on its flat upper surface.

Flying Discs count as skimmers in all respects and can perform pop-up attacks as described in the Space Marine rule book. Disc rider stands are represented by mounting a single Disc rider model on a 20mm x 20mm piece of card or a standard plastic epic base.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
DISC RIDER	25cm	None	+2	Lascannon	50cm	1	5+	-1	Skimmer

BEASTMEN

Beastmen make up a large part of the population of the daemon worlds. They are always among the first to flock to a renegade force gathering to raid the Imperium. Cultists can also often easily subvert Beastmen within the Imperium itself to fight on behalf of Chaos. Beastmen are armed with swords, axes and other hand weapons for the main part and rely on closing with their enemy. A troop stand of Chaos Beastmen comprises five Beastmen models mounted on a standard epic plastic base. There are three different types of Beastmen in the Imperial Guard and Chaos plastic sets and these can be freely intermixed to produce troop stands of Beastmen with a more irregular and barbaric appearance.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
BEASTMEN	10cm	None	+3	Swords/Axes					

CHAOS DREADNOUGHTS

A great Chaos Space Marine Champion may be fortunate enough to find himself implanted into a Dreadnought rather than die of his wounds. Just as Space Marine Dreadnoughts combine the barely alive remnants of a Space Marine with a complex metal fighting machine, so the Chaos Dreadnought uses sophisticated technology to prolong the lives of Chaos Champions in machine form.

The Chaos Dreadnoughts derive from the ancient time before the Horus Heresy, but since then have been rebuilt, often to mimic the form of some daemonic creature. Relatively few survive and they are carefully maintained and repaired when necessary. If a Dreadnought's occupant is killed in action then the Dreadnought is refurbished and prepared for another Champion.

Chaos Dreadnoughts are large machines and relatively cumbersome as a result. They have the same movement restrictions and penalties as vehicles. See the Terrain Chart on the Space Marine summary sheet for details of these restrictions. Dreadnoughts can be armed with a variety of heavy weapons such as auto-cannons, chainsaws, heavy bolters, and many more.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
CHAOS DREADNOUGHT	10cm	5+	+1	Various	50cm	2	5+	0	

CULTISTS

Chaos Cultists may be rebellious Imperial Guard units, local military forces, police, or just ill-equipped brigands who have thrown in their lot with Chaos. Because Imperial Guard equipment is relatively common, Cultists are often equipped in much the same way as Imperial Guard. Their armour and weaponry tends to be battered and neglected, covered with hastily applied Chaos runes and symbols marking their allegiance.

A troop stand of cultists comprises five of any Imperial Guard models from the Imperial Guard plastic set mounted on a standard epic base. If you wish, different models from the Imperial Guard and Chaos plastic sets (such as Chaos Space Marines and Beastmen) can be freely intermixed on troop stands to show how they have been marked by Chaos.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
CHAOS CULTISTS	10cm	None	0	Lasguns	50cm	1	5+	0	

CANNON OF KHORNE

The Cannons of Khorne are one of the most hideous engines of destruction created for the Blood God Khorne by the Chaos Squats. Huge carriages of blackened steel ornamented with bronze skulls, the Cannons mount a single heavy tube banded with brass and steel flaring towards a gigantic gaping muzzle. Cannons of Khorne rumble into battle driven by great pressure engines which push them forward on creaking wheels. The charge a Cannon of Khorne fires is drawn from the energies of warp space, directed as a shrieking meteor of flame which melts flesh from bone and burns bone to ash. It takes a considerable time for a Cannon of Khorne to build up enough energy to fire. As it does so a hellish glow grows in its maw and deep rumbles issue from within. Consequently a Cannon may only fire on first fire orders.

When a Cannon is fired roll the artillery dice to determine how many barrage points its shot will hit with. If a **misfire** is rolled the Cannon of Khorne suffers a catastrophic blow-back and is immediately consumed in a massive explosion. If this happens, remove the model and count its loss towards the battery's break point. Otherwise the dice will show a number between 2 and 10 - this is the number of barrage points used to attack. A barrage template is placed over the target model, which can be at any range but must be in the line of sight of the Cannon. See if the shot hits on target by rolling the scatter dice as you would for an indirect barrage (see the Space Marine rule book). If an arrow is rolled the shot scatters 2D6cm off target in just the same way as an indirect barrage (the random destruction wreaked by this device is most pleasing to Khorne). Each Cannon uses a separate barrage template so the barrage points for a battery of Khornate Cannon is never added together as conventional artillery batteries are.

Anything wholly or partly under the barrage template is attacked and hits are rolled as for a normal barrage, and all hits are resolved with a -4 saving throw modifier. Buildings are vulnerable to being hit by Cannons of Khorne and will collapse into rubble if they fail their saving throw.

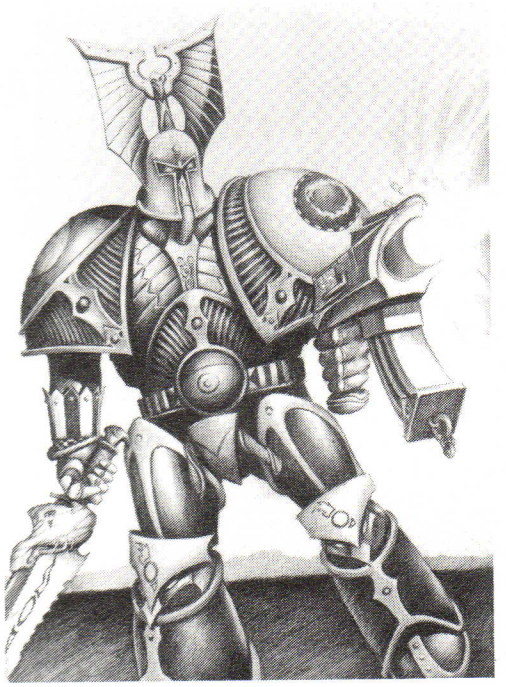
Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
CANNON OF KHORNE	10cm	3+	+1	Warp cannon	Special	2-10 BPs Roll artillery dice		-4	Barrage

CHAOS SPACE MARINES

The Chaos Space Marine Legions fled into the Eye Of Terror after the Horus Heresy. Four Legions of Chaos Space Marines are directly aligned to the Chaos Powers: the World Eaters to Khorne, the Emperors Children to Slaanesh, the Thousand Sons to Tzeentch and the Death Guards to Nurgle. The names of these Traitor Legions were struck from all Imperial records and they are hated and reviled by loyal Space Marines.

The Chaos Space Marine Legions are some of the Chaos Gods' most favoured warriors. Many Chaos Space Marine commanders became Champions of Chaos and eventually Daemon Princes. Squads of Chaos Marines will often join Chaos hordes to further the aims of their patron, and at other times companies of Chaos Marines will be despatched with their Daemon Primarch to perform specific missions. Companies of Chaos Space Marines are granted special Chaos rewards by their patron gods, making them even more potent.

A troop stand of Chaos Space Marines comprises four Chaos Space Marine models plus a model armed with a missile launcher. Other Space Marine models can also be freely used to make up troop stands of Chaos Space Marines, and these simply represent Space Marines whose appearance has not been changed by the corrupting influence of Chaos.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
CHAOS SPACE MARINES	10cm	None	+3	Missile Lchr	50cm	1	4+	-1	

CHAOS TITANS

Titans are the supreme fighting machines of the Imperium – towering metal giants armoured in adamantium and armed with the mightiest weapons the Imperial Tech-Priests of the Adeptus Mechanicus can devise. At the heart of every Titan a blazing plasma reactor harnesses the power of the sun to supply the machine's massive energy requirements. Each of these vast war machines requires a substantial crew to control and direct it. Few troops can survive the assault of a Titan's devastating weapons.

In the dark days of the Horus Heresy great numbers of the Adeptus Mechanicus were lured into the service of Chaos with promises of forgotten knowledge. The Tech Priests of Mars were pitched into bloody civil war, unleashing forbidden weapons to scour the surface of the red planet. The Titan Legions of the Collegia Titanica split into loyalist and traitor factions, with over half of the Titan Legions joining Horus. Throughout the Heresy innumerable battles were fought between Titans and whole cities shook beneath the heavy tread of these awesome war machines. With the failure of the Heresy the renegade Titan Legions were driven into the Eye of Terror where they still dwell ten thousand years on, waiting to board space hulks and devastate the worlds of the Imperium again.

During their long sojourn among the Daemon worlds the renegade Titans have warped and mutated, for the mutable power of Chaos is not limited to creatures of living flesh. These gigantic engines of terror are universally feared as they wander the Daemon worlds from battle to battle, eternally wreaking the carnage they were built for. No-one quite knows whether they still contain their original crews, their lives unnaturally prolonged by the warping power of Chaos, or something far worse. Chaos Titans are feared and respected by the followers of Chaos as monstrous, brooding effigies of ancient gods of war. The Imperium fears the Chaos Titans as the avenging revenants of an horrific past.

Most Chaos Titans are Warlord class Battle Titans as these were the commonest type at the time of the Heresy. Nearly all of them have been altered in some way. Some have had their heads reshaped into daemonic visages, or mounted with close combat weapons or extra guns, and another common change is the addition of long sinuous tails mounting weapons or gigantic blades.

Chaos Titans vary wildly in their colour schemes and baroque decoration, but those aligned to a particular Chaos Power take on the hues associated with that Power: red and brass for Khorne, swirling pastel shades for Slaanesh, electric blues and yellows for Tzeentch and bilious greens and rusting steel for Nurgle. Flags, kill banners and pennants fly from the weapons and arms of Chaos Titans, with the symbol of their Chaos Power or the eight arrowed sign of Chaos prominently displayed.

Cards for Chaos Warlord Titans are supplied in this supplement. They are included as Minion cards, so up to five can be chosen for each Greater Daemon in your force. Warhound and Reaver Titans may also be chosen as Minion cards if desired, even though no cards are included here. Simply use the appropriate Imperial cards instead.

Chaos Titans can use any weapons or special devices that Imperial Titans can. In addition there are two weapons which are available exclusively to Chaos Titans: Chaos Titan Tails and the Energy Whip.

CHAOS ENERGY WHIP

The Energy Whip is a close combat weapon used exclusively by Chaos Titans. The triple whip scythes through opposing vehicles and infantry and is capable of inflicting great damage against Titans.The Whip also acts as a conductor for a massive electrical jolt intended to overload void shields and burn out circuitry.

The Whip is used at the very start of the close combat segment, before any close combats are resolved. Roll a D6 for every enemy model in combat with the Titan using the Whip. The enemy model is hit on a roll of 4, 5 or 6, and saving throws are at -1 where taken. An enemy Titan loses 1D6 void shields automatically if hit. If the Titan has less shields than the number indicated any excess is added to the close combat factor of the Titan using the Whip.

CHAOS TITAN TAILS

Many Chaos Titans have mutated into hellish mixtures of metal and flesh. Some carry extra weapons mounted on long, sinuous tails to crush and gouge their enemies. A Titan fitted with a Chaos Tail adds +2 to its close assault factor.

ELDAR TITANS

LAS CANNON WING
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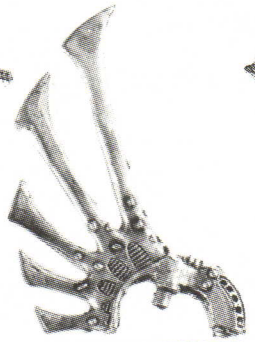
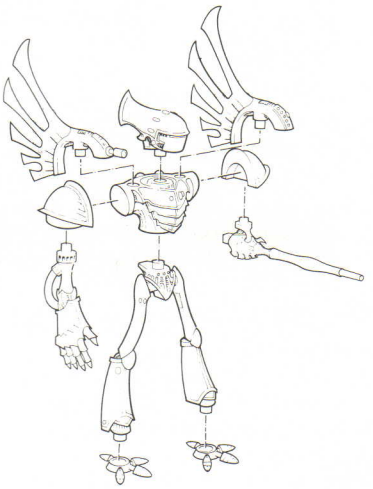
WARLOCK TITAN HEAD
076404/14

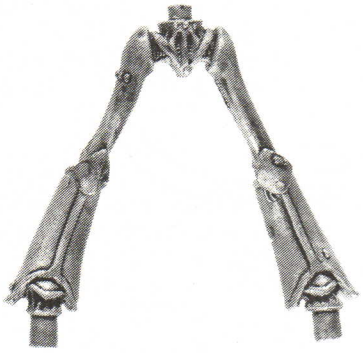


MISSILE LAUNCHER WING
076404/3

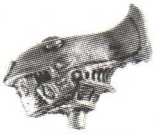
HEAD 1
076404/12



EACH COMPLETE ELDAR TITAN CONSISTS OF:
2 x WINGS
1 x LEGS
1 x TORSO
1 x HEAD
2 x FEET
2 x SHOULDERS
2 x WEAPONS
PLEASE STATE WHICH ITEMS YOU REQUIRE WHEN YOU ORDER



LEGS
076404/1



HEAD 2
076404/8

FOOT
076404/7

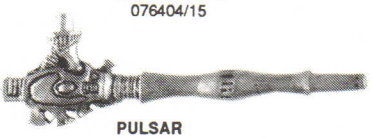
SHOULDER 1
076404/5

TORSO
076404/4

SHOULDER 2
076404/6

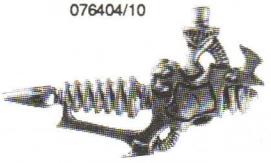
HEAT LANCE
076404/16

PSY CANNON
076404/15



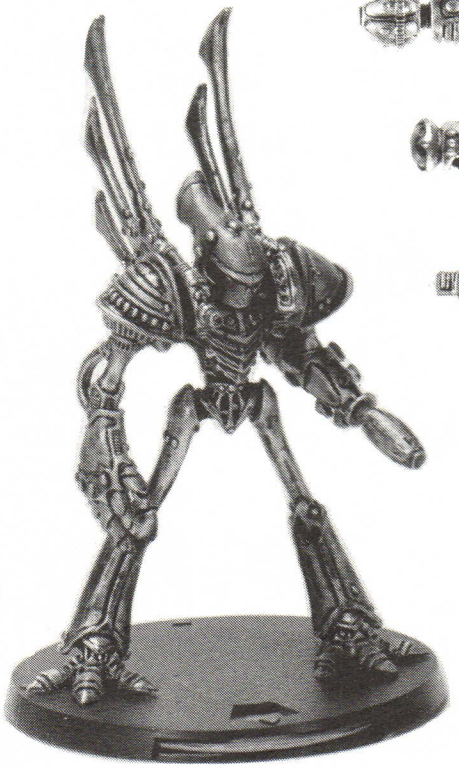
PULSAR
076404/9

D-CANNON
076404/10

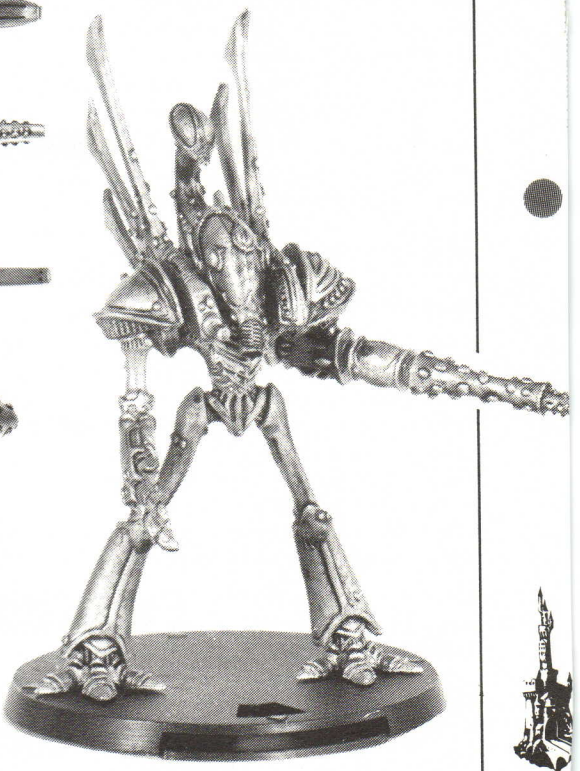


TREMOR CANNON
076404/13

POWER FIST
076404/11



EXAMPLE OF THE COMPLETE ELDAR TITAN



EXAMPLE OF THE COMPLETE WARLOCK TITAN

Designed by Jes Goodwin

CITAD
MINIATU

CHAOS WARLORD TITAN

EACH BOX SET CONTAINS 6 TITAN BODY SPRUES AND 2 TITAN WEAPON SPRUES

Designed by Colin Dixion

CLOSE COMBAT HEAD 1
076027/2

CLOSE COMBAT HEAD 2
076027/18

KHORNE SKULL HEAD
076027/21

NURGLE HEAD
076027/16

HORNED HELM HEAD
076027/20

DRAGON HEAD
076027/7

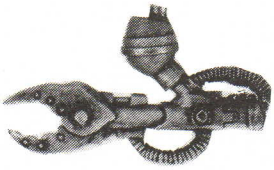
SLAANESH HEAD
076027/9

TZEENTCH HEAD
076027/10

KHORNE HOUND HEAD
076027/4

BANNER POLE 1
076027/23

CHAOS ENERGY WHIP*
076027/29



BATTLE CLAW*
076027/44

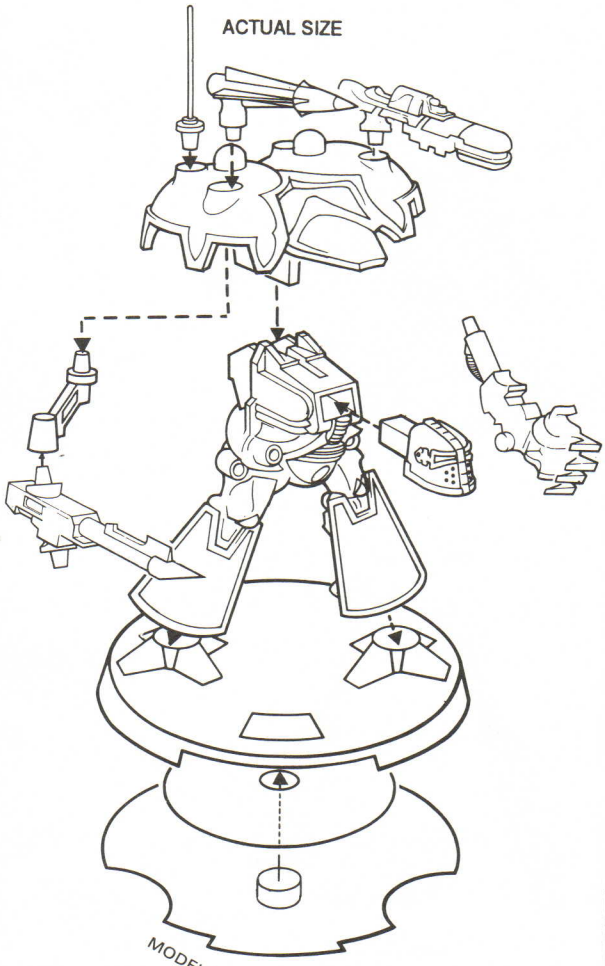
CHAOS TITAN TAIL 2
076027/41

CHAOS TITAN TAIL 1
076027/44

CHAOS TITAN TAIL 4
076027/42

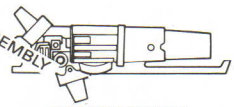
CHAOS TITAN TAIL 3
076027/40

ACTUAL SIZE



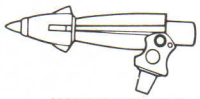
MODELS REQUIRE ASSEMBLY

VOLCANO CANNON

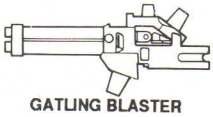


QUAKE CANNON

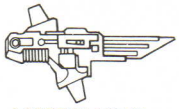
PLASMA DESTRUCTOR



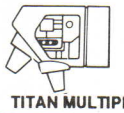
VORTEX MISSILE



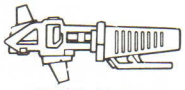
GATLING BLASTER



LASER BLASTER

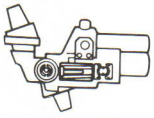


TITAN MULTIPLE ROCKET LAUNCHER

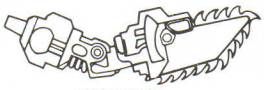


MELTA CANNON

PLASMA CANNON



LAS BURNER



CHAIN FIST

POWER FIST

ALL THESE MINIATURES CAN BE MOUNTED ON THE PLASTIC WARLORD TITANS
THOSE MODELS MARKED * WILL ALSO FIT THE METAL REAVER TITANS.

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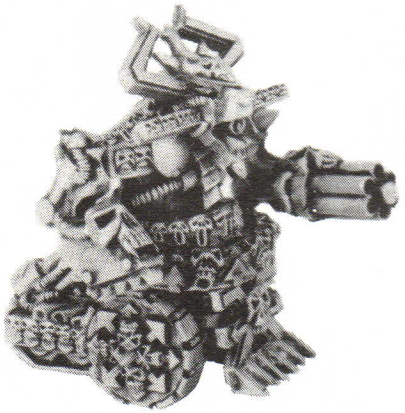
TADEL
HATURES

DAEMON ENGINES OF KHORNE

KHORNE LORD OF BATTLE



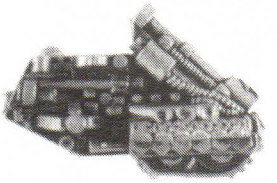
THE COMPLETE KHORNE LORD OF BATTLE CONSISTS OF:

1 x TRACK UNIT
1 x CENTRE PIECE
1 x SPIKED SHIELD
1 x BODY
1 x HEAD
1 x RIGHT HAND WEAPON
1 x LEFT HAND WEAPON

HEAD
076514/5

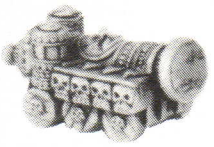
CENTRE PIECE
076514/3

BODY
076514/10

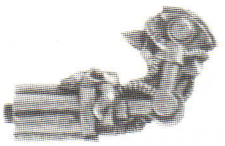


TRACK UNIT
076514/1

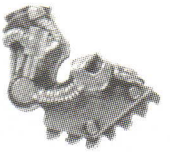
CANNON OF KHORNE



CANNON OF KHORNE
076526/10

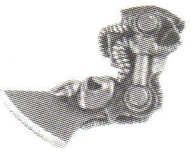


DEATH STORM LEFT ARM
076514/9

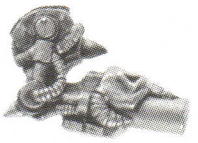


CHAIN FIST RIGHT ARM
076514/7

SPIKED SHIELD
076514/2



HELL BLADE LEFT ARM
076514/8



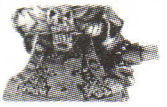
DOOM BURNER RIGHT ARM
076514/6

WHEEL
076514/4

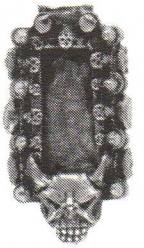
CAULDRON OF BLOOD

THE COMPLETE CAULDRON OF BLOOD CONSISTS OF:
1 x CAULDRON OF BLOOD BASE
1 x CAULDRON OF BLOOD TOWER
1 x BATTLE SCYTHE 1

BATTLE SCYTHE 1
076526/6

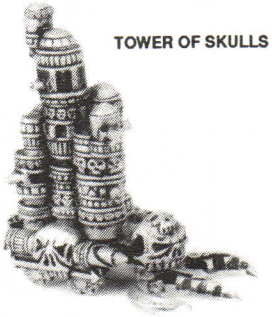


CAULDRON OF BLOOD TOWER
076526/5



CAULDRON OF BLOOD BASE
076526/4

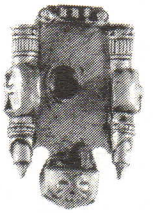
TOWER OF SKULLS



THE COMPLETE TOWER OF SKULLS CONSISTS OF:
1 x TOWER OF SKULLS BASE
1 x SKULL TOWER
1 x BATTLE SCYTHE 2

BATTLE SCYTHE 2
076526/9

SKULL TOWER
076526/8



TOWER OF SKULLS BASE
076526/7

Designed by Dave Andrews

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CITADEL MINIATURES

DAEMON ENGINES OF KHORNE

Designed by Dave Andrews

DEATHDEALER

THE COMPLETE DEATHDEALER CONSISTS OF:
1 x DEATHDEALER BASE
1 x DEATHDEALER GUN TOWER
1 x DEATHDEALER MACHINE WARRIOR

DEATHDEALER MACHINE WARRIOR
076526/3

DEATHDEALER GUN TOWER
076526/2

DEATHDEALER BASE
076526/1

EPIC DAEMONS

TZEENTCH

LORD OF CHANGE
076501/8

HORROR
076501/9

FLAMER
076501/10

SLAANESH

KEEPER OF SECRETS
076501/11

DAEMONETTE
076501/12

FIEND
076501/13

NURGLE

GREAT UNCLEAN ONE
076501/1

PLAGUE BEARER
076501/2

BEAST OF NURGLE
076501/3

KHORNE

BLOODTHIRSTER
076501/5

BLOODLETTER
076501/6

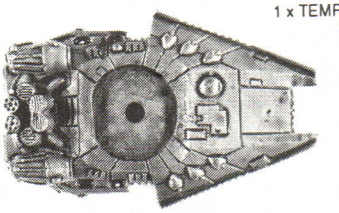
FLESH HOUND
076501/7

Designed by Jes Goodwin and Colin Dixion

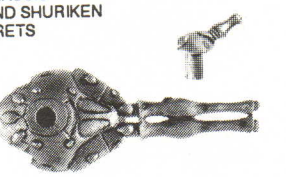
EPIC ELDAR

ELDAR TEMPEST GRAV TANK

THE COMPLETE TEMPEST CONSISTS OF:
1 x TEMPEST CHASSIS
1 x TEMPEST LASER AND SHURIKEN CANNON TURRETS



TEMPEST CHASSIS
076429/1



TEMPEST LASER AND SHURIKEN CANNON TURRETS
076429/2

ELDAR WAVE SERPENT

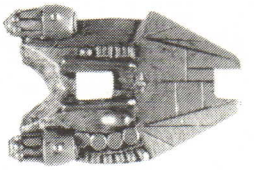
THE COMPLETE ELDAR WAVE SERPENT CONSISTS OF:
1 x WAVE SERPENT HULL
1 x WARP ENERGY GENERATOR

WAVE SERPENT HULL
076429/6

WARP ENERGY GENERATOR
076429/7

ELDAR DOOM WEAVER

THE COMPLETE ELDAR DOOM WEAVER CONSISTS OF:
1 x DEATHSTALKER / DOOM WEAVER HULL
1 x DOOM WEAVER WEB SPINNER

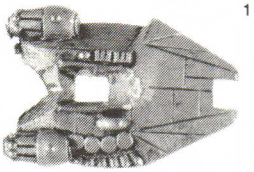


DEATHSTALKER / DOOM WEAVER HULL
076429/4

DOOM WEAVER WEB SPINNER
076429/8

ELDAR DEATHSTALKER

THE COMPLETE ELDAR DEATHSTALKER CONSISTS OF:
1 x DEATHSTALKER / DOOM WEAVER HULL
1 x PRISM CANNON



DEATHSTALKER / DOOM WEAVER HULL
076429/4

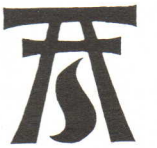
PRISM CANNON
076429/7

ELDAR WARP HUNTER

WARP HUNTER
076429/3

ELDAR WAR WALKER
076431/4

ELDAR AVATAR
076404/17



Designed by Norman Swales with Jes Goodwin

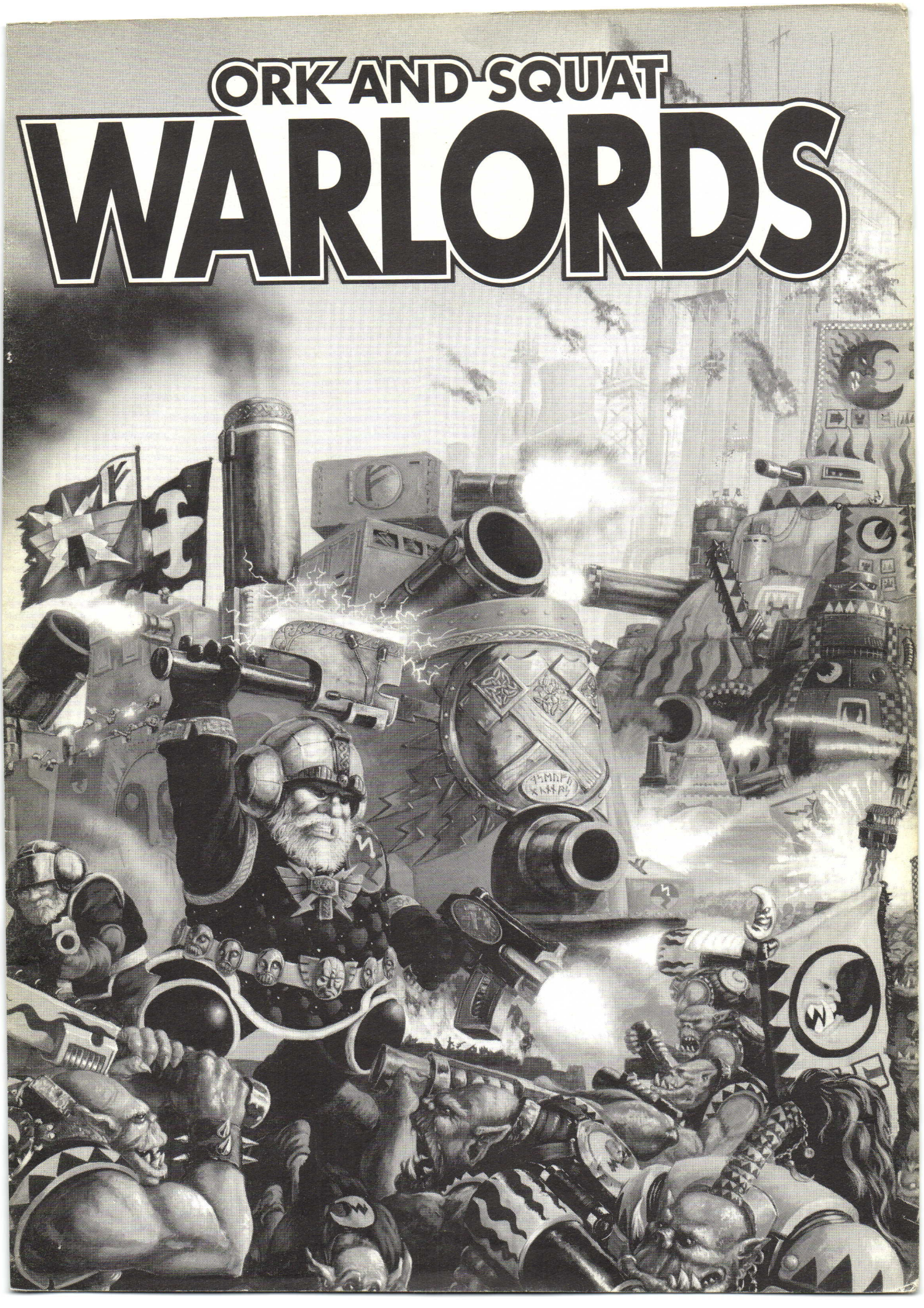
ELDAR DATA SHEET

TROOP TYPE	MOVE	SAVING THROW	CLOSE ASSAULT FACTOR	WEAPONS	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES
GUARDIANS	10cm	None	0	Shuriken	50cm	1	5+	0	
ASPECT WARRIORS									
Swooping Hawks	20cm	None	+2	Lasguns	25cm	1	5+	0	
Dire Avengers	10cm	None	+2	Shurikens	50cm	1	5+	0	
Dark Reapers	5cm	6+	+1	Missile Launcher	75cm	2	4+	-1	
Fire Dragons	10cm	None	+2	Thermal Gun	25cm	1	5+	-2	
Howling Banshees	10cm	None	+6	Power Sword	None	–	–	–	Psychic scream
Striking Scorpions	10cm	None	+6	Mandi-blaster	None	–	–	–	Roll 3D6 in close combat
WARLOCKS	10cm	None	+2	Shuriken Pistols	25cm	1	5+	0	Psychic Powers
EXARCHS	20cm	6+	+8	Ancient Artefacts	75cm	2	3+	-1	
HARLEQUIN	15cm	None	+6	Shuriken Pistol	25cm	1	5+	0	Reroll close combat defeat
ELDAR JET BIKE	35cm	None	+3	Shuriken Cannon	15cm	1	5+	-1	Skimmer
VYPER JET BIKE	35cm	None	+3	Shuriken Cannon	25cm	2	5+	-1	Skimmer
FALCON GRAV-TANK	25cm	3+	+1	Lascannon	75cm	1	4+	-2	Carries 2 stands. Skimmer
TEMPEST	25cm	1+	+4	Tempest Laser	100cm	2	4+	-3	Skimmer
				Shuriken	15cm	2	6+	0	
				Shuriken Cannon	15cm	1	5+	-1	
LASCANNON	10cm	None	-3	Lascannon	75cm	1	4+	-2	
VIBRO-CANNON	10cm	None	-3	Vibro-cannon	75cm	Special Rules		–	Target hit on 5+. Intervening models on 6+.
DREADNOUGHT	10cm	5+	+2	Lascannon	75cm	1	5+	-2	Takes orders from nearest Eldar.
WRAITHGUARD	10cm	6+	+4	Wraith Cannon	50cm	1	5+	-1	Takes orders from nearest Eldar.
WARP HUNTER	25cm	3+	+1	Warp Cannon	75cm	See Special Rules			Skimmer Scatters twice
WAVE SERPENT	25cm	3+	+1	Warp Wave	2D6x10	–	4+	–	Carries 2 stands
DEATHSTALKER PRISM CANNON	25cm	3+	+1	Prism Cannon	75cm	1	3+	-2	Special rules Skimmer
AVATAR	15cm	2+	+10	Spear	15cm	1	2+	-3	
DOOMWEAVER	25cm	3+	+1	Wire thread	Special	Special	Special	Special	
WAR WALKER	25cm	None	+1	Lascannon	75cm	1	5+	-2	
				Scatter Laser	25cm	3	5+	0	
SCOUTS	10cm	None	+3	Lasgun	50cm	1	4+	0	Cannot be targeted at ranges of over 25cm.

CHAOS DATA SHEET

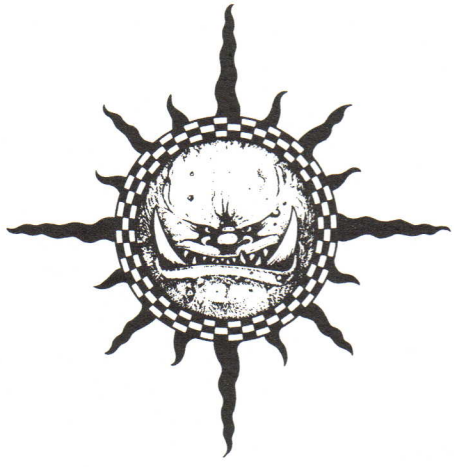
TROOP TYPE	MOVE	SAVING THROW	CLOSE ASSAULT FACTOR	WEAPONS	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES
GREATER DAEMONS									
KEEPER OF SECRETS	10cm	2+	+10	Aura of Slaanesh	25cm	See above	4+	No saving throw	
GREAT UNCLEAN ONE	5cm	1+	+7	Stream of Corruption	See above		3+	No saving throw	
LORD OF CHANGE	15cm	2+	+8	Bolt of Change	35cm	1	3+	-1	Skimmer
BLOODTHIRSTER	10cm	2+	+12	Axe & Whip					Skimmer Fights twice in close combat
PRIMARCHS									
ANGRON	10cm	2+	+12	Fearsome Roar	See above		–	–	
FULGRIM	10cm	2+	+10	Soporific Musk	See above				
MAGNUS THE RED	10cm	2+	+10	Beam of Power	100cm	1	2+	-6	
MORTARION	10cm	2+	+10	Plague Wind	See above		–	–	
DAEMONS									
PINK HORRORS	10cm	4+	+4	None		–	–	–	Duplicates
BLUE HORRORS	10cm	None	+1	None		–	–	–	
FLAMERS	15cm	None	+1	Flame	25cm	1	5+	0	Ignores terrain/cover
PLAGUEBEARERS	10cm	4+	+4	None	–	–	–	–	Cloud of flies
BEASTS OF NURGLE	10cm	3+	+5	None	–	–	–	–	Cloud of flies
BLOODLETTERS	10cm	4+	+5	None					Regenerates
FLESHHOUNDS	20cm	None	+2	None					Immune to psychic attack
FIENDS	15cm	None	+1	None					Soporific musk
DAEMONETTES	10cm	4+	+4	None					Euphoric ecstasy
CHAOS ANDROIDS	10cm	None	+4	Lasgun	50cm	1	5+	0	Roll off to place orders.
CHAOS SQUATS	10cm	None	+2	Heavy Bolters	50cm	2	5+	0	
JUGGERS	15cm	5+	+5	Bolters	25cm	1	6+	0	Always completes charge
TROLLS	10cm	6+	+5	None					Regenerate
MINOTAURS	10cm	6+	+5	None					
SLAANESH BEAST RIDERS	20cm	None	+3	Bolters	25cm	1	6+	0	
CHAOS CHAMPION	10cm	6+	+4	Daemon weapon	25cm	1	5+	0	Psychic save 4+
DISC RIDERS	25cm	None	+2	Lascannon	50cm	1	5+	-1	Skimmer
CHAOS BEASTMEN	10cm	None	+3	Swords/Axes					
CHAOS DREADNOUGHT	10cm	5+	+1	Various	50cm	2	5+	0	
CHAOS CULTISTS	10cm	None	0	Lasguns	50cm	1	5+	0	
CANNON OF KHORNE	10cm	3+	+1	Warp cannon	Special	2-10 BPs		-4	Barrage
CHAOS SPACE MARINES	10cm	None	+3	Missile Launcher	50cm	1	4+	-1	
DAEMON ENGINES									
TOWER OF SKULLS	15cm	2+ all round	+5	Cannon	50cm	5	5+	-1	+1 bonus
				Bolters	15cm	6	6+	0	if winning
CAULDRON OF BLOOD	15cm	2+ all round	+5	Blood cannon	Lava Template		4+	-1	+1 bonus if winning
DEATH DEALER	15cm	2+ all round	+7	Gatling cannon	25cm	6	5+	0	+1 bonus
				Tower gun	50cm	1	5+	-2	if winning.
				Bolters	15cm	4	6+	0	Carries 5 stands

ORK AND SQUAT WARLORDS



ORK AND SQUAT WARLORDS

By Andy Chambers, Jervis Johnson & Rick Priestley



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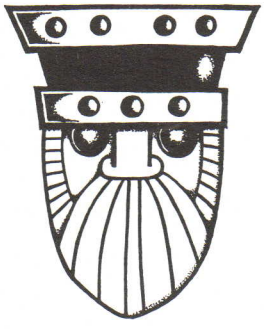


ORK AND SQUAT WARLORDS

Ork & Squat Warlords is a supplement for Space Marine. This rulebook describes the forces and weapons of two implacable foes: the Squats and Orks. The rules and epic army cards for the troops and fighting machines of these age-old enemies provide you with all the new formations you'll need to field their complete armies.

We recommend you keep the epic army cards to hand as you read through these rules as it is useful to be able to compare the vital statistics of points values, formation sizes, break points and victory points with the game rules. We've tried to make sure that this volume includes information about all the Citadel Ork and Squat models available at the time of going to press. As new models are released rules and army cards for them will appear in White Dwarf magazine.

Most of the information in this volume is new but the information about Orks from the Space Marine rulebook has been repeated so that you have a complete reference work in one book.

You can mix the epic army cards from this supplement with the original Ork cards printed in Space Marine, and they are totally interchangeable. You may want to colour code the cards from Space Marine with felt tip pens or coloured markers to produce a fully integrated set.

The rules and army cards for Squats are entirely new and describe the forces of the fiercely independent Squat Homeworlds. They detail the devastating Squat war machines of the Engineers Guild such as Land Trains, gyrocopters, the Colossus and the mighty Goliath mega-cannon. The resolute fighters of the Squat Warrior Brotherhoods are unusual in that their break point is higher than any other troops in Space Marine, in keeping with their legendary tenacity and determination.

The Orks section expands the rules in Space Marine and details many new weapons, troops and machines. It also includes a section on the monstrous Ork Gargants and rules covering Mekboyz and the unique Mekboy kustom repair cards.

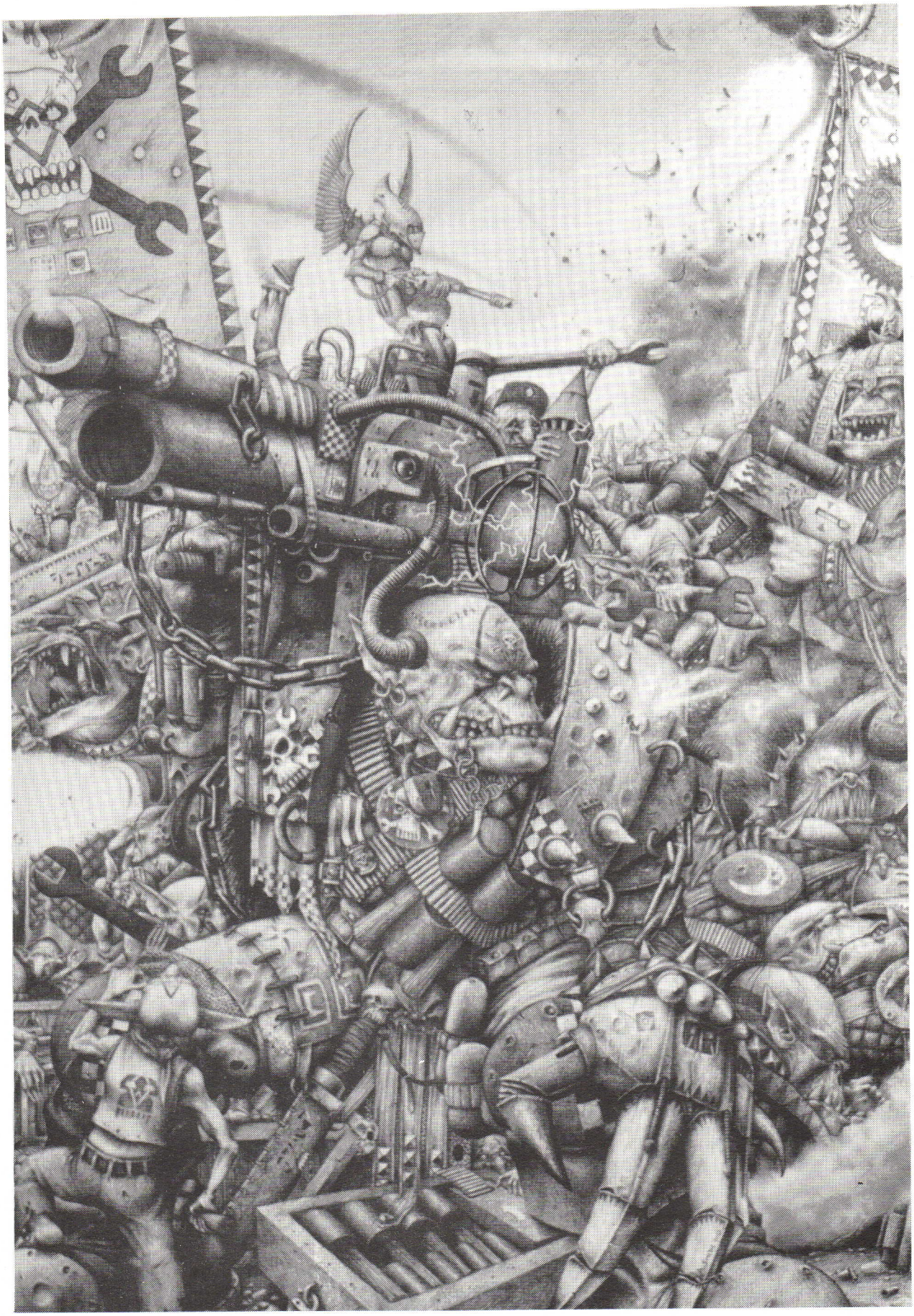
Some of the Mekboy weapons use *artillery dice* to determine their effects. These dice are marked 2, 4, 6, 8, 10 and MISFIRE. Though an artillery dice is not included in this box they are available at Games Workshop stores and can be ordered through Games Workshop mail order. If you can't get hold of an artillery dice you can roll a D6 and double the result instead – a six equals a misfire.

We would like to thank all the Space Marine players who have written to us about the game suggesting new rules and ideas or seeking clarification about existing information, particularly in relation to material printed in White Dwarf magazine. This has led us to make some minor adjustments and clarification to the rules for Gargants and has helped with innumerable other bits of fine tuning.

We are always pleased to receive your letters, but please remember that questions must be phrased so they can be answered with a simple yes or no or an appropriate number. Also, because we receive so many letters, you must, must, *must* include a stamped self-addressed envelope with your letter if you want a reply. If you're writing from overseas please include the appropriate international reply coupons. We do our best to reply to letters within a few days, but twelve page letters which don't include an address let alone a self addressed envelope obviously meet a grim fate.

We're frequently asked two questions in particular about Space Marine. The first is whether the number of cards in Space Marine and its supplements is supposed to impose an overall limit on the number of units of a particular type a player may deploy. The answer is no except in a very few cases which are strictly defined. We try to supply you with all the cards we think you'll need but there are always ambitious players who want to field bigger and bigger armies!

The second question is about whether players can use army cards from more than one race together in the same army. Yes you can – in the war-torn universe of the 41st millennium nearly all the races have fought alongside or against each other at some point. Again, except for a very few obvious cases (such as Eldar and Chaos or Orks and Squats), army cards can be chosen freely within the restriction that at least one company card is chosen and that 'allied' support and special cards accompany an appropriate 'allied' company card.



ORKS

Orks are a tough, brutal, and remarkably successful race, and rank amongst the most powerful warriors in the whole galaxy. They control a significant part of known space, but this sprawling territory is divided amongst thousands of individual Warlords. Were Orkdom ever to unite against the Imperium it is unlikely that humanity would survive very long.

Rival Warlords are fiercely competitive and spend much of their time fighting each other. They all want to gather the clans together and lead a huge Waa-Ork against their greatest enemies. The Waa-Ork is a sort of crusade when the Orks stop fighting each other and decide to stomp someone else instead. This overriding urge to expand and conquer is a natural part of the Orks' psychological make-up, and has greatly contributed to their success as a race.

All Orks are slightly psychic so very potent ideas tend to filter from one Ork to another. When a Warlord gets really powerful other Orks sense it and flock to join him, increasing his power and encouraging more and more Boyz to join the growing Waa-Ork. As Ork Boyz from nearby worlds gather they form into their ancestral clan groups ready to do battle. Mekboyz, the mechanics and engineers of the Orkish race, also sense that something is brewing, and begin to build huge fighting machines in readiness for war.

CHOOSING THE ORK ARMY

Your Ork force represents either part of a very large Waa-Ork or maybe an entire smaller Waa-Ork. Like other forces, troops are chosen using the epic army cards. In Ork armies the company type cards are called **clan cards** and each card represents one of the six different Ork clans. Other armies, such as Space Marines, are allowed as many companies as they can afford, but Orks can only ever have a maximum of six clans (one of each).

Rather than adding more clan cards to form a bigger force, the Ork player must add reinforcements to one or more of his clans to make bigger formations. This system means that Orks behave in a different

way to other armies – their formations are larger and more powerful, but there will usually be less of them.

If you look at an Ork clan card (other than Snakebites) you will see that it consists of only two formations - the command unit formed of several Nobz troop stands, and the Boyz Mob formed of about a dozen Boyz stands. The Nobz can fight separately, but it is a good idea to keep them as close to your Boyz as possible because Ork formations can only be given orders if there are Nobz nearby. This is fully described below as the special Ork Command Rule.

The general rules in Space Marine apply for choosing armies: first agree a points value total for the whole army and then choose your troops using the army cards. You must choose at least one clan card and you can choose more (assuming you have the points and the models of course). For every clan card in your army you can choose up to 5 **support** cards and 1 **special** or free card.

In this respect choosing an Ork army is just like choosing a Space Marine or any other army. However, the support and special cards work slightly differently. In other armies the support and special cards act as independent formations, but in the case of Ork armies they either provide reinforcements for an existing formation or an entire new formation for the clan.

For example, the basic Goff clan consists of a command unit of 8 Goff Nobz stands plus a Boyz Mob of 15 Boyz stands. You might add two Ork Boyz support cards to the clan - increasing the size of the Boyz Mob by an extra 8 stands and making a total of 23 Goff Boyz. You might also want to add a Lungbursta Squadron support card - this adds a squadron of 3 Lungbursta tanks to the Goff clan.

Remember that any extra formations you add to your clan are bound by the Ork Command Rule described below, so they have to stick close to your Nobz if they are to operate effectively.

Some support cards can only be chosen for particular clans. Wherever this is the case the name on the card will tell you which clan they are from – for example Goff Lungburstas can only be chosen as a support card for a Goff clan, Snakebite Squiggoths can only be chosen for a Snakebite clan and so on.

The Deathskulls clan is exempt from this limitation and can choose any support card whether it is specific to a particular clan or not. This is because the Deathskulls have a habit of 'borrowing' tanks and wargear that belong to other clans without telling their owners first!

THE ORK COMMAND RULE

Orks respect strength and power – they like loud noise and enjoy fighting more than anything else. Orks who are really strong and especially good fighters may be adopted by an Ork Nob - the head of an Ork household - and if one of them fights well he may get to take over the household on the death of its master. In other words he fights his way up to become a powerful Nob in his own right. The admiration and loyalty which other Orks feel for Nobz goes beyond mere clan boundaries. The Boyz will do anything a Nob tells them to, and the Nobz see it as their duty to command and look after other Orks.

As the most courageous and battle-hardened Orks the Nobz are usually found in the thick of battle. Naturally, the Boyz like to stick close to the Nobz to make sure they don't miss out on the fun. If there are no Nobz nearby, other Orks will tend to follow their natural inclinations. To reflect this we have the special **Ork Command Rule**.

You can only give an order to an Ork formation if there is a command unit within 10cm. The command unit does not have to be Nobz from the same clan as the formation, it might be another clan's Nobz or it might be a different command unit (such as a Warboss or Warlord).

If there is no command unit within 10cm Orks will become confused and follow their natural instincts – no order counter is placed for them. This applies to Boyz Mobz and all other Ork formations including Boarboyz and Bikeboyz. The Orks' response won't necessarily be very sensible at the time but there is little you can do about this (Ork instincts are very hard to overcome!). The only Ork troops not affected are command units and a few special cases such as Gargants and the Gibletgrinda Battle Fortress.

Ork formations which have no command unit within 10cm will react rather differently because of the distinctive nature of their clans.

SNAKEBITES will not shoot but may move towards the nearest enemy at up to normal rate. If they enter close combat they will fight normally. Snakebites feel that close combat is somehow more proper for an Ork than shooting and they are always happiest when fighting at close quarters. Note that Snakebites don't have to move if you don't want them to - it is an option.

GOFFS *must* move between normal and double rate towards the nearest enemy – they have no choice! If enemy are already within the Goffs' normal move at the start of the turn they must charge them. They may not shoot but if they enter close combat they will fight normally. Goffs are enthusiastic hand-to-hand fighters (they're good at it too!) and their natural response to an enemy threat is to stomp it quick.

BAD MOONS will not move but they will shoot at the nearest enemy within range during the first fire segment of the combat phase. The Bad Moons are the richest of the Ork clans so they always have plenty of ammo, and this makes them more than happy to blaze away at anything in range.

EVIL SUNZ will not shoot but will move towards the furthest table edge at between normal and double rate, and they can move into close combat with anything in their way. All Orks love going fast and Evil Sunz find it particularly exhilarating to hurtle around in buggies or battlewagons. This strong instinct for mobility affects them even when they're on foot, making them want to keep moving about.

DEATHSKULLS will move towards the nearest objective at normal rate and will shoot at enemy units within 25cm in the advancing fire segment. Deathskulls are avid looters and believe that the best weapons and equipment can be found where the fighting has been fiercest, like near an objective for example.

BLOOD AXES will move at normal rate towards the nearest table edge and will only shoot at enemy units within 25cm in the advancing fire segment. Once at the edge of the table they will stop moving. Blood Axes are well known as treacherous humie lovin' gits so they will invariably take the opportunity to slope off to a quiet corner of the battlefield if no Nobz are watching them.

KULT OF SPEED Orks come from all of the different Clans but are united by their addiction to going very, very fast! If they are out of command they will not shoot but will move at double normal rate in a direction chosen by the Ork player. They will roar along in as straight a line as possible and use up all of their movement if they possibly can. The Speed Kultists will enter close combat with any enemy models that get in their way.

MEKBOY KUSTOM REPAIR CARDS

Mekboyz, also known as Mekaniaks, are the technical engineers and master mechanics of Ork civilisation. Their understanding of the principles behind the technology they use is somewhat vague and crude. In fact, Mekboyz are often as mystified as the rest of the Orks as to why something they've put together actually works (but it usually does). The Meks have an instinctive talent with machines and their unlikely creations often work surprisingly well, though it must be said there are often some spectacular accidents and malfunctions.

Mekboyz have a great affinity for force fields and matter transmission devices – they particularly enjoy the crackling power and deep thrum of power fields, tractor beams and similar devices. In this area they have produced machines whose effects defy explanation even by the Adeptus Mechanicus, giving rise to the theory that the Orkoid race is the degenerate survivor of a much older, more advanced civilisation and that the Meks are recreating half-forgotten achievements of this lost race. Nonetheless inquisitiveness, experimentation, and, above all, a determination to bash the parts until they fit are the keys to the Mekboyz' success. Consequently the Meks construct many ingenious and unlikely devices that defy the principles of science.

Meks build and maintain the bewildering array of vehicles, weapons, spacecraft and machinery. They are great innovators and inventors but seldom plan their creations before they begin; rather they take an idea from something they've seen or heard about and construct it, kustomisin' it in typically Orky fashion with additional bolts and spiky bits as they go along.

Each Mek produces highly original work and every item of Ork machinery bears the inedilible stamp of an individual Mek's handiwork. Often Meks 'eksperiment' with vehicles or weapons they're repairing, fitting extra armour or kustom force fields. Sometimes they charge the owners extra teef for the privilege, sometimes they forget to tell them at all. The result of all this is that Ork weapons and vehicles are seldom identical, mass produced articles - they are *kustom-built*.

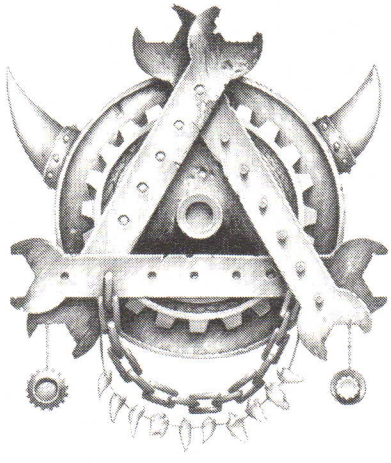
Mekboy weapons can be chosen as support cards for Ork clans. These are potent but unpredictable experimental weapons, like huge rockets or giant force field generators, which the Mek has brought along to try out in the battle. Because there are only a limited number of Mekboyz in a clan only a single Mekboy support card can be chosen for each clan you take in your army. Evil Sunz and Blood Axes have more Mekboyz than other clans so these two clans can choose up to two Mekboyz support cards.

The Kult of Speed always attracts lots of Mekboyz who endlessly tinker with the Speed Freeks' buggies and bikes to make them "go fasta". This means the Kult of Speed can choose up to five Mekboy support cards.

Each Mekboy support card gives you two free Mekboy kustom repair cards, and these are used to represent the effects of repairs and kustomisin' on the rest of the Ork force. Each kustom repair card represents a particular 'improvement' made by the Mekboyz - kustom weapons for a Nobz Mob, for example, or squig fuel injection for a vehicle squadron and so on. The appropriate number of kustom repair cards is dealt randomly to the Ork player before the battle and he can give these to his squadrons and mobs – just place the kustom repair card on top of the appropriate army card as a reminder.

For example an Ork player has an army which contains two clans, an Evil Sunz clan and a Goff clan. He chooses his full quota of Mekboy support cards so he gets three Mekboy cards - two for the Evil Sunz and one for the Goffs. This means that he gets six kustom repair cards which he can place on any squadrons or mobs in his army. He doesn't have to place four with the Evil Sunz and two with the Goffs.

The text on each kustom repair card tells you exactly what units it can be given to and the effects of the kustomisin. If you are dealt a card which you can't use because you haven't got any of the right sort of units the card is discarded - it's just a good idea the Mekboyz had that they didn't get a chance to try out! Once they've been allocated the kustom repair cards remain in effect throughout the game.



ORK BOYZ

Each Ork Clan is noted for its slightly different character and traditions - a reflection of the basic genetic differences between the Orks of each Clan. When the Waa-Ork is underway all the Ork Boyz in each Clan fight together in one big formation called a **Boyz Mob**.

Each Clan provides a single Boyz Mob (as indicated on the Clan card) but the size of this Mob can be increased by adding extra Ork Boyz support cards. As each Extra Ork Boyz card adds 4 Boyz stands the most extra you can have is +20 stands (ie 5 support cards).

BAD MOONZ

Orks quite sensibly use their teeth as currency, and as the Bad Moonz' teeth grow faster than anyone else's they are the richest of all the Ork Clans. The other Orks don't see this as an unfair advantage, after all if you're hard enough you can always bash a Bad Moon on the head and steal his teeth. Bad Moonz have expensive and effective weapons, wear the best and most elaborate armour, and flaunt the most gaudy and colourful clothes in vivid yellow and black patterns.

DEATHSKULLS

After a battle the Deathskull Boyz descend on the wreckage and salvage weapons, equipment, clothes, decoration, and anything else they can get their hands on. They are tremendously good at scrounging and looting (some would say stealing!) and as a result they carry all sorts of weapons they have 'found'. They are also superstitious and often paint their skin bright blue as a good luck token. Their clothes are often patched and ragged - so as a mass they look light brown and dusty.

SNAKEBITES

Snakebite Boyz take great comfort in traditional Orky values. They cling to old ways long since abandoned by other Orks and shun certain aspects of technological innovation. They prefer to wear pale grey or light brown clothes derived from animal skins and furs.

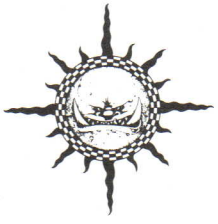
GOFFS

Goffs are the most aggressive of all Orks - which is saying something! They pride themselves on being the most orky of all the clans - carrying the most destructive weapons and fighting even harder than the rest. Goffs like to get to where the fighting is as quickly as they can and attack their enemies at close quarters. They prefer to wear black, which is the only proper orky colour as far as they're concerned, sometimes with red trim or black and white checks.

BLOOD AXES

All the other clans distrust the Blood Axes because they associate with the filthy humans. They wear military pattern camouflage clothes (very unorky), salute, and do other humanish things which no self respecting Ork would do. They have been known to deal with human mercenaries, and even with the Imperium, although such affairs are often conducted through third parties or disguised Imperium officials to maintain a pretence of proper orky behaviour. As a result the Blood Axes have human style equipment which they have traded with humans. Blood Axe Boyz Mobz even have Rhinos to carry them around.

Blood Axes are not trusted by other Orks. They have a bad reputation for being treacherous gitz, who will quite happily join the Waa then run off or let you down once the going gets tough. Other Orks don't like the Blood Axes much and won't obey Blood Axe Nobz. For this reason Blood Axe Nobz can't give orders to Orks from other Clans and so don't count as a command unit to other Orks.

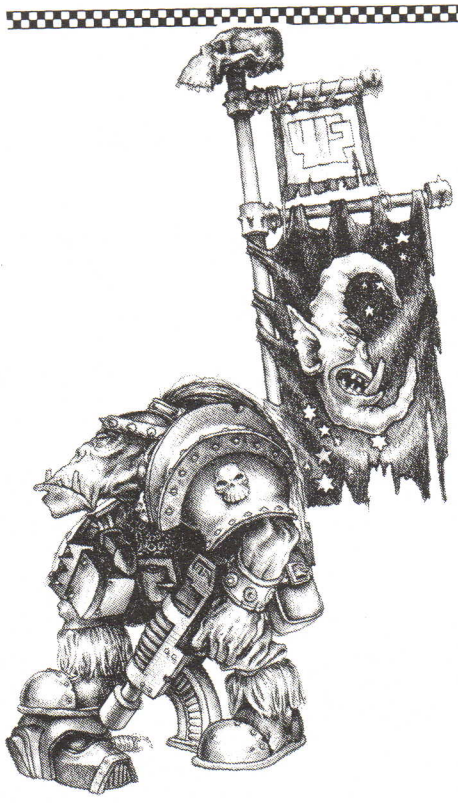


EVIL SUNZ

The Evil Sunz are strangely and uncontrollably attracted towards fast vehicles and loud noises. Actually this is true of all Orks, but in the case of the Evil Sunz the attraction is especially strong. Evil Sunz like to wear red, a colour which Orks associate with speed.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Bad Moonz	10cm	None	+1	Bolter	50cm	1	5+	-2	
Deathskulls	10cm	None	+1	Bolter	50cm	1	5+	0	
Snakebites	10cm	None	+2	Bolter	50cm	1	5+	0	
Goffs	10cm	None	+3	Bolter	25cm	1	5+	-1	
Blood Axes	10cm	None	+1	Bolter	50cm	1	5+	0	
Evil Sunz	10cm	None	+1	Bolter	50cm	1	5+	0	

NOBZ



We have already described a little about Nobz and how they behave. Nobz form command units on the battlefield. Unlike Space Marine command units these consist of several stands which fight together as a single formation. Nobz have the same general likes and dislikes as the Clans they come from and prefer the same colours, although they are much more powerful fighters as can be seen on their data sheet.

The size of a Nobz unit is fixed by the Clan card, but extra Nobz can be added to the unit as support cards. Generally speaking, a Nobz command unit can act as a command unit to any formation of Orks regardless of Clan. The exception is the Blood Axe Nobz who can't act as a command unit to Orks from other Clans. No one likes these treacherous gitz very much and having one ordering you about is just too much for any self-respecting Goff or Snakebite to bear! To compensate for this Blood Axes are cheap - you get a lot for your points.

You can make a Nobz stand by taking a Boyz troop stand and adding a banner pole to show that the Orks are Nobz. You can also make a suitable banner out of paper to decorate the pole if you wish. An alternative and much better way of representing a Nobz stand is to use the special Nobz and banner bearer models from the War Horde boxed set available separately. Stands may be made up from 1 Boss Nob, a banner bearer, 2 or 3 Nobz, and any additional Ork model to make the total up to 5.

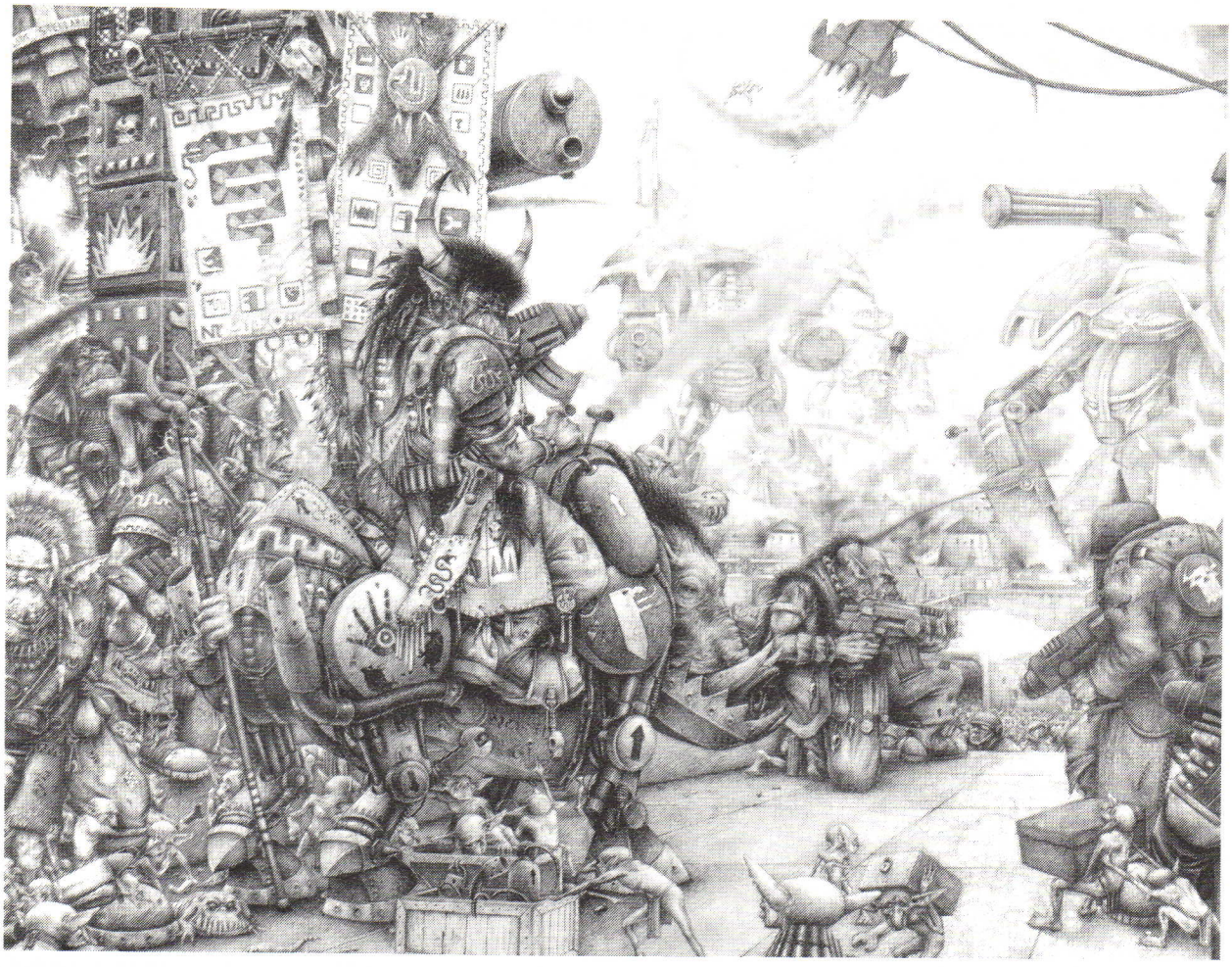
Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Ork Nobz	10cm	None	+4	Bolters	50cm	2	5+	-2	Command Unit

WARBOSS

The Waa-Ork is centred upon a single mighty Ork leader called a Warboss. He fights alongside a group of select Nobz from his own household: these are the toughest Nobz and carry the best weapons. His followers may also include Meks, and other special types of Ork.

In most Waa-Orks there is only one Warboss, but sometimes two or more Waa-Orks will merge together, in which case the toughest of the Warbosses takes over the entire Waa-Ork and becomes a Warlord. This means that the Waa-Ork might have a Warlord plus one or more Warbosses. A Warboss or Warlord troop stand may be represented in the same way as a Nobz stand but it is important to mark the great leader out in some way so that he is distinguished from the other Nobz. One way of doing this is to make a much larger banner from paper and making a proper 'bosspole'. Alternatively you could place several banners on the stand to show that the Warboss is present.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Ork Warboss	10cm	None	+5	Bolter	50cm	2	5+	-2	Command Unit
Ork Warlord	10cm	None	+7	Bolter	50cm	2	4+	-2	Command Unit



BOARBOYZ

The Snakebite Clan prefer riding fierce boars instead of bikes or buggies - this is typical of the Snakebites as they only feel really comfortable with good old fashioned orky ways. The Boarboyz are a separate formation but they are still part of the Clan and are bound by the Ork Command Rule explained already. A Boarboyz troop stand consists of 2 Boarboyz models, not 5 models like infantry stands, because there isn't room for any more on a 20mm square stand. The Boarboyz require gluing to the stand, or you can make your own stand from a piece of card if you prefer. Boarboyz suffer the same movement penalties and restrictions as vehicles, and so are unable to move into some sorts of terrain.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Ork Boarboyz	20cm	None	+4	Bolters	15cm	1	6+	0	

BIKEBOYZ

As all Orks enjoy speed and loud explosions the bike is a popular weapon of war - laden with heavy cannons of course! Bikeboyz are an exciting and useful part of any Ork army. Bikes are mounted two to a base in the same way as Boarboyz. Bikes are, of course, vehicles and suffer the same movement penalties and restrictions as other vehicles.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Ork Bikeboyz	30cm	None	+3	Bolters	15cm	1	6+	0	

STORMBOYZ

Many young Orks find that they are still too inexperienced and not quite big enough to make really good fighters. Impatient to get stuck in alongside the older Orks, they become rebellious and sometimes run away from their Nobz' household to join the infamous Stormboyz Korpz.

Stormboyz deliberately shun conventional Ork society and live together in special Stormboyz barracks. They wear uniforms and big shiny boots (which they even polish) and march around in step saluting their Stormboy Kaptins in a respectful, militaristic fashion. The older Orks regard all this posturing with a certain amount of amusement. As Stormboyz grow older and bigger they usually get fed up with the Stormboyz and return to their households although a few will stay on as Kaptins to lead fresh Stormboyz.

A Stormboyz Korps support card can be added to a Clan. The Ork command rule applies as normal, however, because the Korps has its own command unit (the Kaptin) it can fight in a quite remote part of the battlefield if you want. The Kaptin only counts as a command unit for the Stormboyz, not for other Orks, but the Stormboyz will respond to orders from any ordinary Ork command unit if their Kaptin is killed.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Ork Stormboyz	10cm	None	+1	Bolters	50cm	1	5+	0	

GRETCHIN

Gretchin are smaller and weaker than Orks, and so they form a class of underlings, servants and hangers-on. Every Ork Nobz household includes a number of Gretchin servants who also follow the Orks to war. They eagerly carry ammunition and supplies. When they get the chance they like to join in the fighting.

As the Gretchin can only afford crude weapons like blunderbusses and shotguns they are not very good. Worse still, they have little idea of what to do, and latch on to a formation of Orks and copy them. This annoys the Orks so much that they throw rocks and rubbish at the Gretchin, who merely take this as a demonstration of comradely good humour and happily throw the stuff back!

A Gretchin Mob must be placed within 10cm of an Ork formation at the start of the game, and they will stay within 10cm of the Orks for the duration of the game. If the Orks are slain the Gretchin will latch on to the next nearest Ork formation, moving to within 10cm and following it around in the same way. The Gretchin must be given the same orders as the formation they are following as they always attempt to copy them, moving as the Orks move, firing as they fire, and so forth.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Gretchin	10cm	None	-1	Shotguns	15cm	1	4+	0	

MAD BOYZ

While all Orks behave in a way that would mark them as insane in human society there are some whose eccentricities are extreme even by Ork standards. Other Orks are happy to tolerate their strange behaviour – all the more so because Madboyz stick together and if you antagonise one the chances are his mates will soon come and sort you out. In battle the Mad Boyz' unpredictable antics are impossible to control and they are often downright dangerous to all and sundry. All the Madboyz fight together in single unit called a Mad Mob. There is no point in trying to give the Mad Mob orders because regardless of whether Ork Nobz are near it will always do what it likes. Even the Mad Boyz don't really know what they're about to do until some inspired individual yells "Charge...." or "Run forrit ladz!" To represent this, no order counter is ever placed for the Mad Mob. Instead, every turn once all other orders have been revealed a dice is rolled for them. On a 1-2 the Mob has first first orders, on a 3-4 advance orders, and on a 5-6 charge orders.

In addition, whenever there is a chance the Mad Mob will do something potty a roll is made on the Mad Boy Chart (below) to show how they react. A Mad Boy roll is made every time the unit suffers a casualty up until the unit is broken. Once the unit is broken it takes a Mad Boy roll every time it takes a casualty and every time a morale check is indicated instead of taking a morale check. Mad Boyz never check morale as such – they are far too insane to react normally to casualties or danger. Who knows how Madboyz will react - the first hint of danger can send them scurrying from the battle like frightened rabbits or turn them into savage maniacs each with the strength of 10, or (more likely) they will just do something completely bananas to the utter bewilderment of friend and foe. Most of the time the Mad Boyz simply caper about getting in everybody's way. However, sometimes the Mad Mob will do something totally unexpected and devastating, turning the tide of battle in the Orks' favour by knocking out a huge enemy tank or destroying a fortified position!

MAD BOY CHART - Roll 2D6

2 Mob turns tail and runs for it, and the Mad Boyz spend the rest of the battle in hiding, quaking with unreasoning terror. Remove the entire Mob from the battlefield. The Mob is to all intents destroyed and your opponent gains the appropriate Victory Points.

3 The Mob is suddenly distracted by some small creature. It will do nothing else until it is called upon to take another Mad Boy roll.

4 A particularly morose Mad Boy convinces the entire Mob that they are dead. The Orks all lie down and play dead. The Mob will do nothing else until it is called upon to take another Mad Boy roll. So convincing is the ploy that no enemy are allowed to shoot at the Mad Mob or fight it in close combat. Even if enemy troops move right through them the Mad Boyz will keep up the pretence of being dead.

5 Under the inexplicable conviction that all the pins have fallen from their grenades the Orks start passing their grenades about like hot potatoes until one is foresighted enough to throw the whole lot as far away as he can. To determine where the grenades land randomly select one Mad Boy stand – this is the one that throws the grenades out from the unit. Now roll a D6 and add 3 to determine the distance the grenades are thrown. Randomly determine their direction by using the scatter dice and place a burst marker over the spot indicated. Models under the burst marker are hit as if by a normal barrage and the number of barrage points is randomly determined with a D6. No modifier is applied to the armour saves.

6 The Boyz feel suddenly exposed and make for the nearest cover. Until a different Mad Boy roll is made the Mob will head towards the nearest piece of terrain and occupy it. If the nearest terrain is already occupied by enemy troops the Mad Boyz will charge them if they can (a charge order is automatically placed in the orders phase if this is the case).

7 The Mad Boyz start to argue about "wot is wrong with the Warboss's battleplan", and the Mob is quickly reduced to a scrum of squabbling Orks. The Mob can do nothing for the rest of the turn. If engaged in close combat the enemy are so baffled by the Orks' behaviour that neither side fights. Fortunately these matters are quickly forgotten so the dispute doesn't last long. The Mob returns to normal in the following turn.

8 The Mob decides that the key to winning this battle is to shoot everything they have at the nearest enemy. If the nearest enemy is out of range the Orks blast away regardless although they can't cause any damage. If the enemy is within range the Mad Mob automatically gets an extra shot. If the Mob has already shot that turn then they may shoot again immediately, regardless of the game sequence and even if the Mob is in close combat. If the Mob hasn't already shot then it fires twice in the combat phase.

9 The Boyz decide that they are invulnerable. Injured Boyz staunchly ignore their wounds and pretend that any Boyz killed are "jus pretendin". Boyz who are badly wounded will soldier on regardless and the Mob now has a saving throw of 3+ to represent their unshakeable belief in their own invulnerability. This lasts until another Mad Boy roll is made.

10 A sudden fury overtakes the Mob and the Mad Boyz become reckless, savage killers. All movement rates are doubled, their close assault factor is increased to +8, and their shooting to hit roll is now 2+. This lasts until a new Mad Boy test is made.

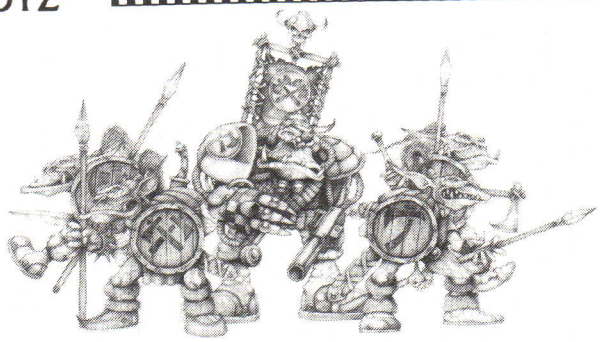
11 The Boyz decide to get the enemy tanks, and determinedly head towards the nearest enemy tank unit. If no tanks are visible the Orks will make do with bikes, vehicles, or artillery pieces. From now on the Orks automatically have charge orders and their movement rate is doubled. They will go straight for the nearest visible tanks and attempt to engage them in close combat. Their grim determination leaves the enemy aghast and distracts their fire, and the Mad Boyz get a saving throw of 3+ to represent this. The Mad Boyz won't shoot at all, but double their close combat dice roll score to account for their grim determination. This lasts until a new Mad Boy test is made.

12 The Mob begins a Weirdboy chant, which releases their latent psychic energy. Only a Weirdboy can control the psychic energy that is released. If there is a Weirdboy within 25cm he automatically receives an influx of +4D6 psychic energy, and the Mad Boyz' energy is drained away with no further effect. However, if there is no Weirdboy within 25cm the Mad Boyz are in trouble. The psychic energy level grows so great that the Mad Boyz literally explode – destroying themselves and sending a massive psychic shockwave across the battlefield. All troops within 25cm of the Orks must make their basic saving throw or are destroyed along with the Mad Boyz. This applies to vehicles with crews and all living creatures, but not to robots who have no minds are are therefore invulnerable to psychic shock.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Ork Madboyz	10cm	None	+1	Bolters	50cm	1	5+	0	

WILDBOYZ

Wildboyz are young Orks, new to the marvels of Ork Kultur. Though they haven't really got the hang of using bolters and stikkbomz, they're willing to have a go at the enemy with swords, axes and anything else to hand. A Warboss often brings some of his Wildboyz along to a battle so they can have some fun and get a bit of experience at the same time. The Nobz always keep a special eye on the Wildboyz to make sure they don't do anything too impetuous like running through minefields or standing around in the open. After the battle Wildboyz who have done well are rewarded with a bolter and join the ranks of the Boyz Mob.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Ork Wildboyz	10cm	None	+3	Axes	None	None	None	0	

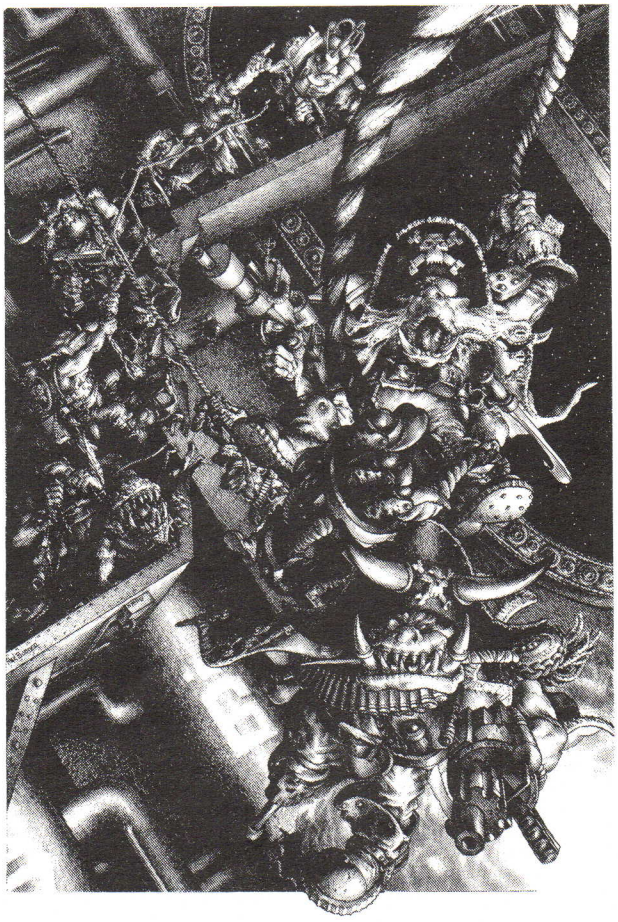
FREEBOOTERZ

Freebooterz are Orks who have abandoned their clans to form roving bands of outlaws. A lot of Freebooterz are very treacherous and unpleasant characters indeed and are not even tolerated in Ork society. Nonetheless, Ork Warbosses desperate for more Boyz will hire them as mercenaries with promises of loot and a good fight.

A Band of Freebooterz is led by a tough Freebooter Kaptin whose murderous outbursts and fiery temper keep the Freeebooterz in line (actually, they rather expect this sort of behaviour from their Kaptin and soon replace him if he's not harsh enough). Freebooterz dress flamboyantly, sporting decorated hats and voluminous coats, stripy trousers, bandanas, eyepatches, tattoos and nose rings to mark their alienation from the Ork clans.

A Freebooterz Mob can be chosen as a special card for any Ork clan. Because the Freebooterz don't have to be paid until the end of the battle the Freebooterz card doesn't cost any points, so it can be a good choice for a player who is short on points. However, taking Freebooterz does use up one of your special cards and they are treacherous gits, so beware!

Freebooterz are subject to the Ork command rule but they have their own Kaptin so they can fight off on their own. The Freebooter Kaptin only counts as a command unit for Freebooterz and the Freebooter Boyz will not take orders from any ordinary Ork command unit if their Kaptin is killed. If the Freebooterz Kaptin is killed all the remaining Freebooter Boyz stands in the mob which aren't in close combat will stop where they are and start fighting about who gets to be the new Kaptin. Roll a D6 for each Freebooter stand in the end phase. On a roll of a 1 that troop stand is removed as the Orks beat each other to a pulp. On a 5 or 6 the stand decides on a new Kaptin and is replaced with the Kaptin's stand or a spare Nobz stand. Stop rolling once a new Kaptin has been found.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Freebooterz	10cm	None	+1	Bolters	50cm	1	5+	0	

WAR BUGGY

As well as the largish wheeled battlewagons Meks also build small, fast, wheeled vehicles called war buggies or just buggies. Buggies have a crew of two Orks - a driver and the Ork who shoots the gun. Any suitable weapon can be fited to a buggy, including auto-cannons, plasma guns, heavy bolters or whatever takes the owner's fancy.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
War Buggy	30cm	6+	+2	Autocannon	25cm	1	5+	0	

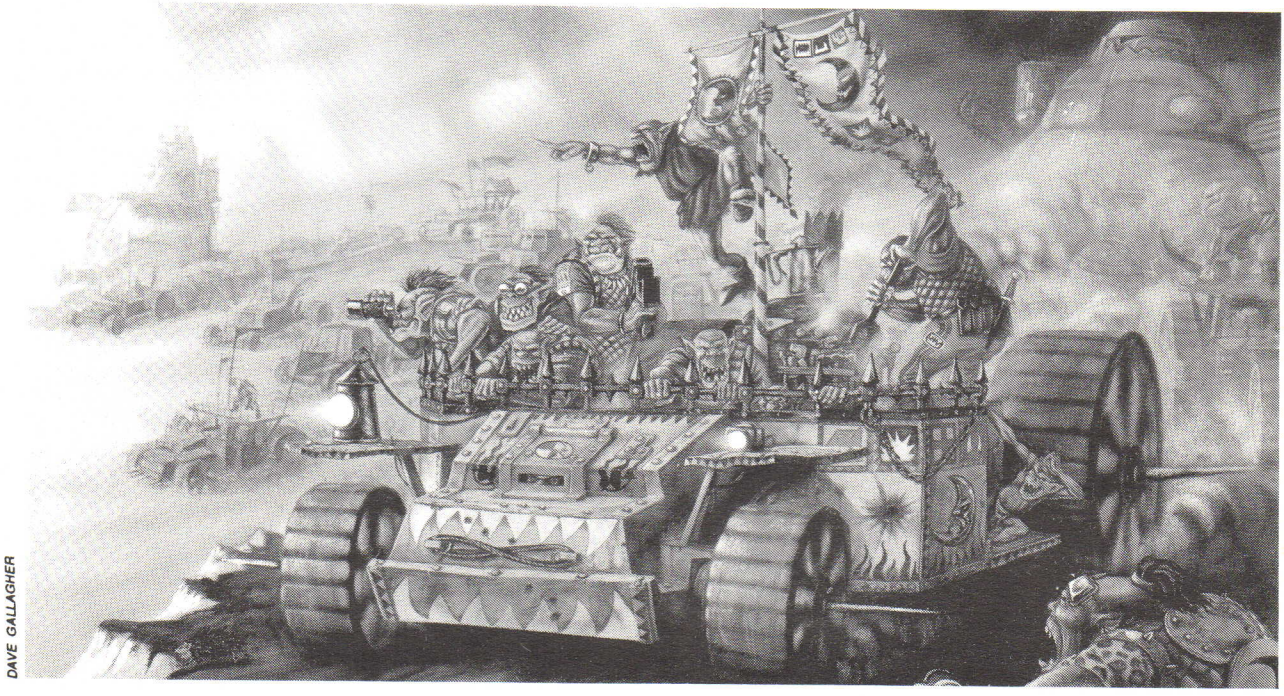
BATTLEWAGON

Ork vehicles are built by craftsmen called Mekboyz (aided by their Gretchin servants) and every Mekboy likes to do things his own way. As a result no two Ork vehicles are ever quite the same. Having said that, there are some broadly similar designs which have become traditional. The battlewagon is one of these tried and tested types, others include the wartrack and the war buggy. Although battlewagons may differ one from another, they are still recognisably battlewagons with broadly comparable speed, armament and general effectiveness. The Evil Sunz, who are especially keen on vehicles, have battlewagons included in their Boyz Mobz and Nobz command units as shown on their Clan card. Other Clans can buy battlewagons as support cards.

The battlewagon moves up to 25cm. Orks love speed and are prepared to sacrifice heavy armour if it enables them to squeeze a bit more out of the engine. The battlewagon has an armour saving throw of 4 or more, so shots bounce off its hull on the D6 roll of a 4, 5 or 6 (subject to further save modifiers of course). Orks enjoy getting to grips with their enemy, driving with such natural ferocity that enemy are scattered, knocked-over, or gunned down at close range with the vehicle's main armament. This is represented by the close assault factor of +1.

Although battlewagons can be armed with almost any weapon the Ork Meks can fit to it, the most favoured weapon is a large bored cannon mounted in a turret of some kind. The cannon fires powerful explosive shells which make a satisfying shrieking noise followed by a huge boom as they land. The cannon has a range of 50cm and hits on the D6 roll of a 5 or 6. On the whole the battlewagon is a lighter and faster vehicle than the Space Marine's Land Raider and Ork players will find it is a mistake to try and take on better equipped tanks unless they have a vast advantage in numbers. The battlewagon can carry up to 3 troop stands - Orks don't mind squashing in really tight (or even hanging to the outside).

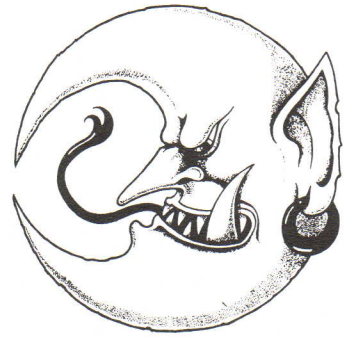
Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Battlewagon	25cm	4+	+1	Autocannon	50cm	1	5+	0	



DAVE GALLAGHER

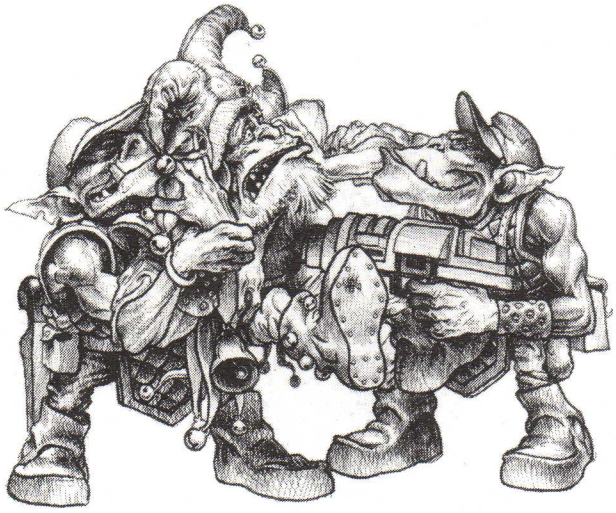
WEIRDBOY BATTLETOWER

All Orks are psychic to some extent, their minds constantly bubbling with energy that manifests itself as a general awareness of orkyness and occasionally as poltergeist activity of some sort. Some Orks are far more psychic than others, and they pick up psychic activity from other Orks like a sponge. They have no control over this process and even find it rather painful and frightening, especially when the build-up of energy become so great that it has to be released as a mighty explosion of force. These Orks are known as Weirdboyz.



Weirdboyz don't much enjoy using their powers, it hurts their heads and there is a real danger of psychic overload in which case their brains explode! As these random explosions are a danger to all and sundry, Weirdboyz are forced to live in special houses built on huge copper stilts which conduct the psychic energy away and disperse it in the ground (hopefully). They are also forced to wear special clothes, like a jester's uniform, with bright colours and a funny hat so that other Orks can see them coming and get out of the way.

Of course the potential of the Weirdboyz to cause mass destruction on the battlefield was recognised long ago. They are driven to battle in special mobile Weirdboy Battletowers, tall elegant structures which raise them above the battlefield and give them a good line of sight. Putting Weirdboyz in a tall, mobile tower also stops them running away - which Weirdboyz are prone to do as they really don't like using their powers with all the attendant risks of head explosions.



In the End Phase of every turn work out how much power the Weridboy has soaked up from the Orks around him. For every Ork Boyz or Nobz stand within 25cm the Weirdboy automatically soaks up 1 psychic energy point. For every Ork vehicle, bike stand, Dreadnought, Stompa or artillery piece within 25cm the Weirdboy soaks up 1/2 an energy point. If there is a Gargant within 25cm the Weirdboy soaks up D6 energy points (Gargants act as a focus of orkyness and so concentrate psychic power). Keep a record of this total – this is the number of points your Weirdboy will use in the next turn.

If the total reaches 20 or more the Weirdboy may have overloaded, in which case his head explodes and he is destroyed. If the total number of energy points is 20 or more roll a D6. If the roll is a 6 the poor Weirdboy's psychically swollen bonce gives way and the whole Weirdboy Tower plus any troops within 2D6cm are destroyed in a flash of psychic force.

Assuming the Weirdboy survives he can use his psychic force to shoot one or more special psychic bolts in the combat phase. The number, range and effect of the attack varies depending on the number of psychic points accumulated. As the tower is raised far above the ground the Weirdboy can shoot his psychic bolt over the heads of troops in front of him. So long as he can see the target he can fire at it. If the Weirdboy makes no psychic attacks the energy he has accumulated is automatically flared off, sending a bright sheet of power across the sky.

Energy Points	Range	Attack Dice	To Hit Roll	Target's Save Modifier
1-5	25cm	1	6+	-1
6-10	50cm	2	5+	-2
11-15	75cm	3	4+	-3
16-20	100cm	4	3+	-4
21-25	150cm	6	2+	-5
26+	200cm	8	2+	-5

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Ork Weirdboy	25cm	4+	+1	None	–	–	–	–	

GIBLETGRINDA BATTLE FORTRESS

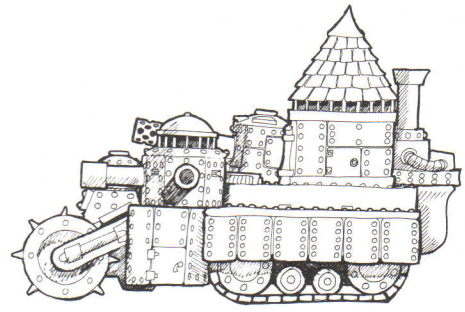
In the time of the Waa-Ork the talented Ork engineers known as Mekboyz go into a frenzy of weapon building and invention. Some dedicate themselves to building the monstrous Gargants which embody the essential spirit of Orkiness, others construct massive mobile fortresses which are more akin to land battleships than ordinary tanks or battlewagons. On the attack the battle fortresses thunder forward at the head of the Ork charge, hammering the foe with salvoes from their great cannon while enemy fire bounces off their thick armour.

Gibletgrinda battle fortresses are built to literally crush the opposition with their huge spiked death rollers and are armed with plenty of turrets carrying fast-firing guns. The spiked death roller will squash any troop stand the Gibletgrinda moves over on a 4, 5 or 6 on a D6. As the death roller flattens anything in its path this monstrous battle fortress can move through woods and rubble at no penalty. This, combined with its speed of 15cm, makes the Gibletgrinda surprisingly manoeuverable for all its great size.

Gibletgrindas have a crew of a dozen or so Orks plus innumerable Snotlings and Gretchin which crawl in amongst the thundering cogs and crankshafts to get at the bits the Orks can't reach. A powerful Ork Nob personally commands each battle fortress so they are not subject to the Ork command rule - you can always give a Gibletgrinda orders even if it isn't within 10cm of an Ork command unit. Battle fortresses can't act as command units themselves but sometimes several of them will attack together on a flank or punch through the line at one point while the Ork clans attack elsewhere. A Gibletgrinda is so big it can carry up to five troop stands in addition to its normal crew, most of whom manage to cram inside but quite a few hang on the outside anyway for the thrilling ride.

The extra thick armour plate which protects the Gibletgrinda gives it an armour saving throw of 1 or more on a D6. This means the Gibletgrinda is impervious to attacks without at least a -1 saving throw modifier unless shot at from the flank or rear, rendering Imperial Guard and Space Marine tactical troops helpless against it. In close combat the Gibletgrinda is a terror, crushing enemy infantry and vehicles as it rolls over them. Because of its unstoppable momentum the Gibletgrinda can't be pinned in close combat by anything smaller than a super heavy tank or Titan. If troop stands or lighter vehicles engage a Gibletgrinda in close combat it can simply move past them in the next movement phase, possibly crushing some of them with its death roller as it moves.

Gibletgrindas carry twin turrets backed up with a central gun tower. The actual turret weapons fitted to a Gibletgrinda vary greatly according to the whim of the Mekboy who built it - they could be twin autocannon, quick firing battlecannon, multiple rocket launchers or even bomb-lobbing catapults (particularly popular with the traditionally minded Snakebites). The weapons are always dead shooty though, producing loud bangs and satisfyingly big explosions.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Gibletgrinda	15cm	1+	+8	Autocannon	50cm	5	5+	-1	Death Roller

LUNGBURSTA

The Lungbursta is a particularly well armoured and sturdy Ork battle tank. It is built and used by the Goffs, the Clan who most appreciate no-nonsense and effective weapons (and ones that produce great big explosions!). The Lungbursta's boxy exterior is well armoured and its block turret conceals a mighty battle cannon which fires explosive shells.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Lungbursta	20cm	3+	+1	Battlecannon	50cm	1	5+	-2	Goffs only

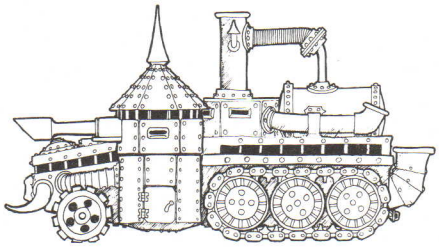
SKULLHAMMA BATTLE FORTRESS

Skullhammas are a special sort of battle fortress commonly built by Evil Sunz or Speed Freek Mekboyz from other clans. Like the Gibletgrinda, the Skullhamma battle fortress is covered in massively thick armour plating and has twin turrets bristling with a fearsome array of weapons. Instead of having a gun tower and death roller the Skullhamma has a supercharged triple-overpressure turbo engine which occupies almost half of its hull. In short, Skullhammas are built for speed.

When a Skullhamma is moving at top speed the turbo supercharger cuts in and sends it hurtling forward at mind-boggling speed, the front wheels lift off the ground and a huge plume of churned dust rises behind it. Orks find speed addictive, it stimulates their brain and causes an intense feeling of euphoria. Consequently it is common to find the crews of Skullhammas never get off their battle fortresses: they live, eat and sleep in them - just occasionally slowing down long enough to send off Gretchin servants in search of more food and fuel. Because of the specially supercharged engine on a Skullhamma it can move at triple normal rate when it is on charge orders, ie a maximum move of 45cm.

Like a Gibletgrinda, the Skullhamma is too big to be pinned by normal troops and vehicles in close combat, so they can break through enemy lines with ease. Unlike the Gibletgrinda, the Skullhamma is heavily armoured all round so it can flank its opponents without worrying about being hit in weaker side or rear armour.

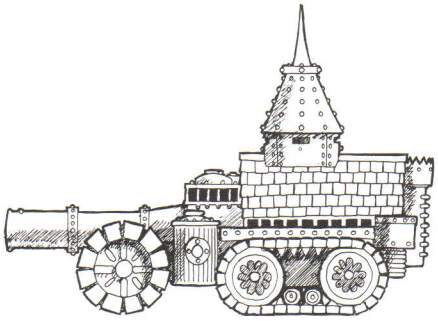
As they are battle fortresses Skullhammas can always be given orders, even if they aren't within 10cm of a command unit - the Nob in command onboard the battle fortress tells the crew what to do. Up to five troop stands can fit into a Skullhamma - though getting the crew to slow down so they can get off is sometimes a problem! The weapons fitted to the Skullhamma are designed to devastate the enemy with long range salvoes from heavy, armour-busting weaponry. Often Skullhammas will use their high speed to get round enemy tanks and pick them off from the rear, or else hang back and use their long range guns to great effect.



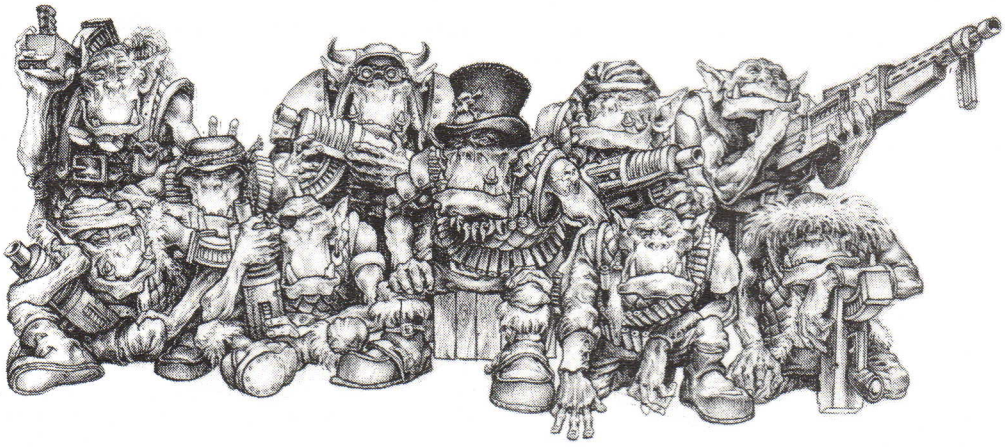
Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Skullhamma	15cm	1+ all round	+4	Battlecannon	75cm	2	4+	-2	Carries 5 stands

BRAINCRUSHA

The Braincrusha is an Ork battle tank mounting a truly gigantic cannon. When the Braincrusha fires it bucks up into the air, the front wheels lifting as its massive cannon hurls monster shells at the enemy from exceptionally long range. The sheer size of the shells fired by a Braincrusha means they can smash armoured tanks like eggs. The weight of the shell is often sufficient to rip off turrets and overturn vehicles even if the armour isn't pierced. The Braincrusha cannon fills almost the entire body of the tank, so the crew have to squash together in a small tower over the gun's breech, which vibrates with the concussion of the cannon's recoil. This could well be the reason the gun is called the Braincrusha! Orks love loud noises and explosions so the crew are happy enough to be deafened for a few days after every battle for the opportunity to fire such a loud and destructive gun.

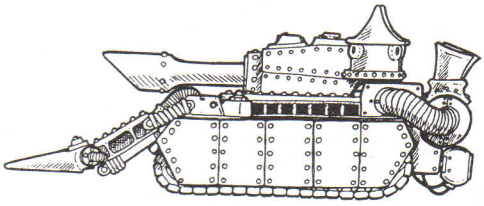


Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Braincrusha	15cm	4+	0	Braincrusha cannon	100cm	1	3+	-3	



GUTRIPPA

The Gutrippa is a a heavily armoured Ork battle tank. It is built exclusively by the Goffs who have improved on its sturdy design and heavy battlecannon armament with the addition of a pair of power claws on the front. The combination of the explosive firepower of the battlecannon and the deadly ripping claws for close combat make the Gutrippa a very popular Goff vehicle.

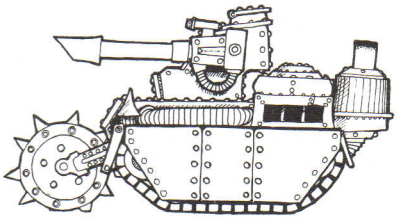


Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Gutrippa	20cm	3+	+4	Battlecannon	50cm	1	5+	-2	Goffs only

BONECRUNCHA AND BONEBREAKA

The Bonecruncha and Bonebreaka are two variant types of Ork attack tanks used by all Ork clans. The main difference between the two tanks is that they carry different turret guns – twin autocannon on the Bonecruncha and a single heavy battlecannon on the Bonebreaka. Both tanks have a huge spiked death roller mounted on their front hull, like the one fitted to the Gibletgrinda battle fortress. This is what gives them their name, because they crush and break the bones of the enemies they run over!

A Bonecruncha or Bonebreaka can try to run over enemy troop stands simply by moving over them. Each stand suffers a hit on a D6 roll of 4, 5 or 6. If the troops aren't squashed or make their saving throw (assuming they have one) the Bonecruncha or Bonebreaka is bogged down in close combat and its movement ends. If it squashes the troops it can keep moving and try to squash others until it runs out of movement or fails to squash a target and gets caught in close combat.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Bonecruncha	20cm	4+	+4	Autocannon	50cm	2	5+	-1	Deathroller
Bonebreaka	20cm	4+	+4	Battlecannon	75cm	1	4+	-2	Deathroller

MEKBOY SPEEDSTA

Ork Warbosses always try to get hold of as many Mekboyz as they can when they go to war, as without the Mekboyz to maintain and repair their vehicles, the Boyz soon find themselves walking everywhere. This is partly why Meks are the most commonly seen Oddboyz on the battlefield. As well as constantly fixing all the Wartracks and Battlewagons that have broken down, Meks spend many happy hours scavenging around wreckage for things to put in their bitz-box and use on future projects. Mekboyz are apt to be distracted by interesting wrecks and weapons so they are subject to the Ork command rule - so you can only give a Mek orders if there is a Nobz stand or other Ork command unit within 10cm of him in the orders phase. If a Mekboy has no orders he will respond appropriately, according to what clan he's from - Goffs charge, Bad Moons shoot and so on.

Meks don't just spend their time fixing stuff, they improve it too! A few extra spiky bitz here, a quick weldin' job there, and the odd complete engine rebuild - you can never be sure that you'll have quite have the same vehicle left by the time a Mek's finished with it. To represent this unique 'Kustomisin' each Mekboy card you choose in your force entitles you to randomly draw two Mekboy kustom repair cards which can be played on your Ork army. Mekboy kustom repair cards and their effects are described in more detail elsewhere.

The only thing Mekboyz like more than tinkering with machines is building and tuning their wickedly fast kustom battlewagons. Every Mekboy has his own pet 'projikt' he's working on. These often lie about forgotten for months or years but when the Waa-Ork starts a Mekboy will find the time (in between building weapons and Gargants) to finish off his special Kustom Speedsta with a few more widgits and gubbins and (most of all) new, shiny kustom weapons.

Speedstas are festooned with all manner of experimental gadgets, force fields and weapons which the Mekboy usually fits without testing them first, so understandably their performace is a little unpredictable. To represent this, Mekboy Speedstas have variable statistics which change constantly during the game as the Mekboy tinkers with the Speedsta to try and get the most out of it.

MOVE: The basic move of a Speedsta is 30cm but the squig fuel injection systems, turbochargers and so on fitted to the Speedsta mean that every time it moves you roll 2D6 and add the result to its move. On charge orders the Speedsta's move is 60cm +4D6.

SAVING THROW: The Speedsta is protected by all sorts of kustom force fields which can form a crackling, impenetrable dome of force one moment and be spectacularly shorting out with huge showers of sparks the next. Therefore each time a Speedsta has to make a saving throw roll a D6 and halve the result to find out the effectiveness of the force field against that shot – so a roll of 1-2 = a 1+ saving throw, 3-4 = 2+, and 5-6 = 3+. Roll again to find out the saving throw each time the Speedsta is fired at by a different unit.

KUSTOM WEAPON: A Speedsta is always armed with some potent new kustom weaponry the Mekboy has invented. Giant cannon strapped to the sides of the Speedsta are popular but another great favourite is a rack of destruktor rokkits armed with experimental warheads - these let the Mekboy try out lots of different weapons without having to rebuild the Speedsta each time. A Speedsta can be armed with either of these two weapons so for simplicity we've included rules for both here rather than treating rokkit and kannon-armed Speedstas as two different vehicles and duplicating a lot of data.

The super-explosive effect of the **kustom destruktor rokkits** spreads destruction over a wide area so rokkits count as barrage weapons. When you shoot a Speedsta with destruktor rokkits take a barrage template and place it over an enemy model or stand which is within range and in sight of the Speedsta. As this is a direct barrage you don't need to roll for deviation. Destruktor rokkits can't be used to fire indirect barrages at targets which are out of sight. Next, roll the artillery dice to find out how many barrage points the destruktor rokkits are worth, then roll to hit everything under the template as for a normal barrage attack. Any hits are resolved with a -2 saving throw modifier. If a 'misfire' result is rolled the rokkits fail to fire momentarily - the Mekboy jumps out and fixes them automatically before the start of the next turn.

The **kustom kannon** fires a hail of armour-piercing explosive shells. The kustom kannon isn't very accurate because the recoil from the wildly firing kannon sends the Speedsta slewing around all over the place. Of course the Meks reckon that if they fire enough shells they'll probably hit the target anyway. When you fire the kustom kannon roll the artillery dice first to find out how many attack dice you get to roll. This means that you'll get to roll 2-10 attack dice. The to hit roll for a kustom kannon is 5 or 6 and hits have a saving throw modifier of -2, making the kustom kannon a very good weapon. Unfortunately if you roll a misfire result on the artillery dice one of the shells explodes in the breech and causes a hit on the Speedsta with a -2 saving throw modifier. If the Speedsta survives the explosion the Mekboy (slightly singed and blackened no doubt) jumps out and fixes the kannon before the start of next turn.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Mekboy Speedsta	30cm +2D6	Special	+3						
				Destruktor Rokkits	75cm	2-10 barrage pts		-2	
				Kustom cannon	75cm	2-10 attack dice		-2	

MEKBOY BUBBLE CHUKKA SPEEDSTA

Ambitious Mekboyz replace the kustom cannon on their Speedstas with large force field weapons called Bubble Chukkas. The Bubble Chukka is one of the most innovative of the Mekboyz' many adaptions of force field technology. From its whirring innards the machine produces a stream of invisible, undetectable force field bubbles - much like a stream of soap bubbles. Most of the fragile bubbles burst immediately but some stick together and amalgamate into larger, stronger spheres. If a bubble hits a suitable surface, such as the hull of a vehicle, more bubbles will adhere to it increasing the size and strength of the bubble until the whole object is surrounded by a giant force field bubble.

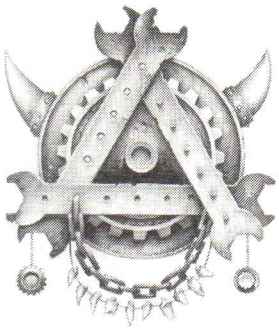
Because the force field is invisible the entrapped crew of a vehicle have no idea of their predicament until it's too late. When the vehicle next tries to fire its guns the shots rebound off the inside of the force field bubble and hit the vehicle. This causes immense hilarity amongst any nearby Orks, who will shout 'Surprise, surprise!' and laugh uncontrollably. The Bubble Chukka always shoots at the very beginning of the combat phase, though it may not fire if it's on charge orders. Because of its unusual nature the Bubble Chukka uses special rules to secretly determine if it hits or misses.

At the beginning of the game take four Bubble Chukka counters for each Bubble Chukka in your force, ensuring that you have one 'hit' counter and three 'miss' counters. Then shuffle each set of counters face down or place them in an opaque container like a mug or cup. When you come to fire the Bubble Chukkas at the start of the combat phase draw two counters for each Bubble Chukka without looking at them. A Bubble Chukka can fire at any vehicle or Titan it can see within its 50cm range. Place one or two counters face down next to the models you want to target.

Titan shields afford no protection against the force field bubbles but you can only affect a single weapon on the Titan, so ensure you make it clear which weapon you want to target by actually placing the counter on the Titan's data sheet or on the model's weapon. Infantry stands are too small for the bubbles to adhere to so they may not be attacked with a Bubble Chukka.

If the opposing player wants to fire a vehicle or Titan that has been bubbled make sure he designates exactly which weapons he's firing and then flip the counter face up. If the counter reads 'Miss' the bubbles fail to latch on properly and the target is unaffected - complete its firing as normal. If the counter reads 'Hit' the target has been trapped in an invisible force bubble and all the weapons it's firing rebound off the inside and hit it automatically! Make saving rolls for each hit with appropriate saving throw modifiers for the weapons fired. A Titan gains no protection from its shields as the shots rebound while still inside them. The hits on a Titan strike the weapon which fired - roll the hit location dice to see if the hits are shifted to a different location, then make armour saving throws with the appropriate modifiers for the firing weapons.

In the end phase collect up all the Bubble Chukka counters and shuffle them face down ready for the next turn.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Bubble Chukka Speedsta	25cm +2D6	Special 1-3+	+2	Bubble Chukka	50cm	See above			

WARTRACK

Like the war buggy the wartrack is an extremely common type of vehicle built by Ork Mekboyz from all clans. It has a set of tracks and a bike-type front suspension so it is fast and doesn't get bogged down in mud or other bad terrain.

The crew of two Orks sit behind each other with one acting as driver and the other as gunner. Wartracks are very mobile and can mount various different weapons – though autocannons are the most popular choice.

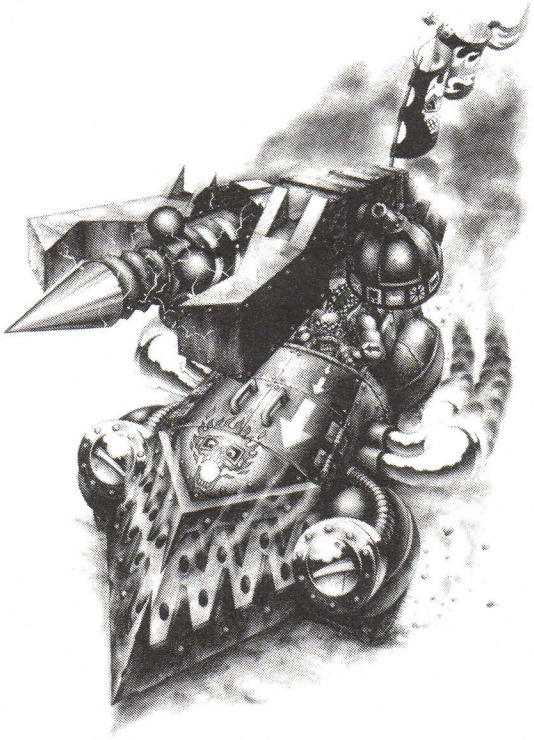
Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Wartrack	30cm	6+	+1	Autocannon	50cm	1	5+	0	

MEKBOY LIFTA-DROPPA SPEEDSTA

The Lifta-Droppa is another Mekboy invention commonly fitted to Speedstas which utilises traktor beam technology. The device is rather large and ungainly - looking not unlike a crane, which is quite appropriate considering the way it works! When the Lifta-Droppa hits a target it latches a strong, narrow beam of traktor energy onto its victim. The Lifta-Droppa's boom-mounted projector begins to swing upwards, and the target is lifted into the air high above the battlefield. This experience is very disconcerting for the target but a great laugh for the Orks who chant 'Drop, Drop, Drop, Drop!' as the beam lifts the target higher and higher into the air, slowly at first but gaining height with each moment - until with a sadistic chuckle the Mekaniak switches off the beam and lets his victims plummet to their doom. Particularly adroit Meks favour jiggling the beam so that their victims land on top of their mates and turn them all into splutchy pancakes.

The Lifta Droppa has a range of 75cm and has to roll a 4, 5 or 6 on a D6 to hit its target. If the target is hit it has to make a saving throw with a -4 modifier. A failed save means it's been latched on to and is lifted high up into the air. The Ork player can designate where he wants to drop his victim within 6cm. Roll the scatter dice to see if the Mekboy manages to get his helpless victim on target - a 'hit ' indicates he's bang on target, an arrow means the victim flies 2D6cm in the direction of the arrow before plummeting to the ground. The falling victim is automatically destroyed. A model struck by a falling model or troop stand is automatically destroyed unless its saving throw is better than the saving throw of whatever fell on it - so, for example, a troop stand landing on a super heavy tank won't do any damage, but a super heavy tank landing on a troop stand would rather messily squash it!

Titans and buildings are too big and heavy to be picked up by a Lifta Droppa but can be hit by falling models. Titans will lose a shield if struck by a falling model, or suffer a hit if they have no shields left. Roll for location as normal, the location hit will suffer damage unless its saving throw is better than the model hitting it. A building will only suffer damage if it is hit by something really big like a super heavy tank. If this happens make an unmodified saving throw for the building and if it fails it collapses into rubble.



MARK GIBBONS

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Lift Droppa Speedsta	20cm +2D6	Special 1-3+	+2	Lifta Droppa	75cm	1	4+	-4	

SCORCHER

The Scorcher is a heavily modified wartrack with an armoured turret and a fuel tank on a trailer. It takes its name from the scorcher fire thrower with which it is armed. The scorcher is a dangerous weapon which runs off the unstable compound that Orks use for fuel. The fuel is pumped from the trailer through the turret and out of a broad nozzle. A burner ignites the fuel as it passes through the nozzle and produces a sheet of flame. The burning fuel washes over and through cover, lapping through windows and doors or setting vegetation alight so that the cover provides no protection, making the scorcher particularly good against infantry.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Scorcher	30cm	6+	+1	Scorcher	15cm	1	4+	0	Ignores to hit modifiers for cover

MEKBOY DRAGSTER

Dragsters are stripped-down Speedstas that have had their weapons removed and replaced with a particularly sneaky device - the deflektor field. Most of the Dragster's hull is filled with thrumming capacitors and giant force field projectors which erect an invisible dome of force in a 6cm radius around the vehicle. The idea is that when anything shoots at the Dragster the deflektor field (hopefully) bounces the shot away in a random direction, sometimes even destroying the firer! Mekboy Dragsters always race to the areas of heaviest fighting and try to get really close to the enemy so they can laugh at them gawping with amazement as their shells and laser bolts bounce off the invisible dome of force.

Whenever the enemy shoots at and hits something inside or behind the deflektor field (including the Dragster itself) check to see if the shot is deflected by rolling the scatter dice. You can easily check whether a shot hits the field by placing the Gargant belly gun high-explosive template over the Dragster and drawing a straight line from the firer to the target, if the line crosses any part of the template roll to see if the shot is deflected.

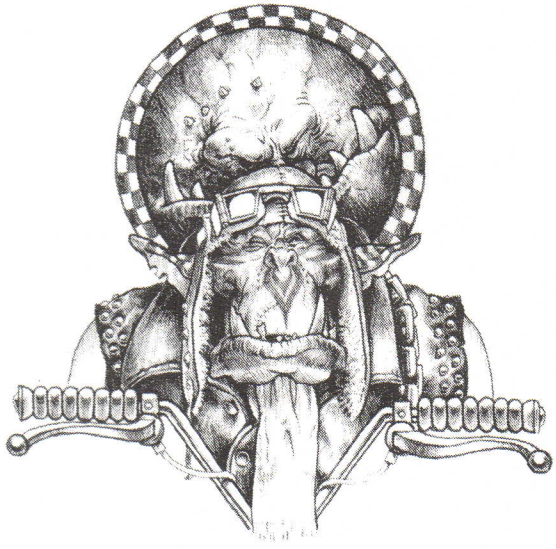
If the scatter dice roll comes up as a hit the shot has penetrated the field, the intended target is hit and a saving throw is taken as normal. If an arrow is rolled the shot is deflected off in the direction shown and travels out to its remaining range - so if a weapon with a 50cm range was fired at the field from 30cm away and deflected it would travel 20cm in the direction rolled on the scatter dice.

The first object in the path of the deflected shot is automatically hit unless it is also inside the field (ie within 6cm of the Dragster) in which case it is ignored - keep tracing the line of the shot until it strikes something outside the field or runs out of range. Barrage attacks which are deflected by the field don't tend to bounce so far because of their high trajectory, a barrage is deflected 4D6cm in the direction indicated. Units can fire out of the deflektor field and indirect barrages can be fired over it without problems but things trying to fire through the field always have a chance of being deflected. Unfortunately the deflektor field isn't big enough to cover Gargants or Titans so they gain no protection from it.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Mekboy Dragster	35cm +2D6	3+	+2	Deflektor Shield	See above				

NOBZ WARBIKES

The Nobz warbike is the ultimate in personal transport for Nobz who want fast personal mobility, with no waiting around for the rest of the Boyz. The bike is driven by one of the Boyz from the Nob's own household who can be trusted to pile on the speed and get where the action is fast! This leaves the Nob free for the real fun which (as everybody knows) is firing the biggest, loudest and most devastating weapon that he can carry.

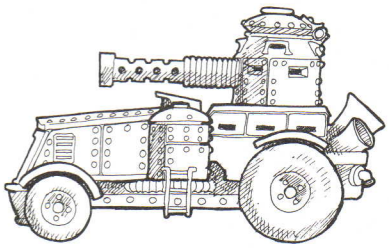


It is particularly useful to have Nobz mounted on warbikes if the clan includes any vehicles like wartracks or buggies, as these can all too often disappear off into the middle of enemy lines never to be seen again if the Nobz can't keep up with them. You can make Nobz warbikes by sticking a banner pole onto an ordinary warbike stand or, if you are feeling more ambitious, by cutting the bases off some Nobz models and sticking them onto the back of a warbike. Bikes are mounted two to a 20mm base.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Nobz Warbike	30cm	6+	+5	Bolters	25cm	2	5+	-2	Command unit

EVIL SUNZ BOWELBURNA

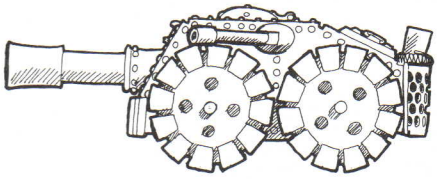
Bowelburnas are extra-fast battle buggies built by the Evil Sunz clan. They are lightly armoured but wickedly fast, reflecting the clan's complete fixation with speed. As their main armament Bowelburnas carry a scorcher, a weapon which fires a torrent of flame. The scorcher saturates the target area with burning fuel so it ignores cover, making it a particularly potent weapon against infantry in woods or buildings. The Bowelburna's scorcher is fed from extra-large fuel tanks which are also connected to the engine. This means the Bowelburna can travel great distances without refuelling, making it good for long-range raids.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Bowelburna	30cm	5+	+1	Scorcher	15cm	1	4+	0	Ignores to hit modifiers for cover Evil Sunz only

EVIL SUNZ GOBSMASHA

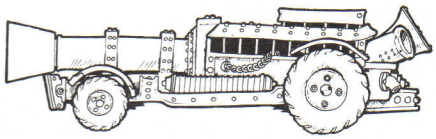
The Gobsmasha is an Evil Sunz war buggy characterised by its blocky, armoured hull and four large metal wheels. The Gobsmasha benefits from having thicker, fully enclosed armour and a bigger gun than ordinary war buggies. Evil Sunz use Gobsmashas to teach their young and impetuous Wildboyz the benefits of Orkish kultur and the joys of driving around at high speed – the heavier armour comes in particularly handy when the Wildboyz keep crashing into things. In battle each Gobsmasha is crewed by two or three Wildboyz (who jump around and try to grab the steering wheel off each other) and a hoary old Ork veteran (who fires the gun and stops the young Orks doing anything too daft).



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Gobsmasha	25cm	5+	0	Autocannon	50cm	1	5+	0	Evil Sunz only

EVIL SUNZ SPLEENRIPPA

Evil Sunz love Spleenrippas more than any other kind battlewagon. They are very, very fast, and armed with the biggest, shootiest gun they can carry. Spleenrippas are typically characterised by the huge, gleaming exhausts jutting from their huge throbbing engines, extra fat wheels and sumptuous red flame-effect paint jobs. Evil Sunz Boyz will scrimp and save for years to buy a Spleenrippa – and the lucky Orks who've got one just grin broadly and roar into battle, leaving the envious Boyz to eat their dust.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Spleenrippa	30cm	5+	0	Battlecannon	75cm	1	4+	-2	Evil Sunz only

MEK TINBOTZ

Some Mekboyz become fascinated by the intricacies of miniaturisation and robotics after hearing about or seeing Imperial robots in action. After some eksperimentin' they manage to copy and improve them – in a suitably Orky fashion of course! These Ork robots are called Tinbotz.

Tinbotz are very sturdily built and tend to be armed with a variety of different weapons: autocannon, heavy bolters, plasma guns, power claws and chainsaws are all very common choices. Instead of mucking about trying to get the robots to think for themselves, Mekboyz fit radio controls into the Tinbotz instead. In battle the Mekboy lurks around near his Tinbotz Mob and transmits commands to them using a special control box, giving them simple orders to move forward, turn, fire and so on.

Tinbotz Mobz are not subject the Ork command rule because they receive their instructions from the Mekboy who is doubtless concealed nearby them. However there are practical difficulties in issuing dozens of separate commands to the Tinbotz, made worse by the delay between the Tinbotz receiving their orders and executing them.

To represent these problems you have to place orders for Tinbotz at the end of the movement phase. On the first turn of the game place and reveal orders as normal. At the end of the movement phase place another order counter face down next to your Tinbotz Mob. These are the orders which you will use next turn. This means you will have to judge the situation carefully to predict what the best orders for next turn will be. You may choose any of the following orders.

Charge: The Tinbotz charge 20cm in a straight line towards the nearest enemy unit and must enter close combat if they can. Tinbotz may not fire when they are on Charge orders.

Advance: The Tinbotz advance 10cm in a straight line towards the nearest enemy unit and fire at them in the advance fire segment.

First Fire: The Tinbotz remain stationary and fire at the nearest enemy unit in the first fire segment.

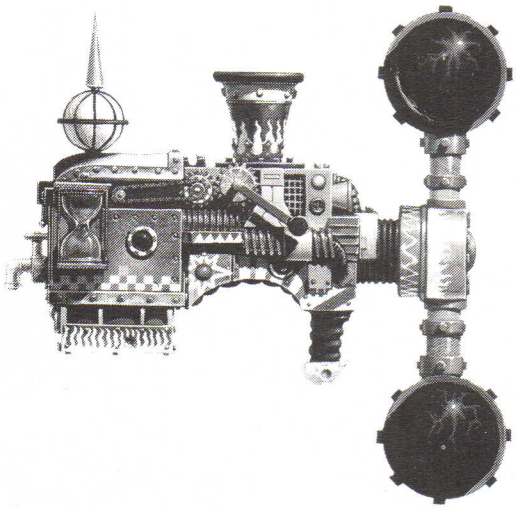
Fall Back: The Tinbotz move between 10cm and 20cm directly away from the nearest enemy unit. The Tinbotz my not fire when they are on Fall Back orders.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Tinbot	10cm	4+	+4	Autocannon	25cm	2	4+	0	

MEKBOY SHOKK ATTACK GUN

The Shokk Attack Gun is a marvellous Orky invention. Its exact workings remain a mystery even to the Mekboyz who build them, but it works none-the-less and in a particularly effective and spectacular manner. The whirling warp-spheres at the front spin round churning up the bit of space in front of the gun to create a sort of warp tunnel. The exit to the tunnel depends on where the Ork points the Shokk Attack Gun - it might be in the middle of an enemy unit, inside a tank, deep within a building, or even inside some unfortunate Terminator's armour!

You can't really be sure where the tunnel comes out until you send something down it, which is where the infamous Snotling Attack teams come in. Snotlings, the smallest and most docile of the Ork-Gretchin race, are specially trained to jump into dark holes in return for food. Their ultimate fate is to be sent enthusiatically into a warp tunnel generated by the Shokk Attack Gun, reappearing over or even inside the target.



Though Snotlings are not aggressive by nature, the journey through the warp tunnel turns them into gibbering maniacs. Half-mad with terror they suddenly appear at their target clawing and biting everything within reach, defecating uncontrollably, and screaming like frightened alley cats. This is quite disconcerting for the poor victim, especially if the deranged Snotlings suddenly appear inside an enclosed vehicle like a tank or (worst of all) down the left leg of your Terminator suit! A vehicle attacked in this way may be rendered useless while the crew disentangle themselves from frantic Snotlings, or the engines and weapons might be clogged by Snotlings caught up in the works. Exposed troops may be clawed to death, and a Terminator can suffer a terrible fate as several explosively flatulent creatures materialise inside his helmet.

The Shokk Attack Gun takes a while to generate its warp tunnel so it can only be fired if the stand has first fire orders. The weapon has an unlimited range and can be used against any target in sight. Nominate your target and roll the scatter dice and 2D6 to determine distance scattered just like a barrage.

If you roll a direct hit on the scatter dice and a double on the 2D6 then the Snotlings have not only landed on their target but many have materialised inside it as well. If this happens the target is destroyed automatically without an armour saving throw. Titans and other large fighting machines which use the Titan-style to hit diagrams and damage charts are hit once in a randomly determined location. Work out the effect by rolling on the appropriate damage chart as normal. Shields are bypassed automatically and no armour save is allowed for Titans which have been invaded by Snotlings in this way.

If you roll a direct hit on the scatter dice and any number other than a double on the 2D6 then you have hit the target area. Snotlings pop out of the air and surround the target, clinging to arms and legs, scratching, clawing and lashing out at everything close by. The number of Snotlings that make it through the warp turnnel is somewhat uncertain, and many of those who do are reduced to a helpless catatonic state. This means their effectiveness varies a great deal - from all out frenzied attack to mere inconvenience.

The effect of the attack is worked out as a round of close combat fought immediately against the target. The 2D6 roll already rolled stands for the Snotlings' close combat score. Because doubles count as immediate destruction as described above, this score varies from 3 to 11. The target makes its normal close combat roll (2D6 + its CAF). As with all close combat, void and power shields are ineffective and armour saving throws are ignored. If the target survives the Snotling attack it cannot shoot for the remainder of that combat phase and if engaged in close combat by other enemy it counts as having fought one round already. This means that any other close combat opponent rolls an extra D6 as described in the close combat rules. If attacked by more than one Shokk Attack Gun then each subsequent Snotling attack adds +1D6 exactly like any other close combat attack.

If you roll an arrow on the scatter dice the shot has scattered in the direction shown by the distance indicated by the 2D6 roll. The Snotlings will automatically materialise around the closest target within 5cm of the indicated point and attack it as described above. The new target may be friend or foe - the Snotlings are too terrified to tell the difference any more! If there are no potential targets within 5cm then the Snotlings have nothing to attack, and take the opportunity to scurry away, crawling off to hide under rocks or in the undergrowth.

Whatever the result, Snotlings only attack for one turn and then lapse into petrified silence, run off, hide, or otherwise make themselves scarce.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Shokk Attack Gun	10cm	None	0	Shokk Attack Gun	Special Rules				

MEKBOY PULSA ROKKIT

The Pulsa Rokkit is really a special force field generator which is launched into the midst of the enemy on a giant rokkit packed with a special solid fuel collected from the drops. The gigantic rokkits are usually launched from big tracked carrier vehicles, with each carrier mounting one rokkit. When the rokkit is launched it soars skyward with a great rush of flames and sparks, majestically arcing hundreds of feet up before plummetting earthward to bury its reinforced nose into the ground. Once the rokkit has come to earth the Pulsa force field sends out powerful bursts of energy, like the ripples made by a stone when it is thrown into a pool.

Anything near the rokkit when it activates will catch the full force of the expanding field with vehicles being flipped over, men being tossed up into the air, buildings crumbling and trees snapping like matchsticks as the field passes over them. The generator continues to release energy at irregular intervals until the generator burns out or blows up. Because the pulsa generator keeps battering its targets with successive waves of force it is particularly good at smashing down immobile targets like buildings and fortifications, or breaking up slow-moving enemy formations.

Unfortunately, the rokkit itself is a little inaccurate, not to say completely unpredictable. Though at first great efforts were made to teach Gretchin to fly the rokkits very few candidates proved up to the job. Meks tried to conserve the few plucky fellows that did volunteer by giving them parachutes or rokkit packs so they could jump out, but there were still a lot of casualties. Nowadays Mekboyz point the rokkit in the right direction and hope for the best. Still, this doesn't seem to worry them much and just adds to the excitement.

Pulsa rokkits can only be fired if the launchers are on first fire orders. Each battery of Pulsa rokkits can only fire one rokkit per turn as the Mekboy commanding the battery has to personally oversee the preparations for launch - bashing fins into the right shape with a hammer, filling the burner with fuel and so on. The rokkit can only fire straight ahead and you should take the opportunity to align it in the direction you want to fire during the movement phase.

When the Rokkit is fired the player decides how much fuel he is putting in the rokkit by nominating a number between 1 and 20 - 1 is very little fuel and 20 is a full load. To see how far the rokkit travels the player rolls the nominated number of D6s, adds up the total and adds it to the rokkit's basic range of 50cm. The rokkit always travels at least 50cm so it has a range of between 51cm and 170cm, depending on how many dice you decide to roll. For example if you nominated 10 for your fuel the Pulsa rokkit would travel 50+10D6cm (on average rolls 85cm) before landing. Once you know where the rokkit lands roll for scatter in the same way as for an indirect barrage – it's quite likely that the rokkit will start corkscrewing off-course while it's in flight.

The unusual thing about a Pulsa field is that it uses two different templates. It starts off the size of a normal barrage template and then as the field expands to its full size the normal barrage template is replaced with a special 12cm template. When you've worked out where the rokkit lands place the smaller template at that point.

The Pulsa rokkit starts to pulse out waves of force immediately so roll a D6 for each rokkit as it lands and look up the effect on the table below – the higher the roll the more ripples of energy the Pulsa field creates. Unless a 1 or a 6 is rolled the pulsa generator will keep working so the template is left in position on the tabletop. Titans are the only models that can move through a Pulsa template, and even they count it as difficult ground. Troops and vehicles can't see through a Pulsa template unless they occupy an elevated position and see over it, if they are in buildings or on a hill, for instance. Skimmers and Titans can always see over a Pulsa template.

After the rokkit has landed and the generator has warmed up properly the pulses of force start to cover a wider area. At the start of the next combat phase place the special 12cm diameter Pulsa Rokkit template at the landing point. Roll a D6 on the Pulsa Rokkit Table and apply the effects to anything under the template. Again, unless you roll a 1 or a 6 the template stays in place and you roll for it on the Pulsa Rokkit Table again at the start of next turn's combat phase.

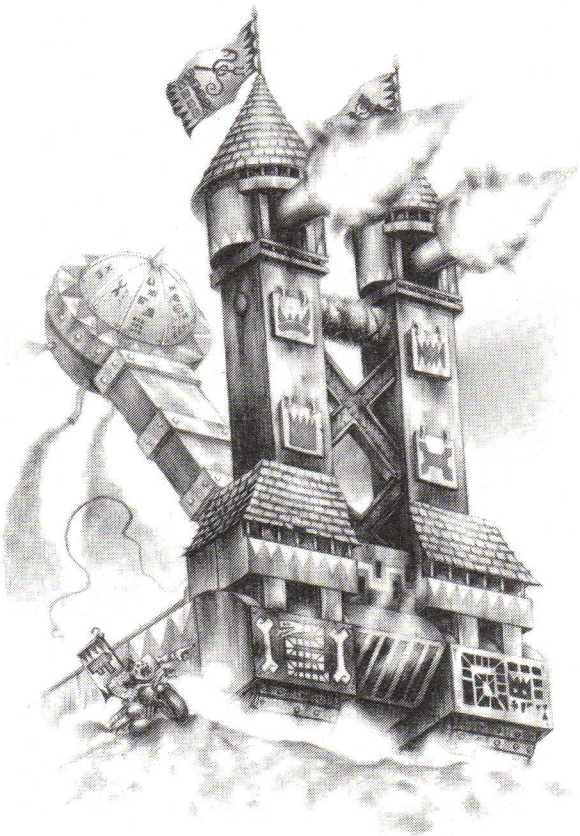
PULSA ROKKIT TABLE

D6	Effect
6	**Ka-boom!** The pulsa generator crackles and sparks in a very spectacular fashion, throwing out massive force waves as it runs wild and explodes. Everything under the template is destroyed except for Titans or Gargants which suffer six hits with a -2 saving throw modifier. Anything within 6cm of the edge of the template suffers one hit with a -2 saving throw modifier on a roll of 3, 4, 5 or 6 on a D6. After you have worked out the results remove the Pulsa template.
2-5	**Hummmmmm.** Shock waves radiate from the pulsa field generator. Any troop stands under the template are destroyed on a 4, 5 or 6 on a D6. Vehicles, Titans and buildings under the template suffer a number of hits with a -2 saving throw modifier equal to the number rolled on the dice. Any surviving troop stands and vehicles are pushed out to the edge of the template and may not fire this turn. Leave the Pulsa template in position and roll again for its effect at the start of the next combat phase.
1	**Phut!** With a feeble spit of flame and a thin trail of smoke the Pulsa field generator unleashes a single ripple of force before giving up the ghost. Work out the results as for 2-5 above and then remove the Pulsa template.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Rokkit Crawler	5cm	4+	0	Pulsa Rokkit	50cm+ ?D6	See above			One shot

SQUIG KATAPULT

Squig katapults lob large pots full of carnivorous buzzer squigs into the midst of the enemy. The pots crack open when they land and swarms of the enraged squigs pour out to attack anything nearby. Buzzer squigs are voracious insect-like creatures which are capable of stripping the flesh off a man-sized creature in seconds.



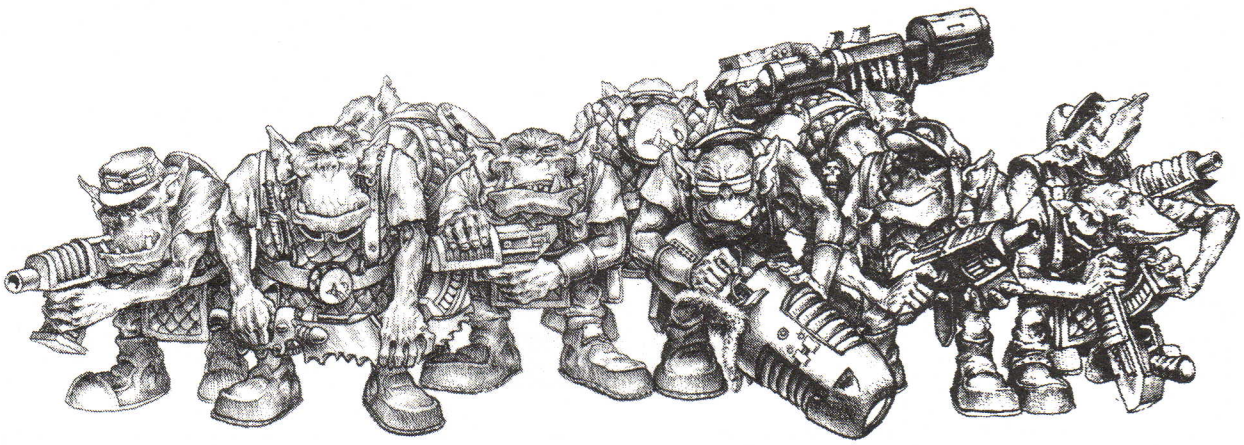
MARK GIBBONS

The actual katapults are constructed by Mekboyz and Runtherdz working together, building them out of wrecked vehicles with some kind of tracked tank like a Lungbursta supplying the chassis that the katapult is built onto. The katapult itself consists of two towers which house the winding mechanism and a long thrower-arm ending in a cup which holds the squig pots. Squig katapults are particularly popular with the Snakebites both because their clans have a lot of Runtherdz and because good, simple weapons such as katapults appeal to their traditional ways.

Squig katapults fire barrages but unlike most barrage weapons they can't fire at targets which they can't see. Take a special Buzzer Squig template for each katapult in the squadron which is firing and place it over an enemy model in sight and in range. Squig katapults are fairly inaccurate so roll the scatter dice and if you roll an arrow move the template 2D6 cm in the direction it points in. Anything under a Buzzer Squig template is attacked by the hungry squigs and hit automatically, regardless of cover. Buzzer squigs don't like the taste of Orks and Gretchin so they are completely safe from their attentions. Other vehicles and troop stands attacked by a swarm of Buzzer squigs need to make a saving throw to survive, but because the squigs can't bore through armour very easily the save is made with a +1 modifier. This means that even units that normally don't have a saving throw (like troop stands) will get a saving throw of 6+, and some well-armoured tanks will make their saving throw automatically.

After they've attacked the Buzzer squigs burrow into the ground and the template is removed. If the squigs cause any casualties they may go into a feeding frenzy and continue to swarm. Roll a D6 and on a 6 the Buzzer squigs are still hungry and the swarm moves 2D6cm in a direction determined by rolling the scatter dice, causing casualties on any troop stands or vehicles it moves over. After they've moved the swarm will burrow into the ground so the template is removed.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Squig Katapult	15cm	3+	+1	Buzz Squig swarm	50cm	See above		+1	Swarm may move
				Tower Guns	25cm	2	5+	0	



TRAKTOR KANNON

Ork Mekboyz have an intuitive grasp of force field technology, and use it more effectively than any other race. They build all sorts of large force fields and tractor beams, which they use in all kinds of ways as weapons and protective shields. The most important use of this technology is in space where an airtight bubble is used to seal spacecraft and make them habitable – Ork spacecraft don't need airtight hulls as such!

The Traktor Kannon is a typically orky device, and the most common of the many Ork field-technology weapons. It is sometimes fitted into turrets and carried by tanks or Gargants, but it is more usually fitted onto its own mobile carriage. The Traktor Kannon projects a tight pulse of traktor energy that pins the target down to the ground, effectively immobilising it. The target cannot move or shoot, and sometimes the downwards pressure of the traktor beam is so great that the victim is actually squashed.

The following special rules govern the Traktor Kannon's use on the gaming table. Roll to hit your chosen target as with any other weapon – a basic hit roll of 5 or more is required. If the target is hit, take the saving throw as normal, with the -1 modifier indicated. If the save is passed the target is unaffected. If the target fails its save it may be *immobilised* in which case it cannot move, shoot, or do anything else in its following turn, or *squashed* in which case it is destroyed.

Roll a D6 to determine the result and add +1 if the target has no basic saving throw (ie, most infantry have no save and are more likely to be squashed).

D6 Roll	Effect
1-5	IMMOBILISED. May do nothing next turn
6+	SQUASHED. Destroyed

A Titan's shields cannot protect it from a traktor beam but it always counts its highest saving throw from all its areas, which means it is very hard to hit effectively.

Immobilised models can do nothing. If they are command units they cannot give orders, and in all respects they are 'out of it' while they are immobilised. Any psychic powers and bonuses the immobilised model normally confers are negated. Titans which have been immobilised can continue to use their shields but are otherwise incapable of doing anything. They cannot repair shields or damage for example. Models which are immobilised do not have to stay in formation, but they must join their unit as soon as possible once the effects of the Traktor Kannon have worn off.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Traktor Kannon	15cm	None	0	Traktor Kannon	50cm	1	5+	-1	

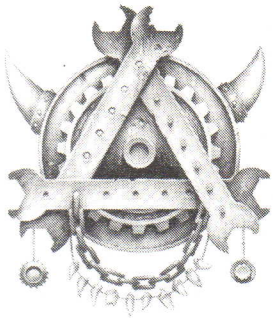
ORK DREADNOUGHTS

Orks know a good idea when they see one and the sight and sound of Space Marine Dreadnoughts striding across the battlefield with guns blazing created a lasting impression on the Ork mind. Inspired by the success of Space Marine Dreadnoughts, Ork Mekboyz set to work making their own. Though the Orks have captured the resemblance of the human Dreadnoughts, the mechanics of their machines are typically Orky.

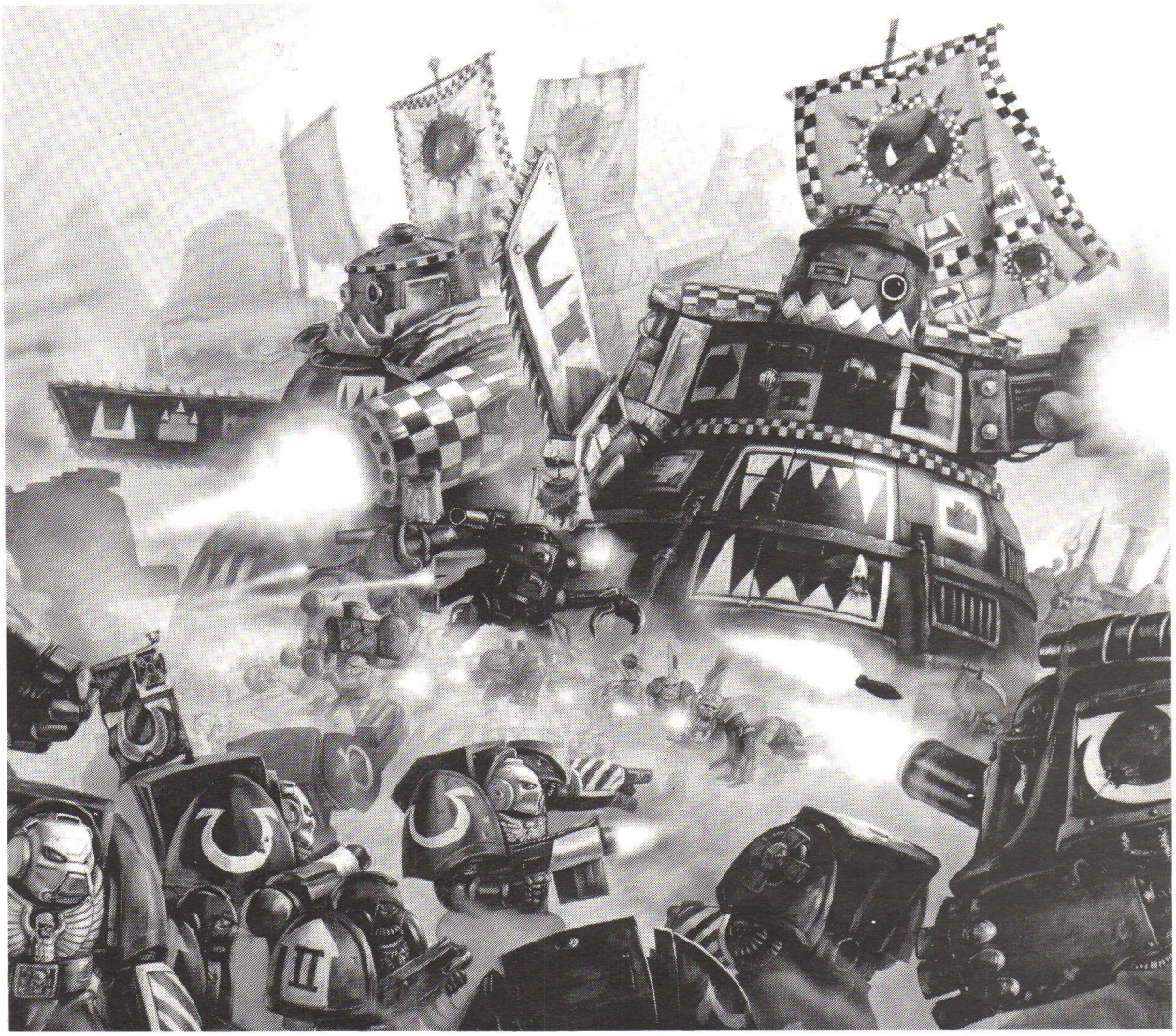
The Ork Dreadnought is piloted by a Gretchin which has been surgically implanted into the machine by the combined efforts of a Painboy and Mekboy. Ork and Gretchin bodies are fortunately very resilient so the Gretchin usually survives the operation and wakes up to find himself with a huge metal body that's even more Orky than Orks! This is very cheering to the Gretchin who has suffered years of being beaten around the head by his superiors. Not surprisingly his new-found power tends to go to his head, so Ork Dreadnoughts are often very hard to control.

Dreadnoughts are mobile troops and move through terrain like infantry stands. See the Terrain Chart in the Space Marine rules summary sheet for details.

Unfortunately, Ork Dreadnoughts don't always do what they're told. The Gretchin inside often gets carried away with excitement or goes crazy with power, sometimes even to the extent of bossing the Orks about. To represent this, Ork Dreadnoughts are subject to the normal Ork command rule which says they have to remain within 10cm of a command unit in order to receive orders. If they receive no orders then they behave erratically. Roll a D6 for the Dreadnought unit in the orders phase: on a 1-2 it has first fire orders, on a 3-4 it has advance orders, and on a 5-6 it has charge orders.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Ork Dreadnought	10cm	6+	+3	Autocannon	50cm	2	5+	0	



DAVE GALLAGHER

STOMPERS

When the Orks are in the throes of a mighty Waaa-Ork all the Mekboyz band together and work like crazy to build Gargants. Some Mekboyz manage to construct huge Great Gargants, others proudly build the smaller Slasher Gargant, but many can't find the labour or materials for such large projects and have to be content with a Stomper. Stompers don't really count as Gargants because they're too small, but they embody all the virtues of a Great Gargant in miniature. Whereas a Gargant's crew might number several dozen Orks and Gretchin (plus innumerable Snotlings) a Stomper has a small crew consisting of a few brave Orks and enthusiastic Gretchin.

Because of their small size Stompers are more like vehicles than Titans, and the game rules for them reflect this. They are treated as vehicles for purposes of travelling over different sorts of terrain and they have vehicle type game data rather than Titan data sheets.

Stompers operate in Stomper Mobs and usually accompany a Warboss – one who hasn't quite managed to get his Mekboyz to build bigger Gargants. Sometimes Stompers will be built in addition to Gargants, and the lucky Warboss can include both types in his Waaa As Stomper Mobs embody the spirit of the Waaa-Ork, they do not have to take morale checks and cannot be routed.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Ork Stomper	10cm	1+	+8	Battlecannon Bolters	50cm 15cm	1 4	3+ 6+	-4 0	Stomper Mobs ignore morale checks.

SNAKEBITE SQUIGGOTH

The Snakebite clan are the most wild and primitive of the Ork clans, with many Runtherdz and Painboyz but only a few Mekboyz. When the Waa-Ork takes a grip on a Snakebite clan the Mekboyz are all too busy building Gargants to build many battle fortresses and big tanks so the Runtherdz and Painboyz get together and start breeding really huge, mammoth-sized squigs called Squiggoths.

Squiggoths don't normally grow much bigger than a bull, but with the right fungus nutrients and tender loving care they can reach house-sized or even bigger! The Runtherd's Gretchin and Snotlings are sent scurrying out to scavenge whatever metal they can find and they build huge, ramshackle towers which are mounted on the Squiggoth's back. Because battlecannon are also hard to come by, old swivel guns and bombards are dragged out of storage and mounted in the towers. These old guns also have the added advantage that the Snots and Grots can be trusted to load them without getting stuck in the worky bitz because they don't have any worky bitz!

MARK GIBBONS

When the Snakebite clans march off to war they are accompanied by the trumpeting calls and the thunderous tread of the mighty Squiggoths. In battle the Runtherdz and Painboyz proudly sit high up in the swaying metal towers and bellow at the scurrying Snots and Grots to load and fire the guns, wincing as the odd Snotling loses its grip and plummets out of the tower. Squiggoths mount plenty of guns so their firepower is impressive if rather old-fashioned (Snakebites consider this a positive advantage of course).

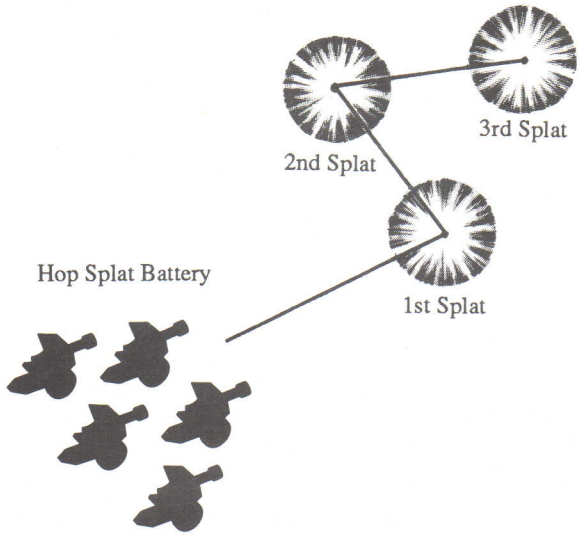
Squiggoths are deadly in close combat, trampling foot troops and goring tanks with their huge tusks. They are also hard to kill, as their thick hide, awesome constitution and dull nervous system shields them from all but the most hideous wounds. The problem with Squiggoths is that when they finally realise that they are hurt or, indeed, dead they tend to panic and rampage around madly until they finally keel over – which can be more than a little dangerous for any troops who happen to be in the way.

When a Squiggoth is hit and fails its saving throw, roll the scatter dice. If you roll a 'HIT' the Squiggoth folds up neatly on the spot and can be removed immediately. If you roll an arrow it means the Squiggoth hasn't died yet and rampages 2D6cm in the direction indicated by the arrow before it finally expires and is removed. Any troops run over by a rampaging Squiggoth are hit on a D6 roll of 4, 5 or 6 and must make an unmodified saving throw to survive.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Squiggoth	10cm	3+	+5	Bombards Swivel Guns	50cm 25cm	2 3	4+ 5+	0 0	Rampages 2D6cm when dead

HOP SPLAT GUN

The Hop Splat gun is an ingenious artillery piece which fires a special hop-splat shell, named after the irregular way it hops across the battlefield. This shell consists of a rocket attached to a length of chain terminating in a heavy metal ball. Once the rocket shell has been fired the ball and chain becomes a whirling menace to anything in its path. When the shell hits the ground the ball is catapulted in a new direction, pulling the rocket free and sending the shell whirling off again. When a battery of Hop Splats is fired the air is filled with scything chains and whipping balls jumping erratically across the battlefield, and a lucky salvo can wipe out units of men and machines in moments.



Hop Splat guns are crewed by Gretchin and Snotlings but each battery includes several Ork Runtherdz who shout at the Snots and Grots to stop them slacking. Because of the presence of the Runtherdz a Hop Splat battery will always fire even if it doesn't have any orders. If there are no Ork command units within 10cm in the orders phase a Hop Splat battery will automatically have first fire orders. In the first fire segment of the combat phase the Hop Splats will fire at the nearest enemy unit in sight. If there is a command unit within 10cm you can pick their target as usual but otherwise the Runtherdz will just pick the nearest enemy unit they can see. Given the unpredictable nature of the hop-splat shells this can be rather dangerous to the Orks – as well as to their foes!

Hop Splat guns fire barrages but unlike most barrage weapons they can't fire at targets which they can't see. Take the barrage template and place it over an enemy model in sight and in range, roll to hit any targets under the template as for a normal barrage. Any hits scored have a -1 saving throw modifier. Now roll the scatter dice and place a second barrage template 3D6cm away in the direction indicated by the arrow. Roll to hit any new targets under the second template. Then roll again and place a third template 3D6cm away from the second template, roll to hit any new targets as above. The Hop Splat battery always shoots three barrages – in reality one barrage that hops from place to place, regardless of how many Hop Splat guns there are in the battery.

Hop Splat guns cannot move and shoot so they can only have first fire orders (in which case they can fire in the first fire segment of the combat phase but cannot move) or charge orders (in which case they can move up to 10cm but cannot shoot). There is no point in giving a Hop Splat battery advance orders.

There is no point in giving a Hop Splat battery advance orders. Hop Splat guns are commonly towed into battle by wartracks or war buggies. A wartrack or war buggy can move normally while towing a Hop Splat gun and the gun can be unlimbered at any point in the vehicle's move. Because Hop Splats can't move and shoot, a battery which has unlimbered in the movement phase can't fire in the combat phase. A Hop Splat gun can limber up again as soon as a war buggy or wartrack is moved so that the models are touching in the movement phase. The vehicle can then complete its movement towing the Hop Splat gun. A Hop Splat battery can either unlimber or limber up in one turn - it can't do both.

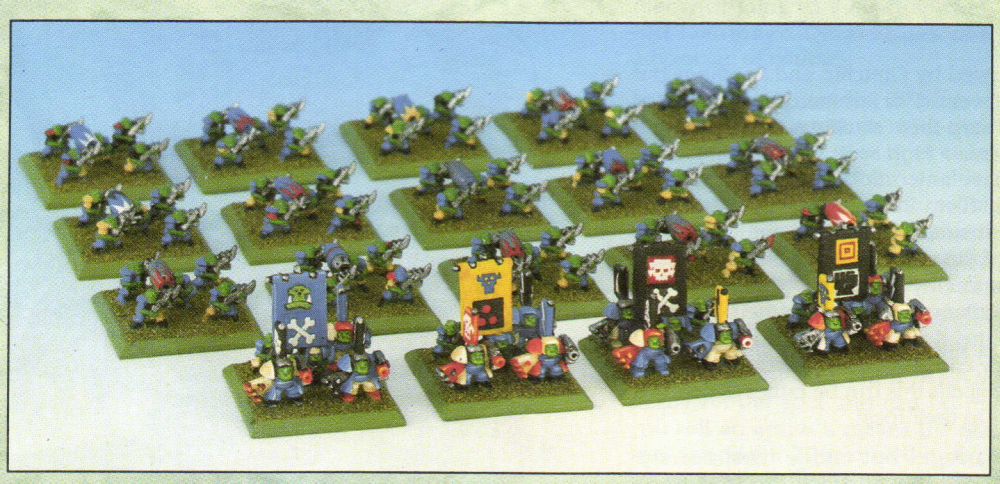
MARK GIBBONS

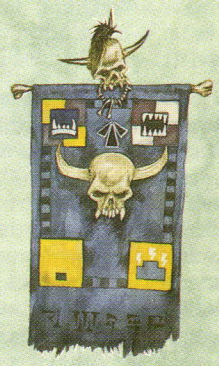
Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Hop Splat Gun	10cm on charge	None	-3	Hop-splat	50cm	1 barrage point		-1	3 Barrages

EAVY METAL

GOFF WARBOSS AND STOMPERS

GOFF BRAINCRUSHAS

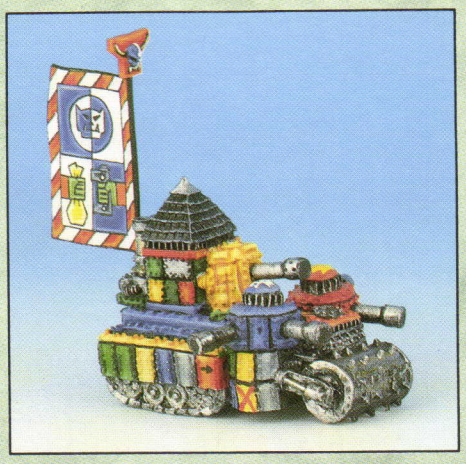




DEATHSKULLS CLAN

GOFF GUTRIPPAS

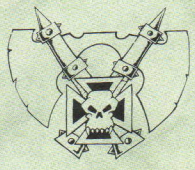
BAD MOON GREAT GARGANT



DEATHSKULL GIBLETGRINDA

BAD MOON WEIRDBOY TOWER

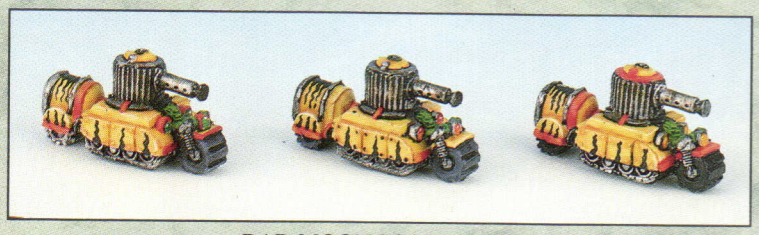
GOFF LUNGBURSTAS



BLOOD AXE CLAN

EAVY METAL

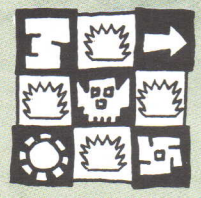
BAD MOON BATTLE WAGON VARIANTS

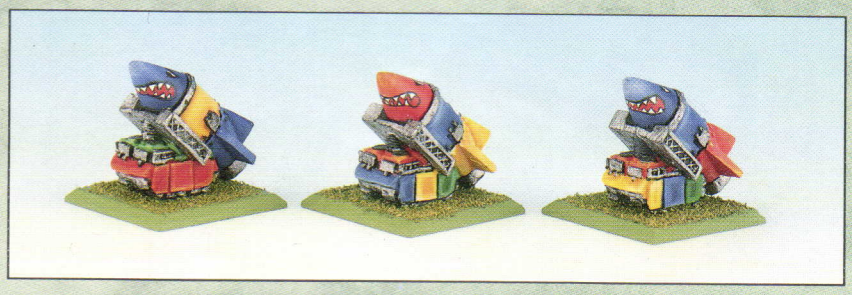


BAD MOON SCORCHERS

BAD MOON SKULLHAMMA BATTLE FORTRESS

BAD MOON CLAN



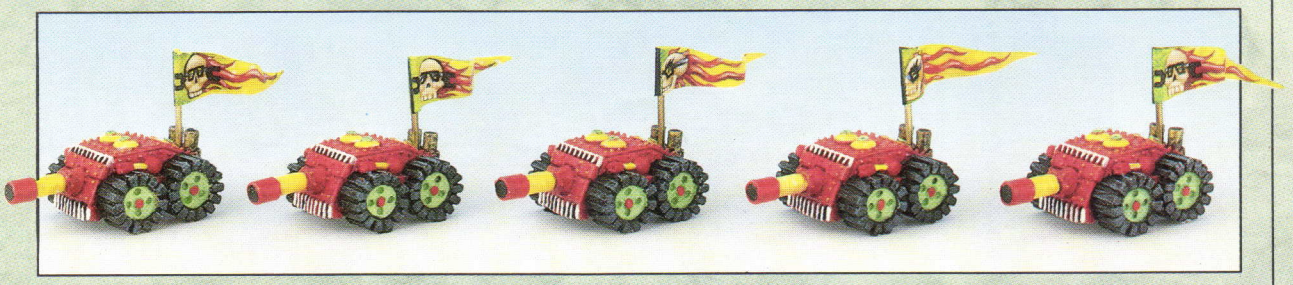


DEATHSKULLS PULSA ROKKITS

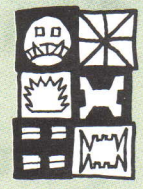
EVIL SUNZ CLAN

EVIL SUNZ BOWELBURNAS

EVIL SUNZ SPLEENRIPPA



EVIL SUNZ GOBSMASHAS

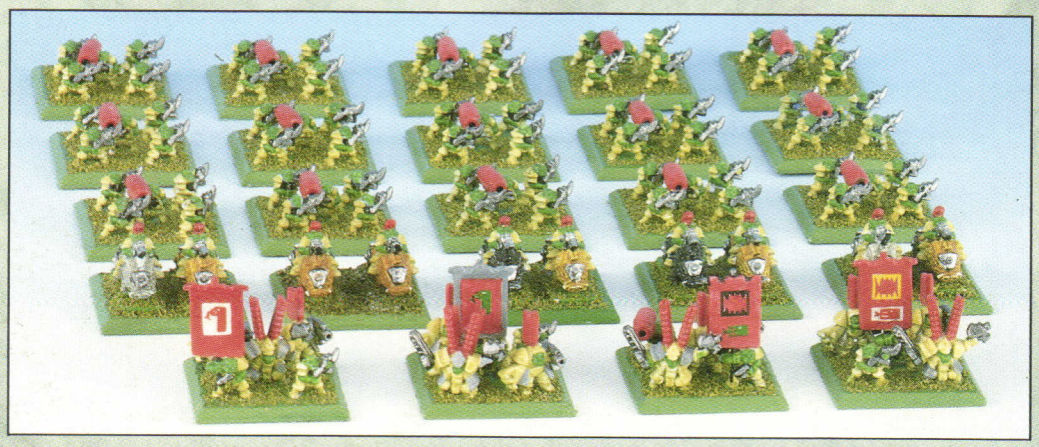


SNAKEBITES BONEBREAKAS

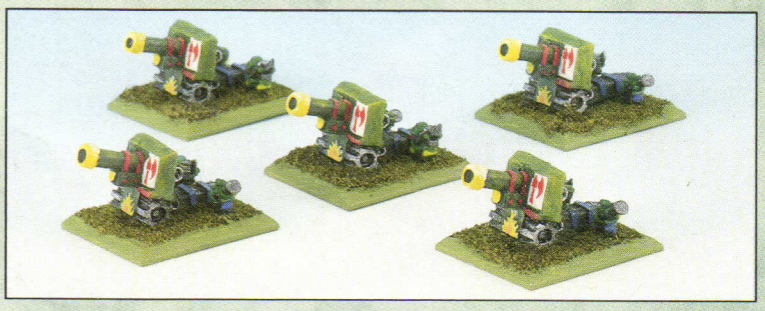
EARLY METAL

SNAKEBITES SQUIGGOTHS

SNAKEBITES SQUIG KATAPULTS

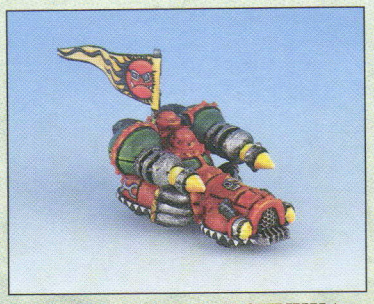


SNAKEBITES CLAN

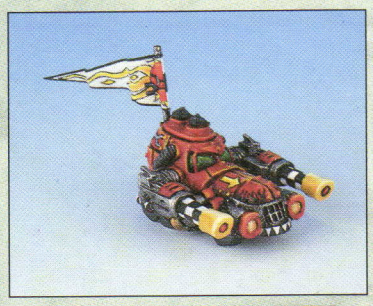


BLOOD AXE HOP-SPLAT BATTERY

BLOOD AXE WARTRACKS



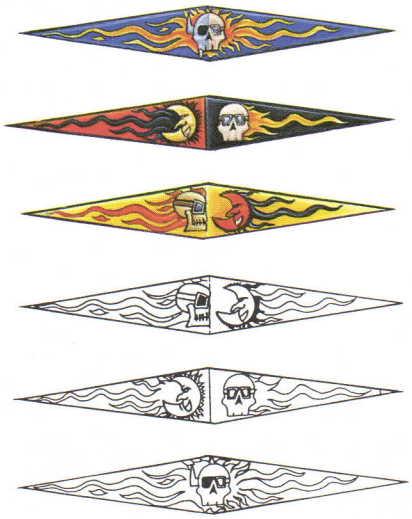
MEKBOY BUBBLE CHUKKA SPEEDSTA

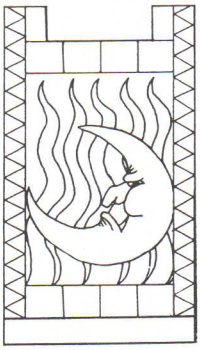


MEKBOY SPEEDSTA WITH KUSTOM KANNON

ORK SPEEDSTA AND GARGANT BANNERS

These banners may be photocopied, cut out, painted and stuck to your Ork Speedstas and Gargant. In addition, a wide range of Ork decals are available from Citadel Miniatures for adding tiny details and kustomising your Meks' vehicles.

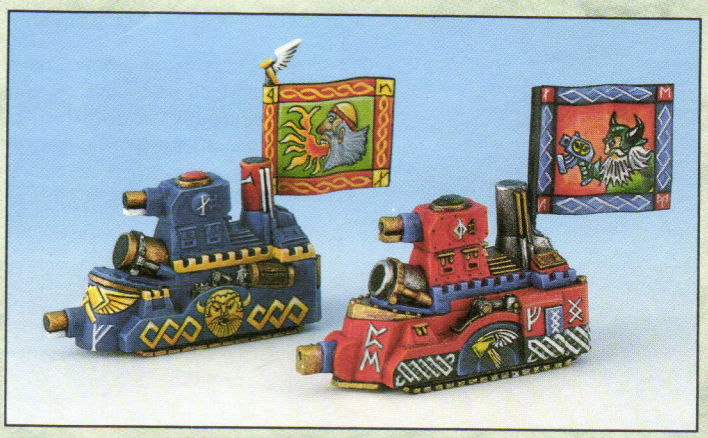




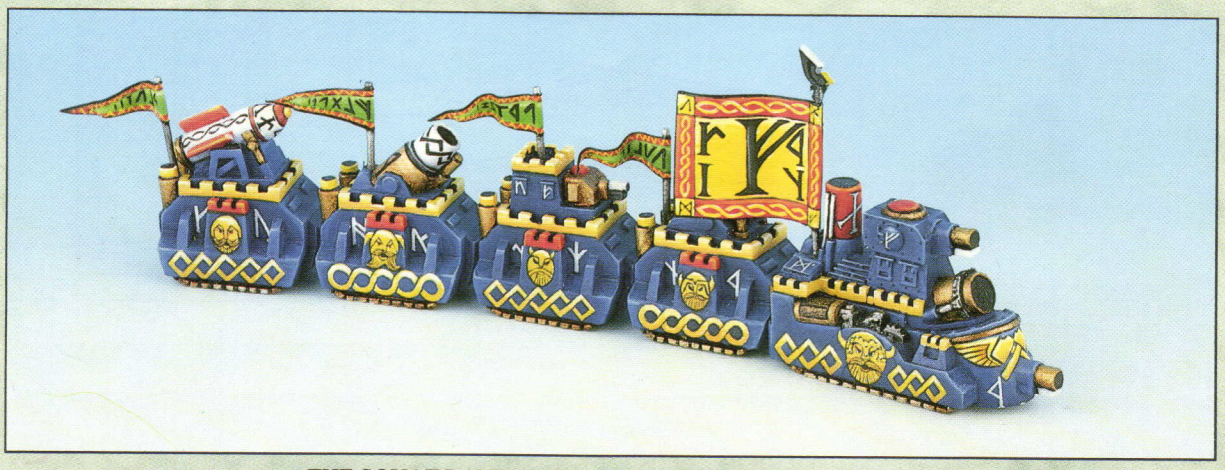
MEKBOY SPEEDSTAS LEAVE AN ORK SETTLEMENT TO JOIN THE FRAY

SQUAT LAND TRAINS

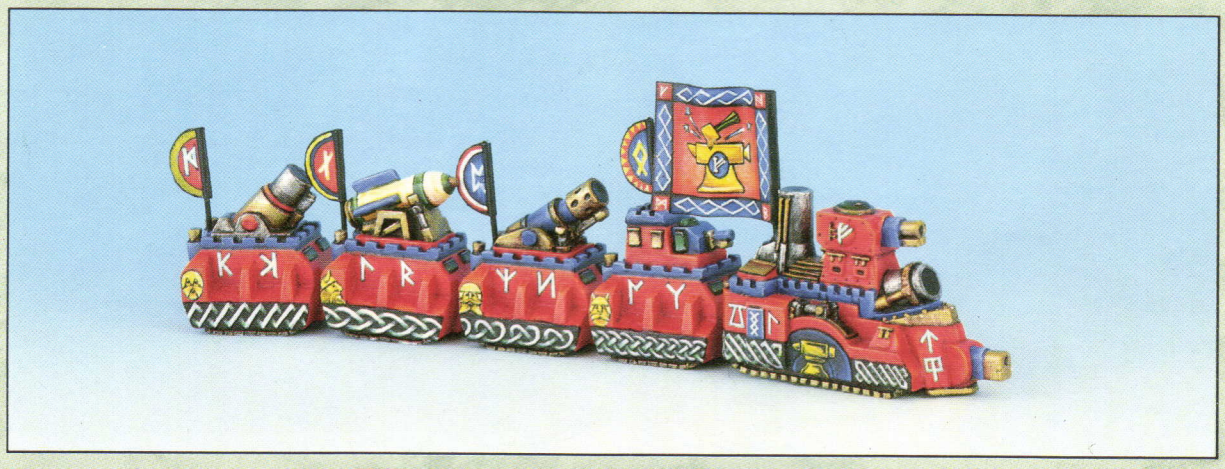
Squat Land Trains are ancient machines maintained and crewed by the Engineers' Guild. Each Land Train has an individual name which pertains to its past exploits or the Stronghold it originates from, examples include the Hammer of Bruggen, Pride of Imbach and Gotrek's Anvil. The colours of a Land Train reflect both the Strongholds traditional colour scheme and the colours of the Engineers Lodge in that Stronghold. Stylised ancestor masks are used as common form of decoration along with Squat runes and complex, intertwining designs.



SQUAT LAND TRAIN ENGINES



THE SQUAT LAND TRAIN "LORD KETTRI'S REVENGE"



THE SQUAT LAND TRAIN "GOTREK'S ANVIL"

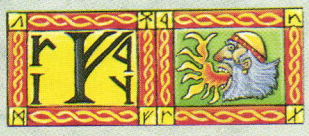
GRAND WARLORD AND HEARTHGUARD

SQUAT LANDTRAIN BANNER

SQUAT WARRIOR BROTHERHOODS

Each Squat Stronghold has several Warrior Brotherhoods. The Brotherhood have their own distinctive uniforms which use different combinations of the Strongholds colours. On the left and below you can see examples of a Warrior Brotherhood from the Mjolna Stronghold. These use the traditional Mjolna Stronghold colours of red, green and yellow, for body armour, uniform and helmets respectively. Other Brotherhoods from Mjolna would use different combinations, red helmets and yellow body armour for example. The Warrior unit is led by a Warlord and his personal retinue, these are equipped with exo-armour and bear the Brotherhood's battle banner.

A SQUAT WARRIOR UNIT OF THE MJOLNIR BROTHERHOOD LED BY A WARLORD



SQUAT LANDTRAIN BANNER

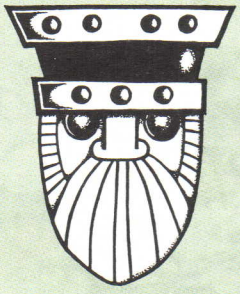
SQUAT COMBAT SQUADS FROM (LEFT TO RIGHT) THE THUNGRIM, GRINDEL, KELEKAN AND BRUGGEN BROTHERHOODS

SQUAT GRAND BATTERY

GUILD BIKERS AND TRIKES

Every Squat Stronghold contains a lodge of the Engineers' Guild. In times of war the Engineers take to the battlefield on bikes and trikes to supply fast attack forces to support the Brotherhoods. The Guild units shown below are from the Mjolna Stronghold, as shown by their red and green uniforms. To distinguish themselves from the Brotherhoods, the Lodge members wear blue caps rather than the Brotherhood's yellow helmets.

GUILD TRIKES LED BY A GUILDMASTER



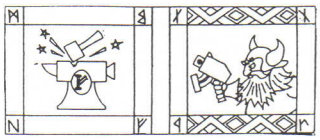
GUILD BIKERS LED BY A GUILDMASTER

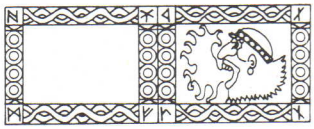
SQUAT THUNDERER UNIT OF THE GRINDEL BROTHERHOOD LED BY A HEARTHGUARD SQUAD

SQUAT THUNDERERS

Squat Thunderer units are made up of the most hardened veterans in a Brotherhood. On the left is an example of a Thunderer unit from the Grindel Brotherhood, shown in their distinctive white uniforms. Thunderer units are exceptional in that their members are armed entirely with Heavy Bolters, Lascannon and Missile Launchers.

SQUAT BANNERS AND EDGING DESIGNS





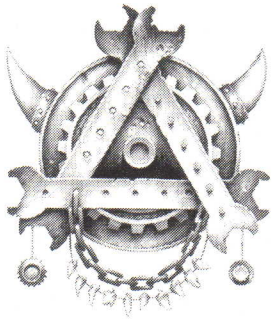
These banners may be photocopied, cut out, painted and stuck to your Squat Land Trains. To make the banner poles, you can use thin wire or a straightened out paper-clip.

The bar below is a sample edging design of the kind that appears on many Squat vehicles and banners. Squats have a tradition of decorating their vehicles and uniforms with complex, swirling devices of this type, with no two designs ever being quite the same. There are literally thousands of such motifs, each unique in its design and history.

ORKS ATTACK A SQUAT STRONGHOLD

GARGANTS

At the heart of the Ork expansion throughout the universe is a phenomena known as the Waa-Ork. The Waa-Ork is a spontaneous happening which starts suddenly in obscurity and then gradually gathers momentum. More and more Ork tribes become part of the gathering strength of the Waa-Ork as the whole of Orkdom becomes agitated, disturbed and dynamic. Waa-Ork is a time of resurgence of Orkdom into the universe, a time of great migrations, wars and conquest. Orks everywhere take to the warpath and the relentless power of Ork civilisation is unleashed.



At the very core of the Waa-Ork lies the construction of the gigantic Titans known as Gargants. Each Gargant is a towering war machine with awesome destructive power. It is also a titanic, mechanical, fighting, fire-belching idol made in the image of the Ork gods. Building Gargants is an act of worship for the Orks. Gork and Mork, the Ork gods of war, epitomise the Orkish character on a vast scale. They are big, carefree, boisterous beings that leave a trail of destruction in their wake. War, conquest, migration, endless feuds, the din of weapons and the war cries of countless Orks are but the crude games and raucous laughter of these strong, carefree gods.

Gargants are miracles of mechanical ingenuity, packed with whirring cogs and gears, wheezing pipes and pistons, dials, levers, stopcocks, gauges and no end of other mechanical devices that seem to work purely through the faith of their Mekboy inventors. Gargants carry awesome firepower - heavy cannon and giant flamethrowers mounted in turrets on the Gargant's shoulders and often more guns are carried on the head as well. Mounted low down in the Gargant's belly is the Gutbuster mega-cannon, a gigantic weapon of massive destructive power. Gargants are protected by banks of thrumming power field generators and thick armour. Their armoured hull is made out of all kinds of different metal and bits of armour plate scavenged from wrecked vehicles and welded or hammered into place.

A vast Krew of Orks, Gretchin and Snotlings ride into battle aboard each Gargant. The Orks fire the guns and stoke the boilers under the stern eye of the Gargant Kaptin and his Nobz. Teams of Snotlings and Gretchin 'riggers' armed with spanners and oily rags are sent frantically crawling into the cramped workings to fix bits and fight fires as the Gargant suffers battle damage. Though no two Gargants are identical Ork Mekboyz commonly build one of two distinct sorts of Gargant: the short, fast **Slasher Gargant** and the larger, more heavily-armed **Great Gargant**.

An individual Slasher Gargant or Great Gargant can be bought as the special card for any Ork clan. The immensely proud Warboss of that particular clan will be the Gargant's Kaptin and some of his Nobz will take up the posts of Furst Mate (who shouts at the krew), Gunboss (who shouts at the gunners), and Flagboss (who's in charge of the signal flags Gargants use in battle - as well as shouting of course!).

The talented Mekboy who built the Gargant is rewarded with the post of Boss-Mek and gets to order around all the other Mekboyz onboard and shout at the riggers. These individuals all work together surprisingly smoothly to keep the Gargant stomping around and blasting away at the enemy. Because a Warboss is in command of the Gargant it can always be given orders even if there aren't any Nobz within 10cm of it. Any Orks within 10cm of a Gargant can be given orders by the Warboss.

GARGANT BIG MOBS

In the build-up to the Waa-Ork the Ork tribes are driven by the urge to build the idol-like Gargants in praise of their savage gods. Most Warbosses manage to get one or two Gargants built by industrious Mekboyz. Some of the powerful Ork Warlords can command enough resources to build many. Sometimes Ork Warbosses will join their tribes together to form an even more potent Waa-Ork. So it comes about that an Ork horde may be lucky enough to be led to war by a Gargant Big Mob.

Gargant Big Mobs usually comprise three Gargants, either all one type or a mixture. One Gargant is a frighteningly destructive creation, three is enough to send all but the bravest troops fleeing for cover. The massed firepower of a Gargant Big Mob has spelled the doom of many a battleforce under a thundering barrage of smoke and flame.

The biggest Gargant in the mob is commanded by the Warlord and is known as the Boss-Gargant.

other Gargants are both commanded by the Warlord's most trusted Nobz. In battle all the Gargants in a Big Mob have to stick close together so the Nobz can see the signal flags being waved about on top of the Boss Gargant. These tell them what their orders are and where they're supposed to be going. Because of this the Gargants in a Big Mob have to be within 20cm of the Boss Gargant and able to see it in the orders phase to be given any orders.

If one of the Gargants is too far away or can't see the Boss Gargant, the Nob in command has to guess what he's supposed to do. Roll a D6, and on a roll of 1 or 2 he picks first fire orders, on a 3 or 4 he picks advance orders and on a 5 or 6 he picks charge orders. Naturally Nobz in command of Gargants consider themselves well above the rest of the Nobz so having a Nobz stand within 10cm doesn't allow you to give them an order like most Orks - they'll take orders from the Boss Gargant and nobody else.

Note that the Boss Gargant **is not a command unit,** it must be given orders like any other unit. It can be singled out by the enemy and shot at - the banners, trophy poles and graffiti which festoon the Boss Gargant make it unmistakable! If the Boss Gargant is destroyed all the Gargants in the Big Mob will have to roll for their orders on the next turn. At the end of the turn the next biggest Gargant will take over as Boss.

GARGANT DATACARDS

Datacards are supplied for both the Slasher and Great Gargant. You should photocopy one of these for each Gargant in your army and fill out it out as a permanent record of that particular Gargant. Note down the weapons fitted to the Gargant in the spaces provided along with their attack dice, to hit rolls and so on. You can also use the data card to keep a note of how many Titans the Gargant has killed and how many battles it's fought in.

POWER FIELDS

Gargants are protected by banks of power field generators. These project layers of invisible force around the Gargant which absorb the energy of shots which hit them. The Gargant has lots of power fields arranged one under the other like the layers of an onion. When each power field absorbs a hit it is knocked down but the hit does no further damage.

Unlike void shields power fields can't be repaired because the generators burn out when the field collapses. Gargant power fields are often unstable and flicker on and off unpredictably with accompanying showers of sparks.

It's not unknown for shots to penetrate a Gargant's shields through weak points, particularly if the Gargant is under heavy fire at the time. To represent this roll a D6 for each shot that hits a Gargant which still has its shields up. On a 1-5 the shot hits the shields and one power field collapses as usual, on a 6 the shot penetrates the shields without knocking down any power fields, work out hit location, saving throws and damage as normal.

When Gargants go into battle they often have less than their full complement of shields. This might be because some of the generators have broken down and burnt out before the Gargant got to the battle or the Mekboyz haven't got round to fixing them after the last one. You'll need to roll dice to find out how many power fields each Gargant has before the start of the game. Roll a D3 (a D6 roll halved rounding up) and add 3 to the result for a Slasher Gargant. This means Slasher Gargants will have between 4 and 6 power fields.

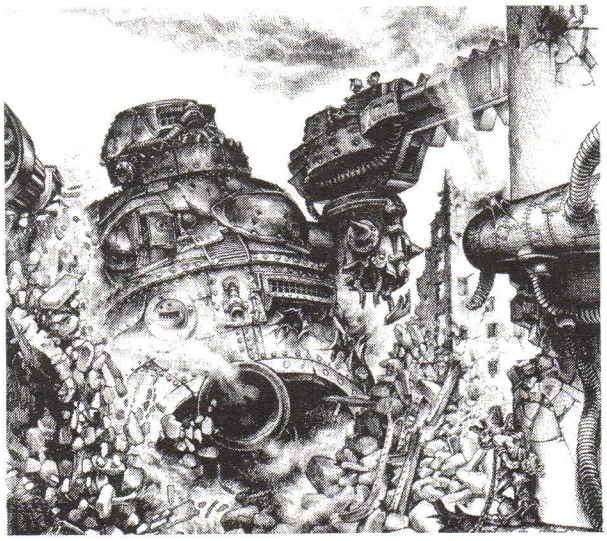
Great Gargants have many more banks of generators so they get a D6 plus 6, giving them between 7 and 12 power fields. Keep a note of how many power fields each Gargant has remaining on

DAVE GALLAGHER

its datacard. The Mekboyz always repair the power fields on the Warlord's Boss Gargant first (if they know what's good for them) so the Boss Gargant always has the maximum number of shields at the start of a game.

BATTLE DAMAGE

Gargants are big and very solidly built so they can take a lot of punishment before they're destroyed. It's unlikely that a Gargant will be destroyed by a single hit, rather accumulated damage from numerous hits will gradually blow pieces off the machine until it is totally crippled. However, unlike Eldar and Imperial Titans, Gargants lack sophisticated auto-repair systems so they can't fix damage until after the battle.



As more and more shots slam into a Gargant its plates start to buckle and cracks twist open the innards of the great metal monster. To represent the accumulated wear and tear a Gargant suffers from a sustained pounding a number of damage results add bonuses to future rolls against a particular location, increasing the chances of catastrophic damage if the area is struck again. For example, on the Weapon Damage Table a roll of 3 or more will destroy the weapon but a 1 or 2 gives a result of "Add +1 to any future damage rolls against this location". This means that if you hit the same weapon again and it fails its saving throw you add one to your damage roll, so this time the weapon will be destroyed on a roll of 2 or more.

It is important to keep a note of what areas have been damaged on a Gargant. The easiest way to do this is by marking the areas hit on the datacard in pencil or using counters. Unlike weapon locations, damage bonuses accumulated against a Gargant's hull affect the whole hull and not just the particular square hit.

FIRES

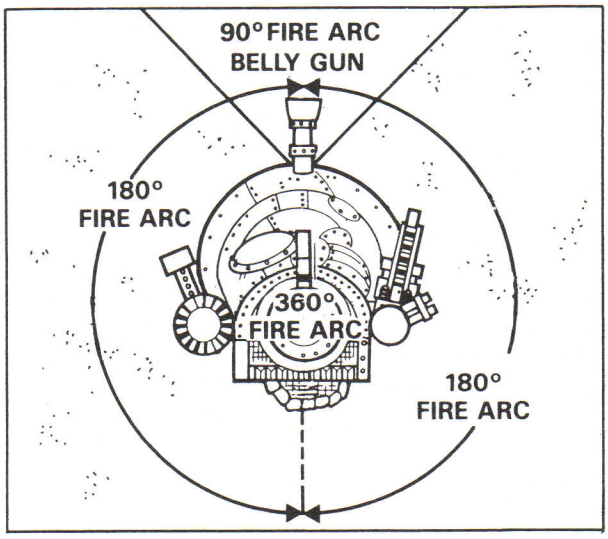
Lacking a dangerous plasma reactor to meltdown or vulnerable legs to cripple a Gargant can survive almost any amount of punishment without being destroyed. When a Gargant finally blows it's almost always because fires have caught a hold throughout its gigantic structure and blazed out of control.

Some damage results will cause fires to break out. Teams of Gretchin and Snotlings dash through the Gargant and to try douse down fires before they become too fierce. Unfortunately damaged areas can catch fire all too easily as explosions ignite ammunition or fuel and the fire fighters can find themselves fighting a losing battle.

Keep track of the number of fires burning on a Gargant on its datacard. In the end phase of each turn every Gargant which has any fires burning on it has to make a roll on the fire table, adding +1 to the dice for every fire burning in excess of one. Some particularly dangerous hits can send flames shooting through the Gargant and cause an immediate roll on the Fire Table. Because of their greater size and bigger krew Great Gargants can survive a number of fires burning simultaneously, Slasher Gargants on the other hand are far more likely to be destroyed by just one or two fires.

GARGANT FIRE ARCS

Because Gargant weapons are mounted rather differently to those on Imperial or Eldar Titans they have different fire arcs, as shown on the diagram below. The belly mount has a 90° arc of fire forward, the left and right arms have a 180° field of fire to the left and right respectively. If the Gargant has a turret on its head it has 360° field of fire.



GARGANT WEAPONS

BATTLE CANNON HEAD

Many Great Gargants carry a heavy, quick-fire battle cannon mounted in their heads. Adding a gun to the Gargant's head means that fewer armour plates can be fitted, and those that are used are thinner. Because of this the saving throw for a battle cannon head is 1 point lower than that shown on the hit location template on the Gargant data sheet. The cannon head has two attack dice, a range of 75cm and needs 4+ to hit at -2 save.

BATTLE CANNON TURRET

Battle cannon turrets can be mounted on the upper shoulders of Great Gargants. They are a popular choice with Ork krews for their long range and the loud explosions they make when they hit. The battle cannon turret has a range of 75cm and needs a 4+ to hit and a -2 save.

CLUSTER BUSTER

The Cluster Buster is mounted on Slasher Gargants. It consists of a long armour-busting gun surrounded by several smaller rapid-fire cluster guns. When the main gun is fired the cluster guns fire a tight barrage of shots into the same area, which is particularly useful for scoring multiple hits on a large target like a Titan or for breaking up mixed groups of vehicles and supporting infantry. The buster gun has a range of 75cm, one attack dice and needs a 4+ to hit, saves are at -2. Regardless of whether the buster gun hits or not place a barrage template centred over the target and roll for hits from the cluster guns against any other targets even partially under the template. The cluster guns hit on a 5+ with a -1 saving throw modifier. If the target completely fills the barrage template (like a Titan) roll six attack dice for the shots from the cluster guns.

DETH KANON

Deth Kanon are built onto Slasher Gargants to deal with big, heavily armoured targets like Titans and super heavy tanks. The Deth Kanon fires a suitably super heavy shell for this task, easily capable of smashing through the thickest armour. Deth Kanon have a range of 100cm and roll one attack dice needing a 3+ to hit with a -3 saving throw modifier. The shells from a Deth Kanon are fitted with a special fuse so that they explode inside their targets. This means any damage rolls against a Titan add +2 to the dice.

GATLING CANNON

The gatling cannon is a rapid-fire multi-barrelled cannon commonly mounted on the lower arm mount of Great Gargants. With a range of 50cm and 8 attack dice gatling cannon are ideal for strafing enemy infantry and vehicles with a hail of fire. A 5+ is required to hit, and saves are at -1. Because of the huge amounts of ammunition used by the gatling cannon, no more than one of these weapons may be mounted on a Gargant at once.

GORK & MORK HEADS

Gargants are gigantic representations of Gork and Mork, the two great Gods of the Orks, so it is quite common for them to have specially-made heads to make them look more life-like.

Gork and Mork heads emphasise the idol-like nature of an Ork Gargant. If they are fitted, then any Orks within 25cm of the Gargant may ignore morale tests – no test is required for the unit. Unfortunately if the Gargant has its head blown off it's very demoralizing for any Orks nearby to see their Idol's head flying through the air so all Ork units within 25cm have to take an immediate morale check. Gork heads mounted on Great Gargants include an observation platform; Mork heads on Great Gargants mount a scorcher turret on top of the head.

GUTBUSTER MEGA-CANNON

The Gutbuster is a huge cannon which protrudes from the Gargant's belly. The weapon can fire an array of ammunition. At the start of the game the Gutbuster is loaded with one shot of the player's choice. After firing it takes a full turn to reload, and so the Gutbuster may not be fired in the next combat phase.

Ball-rounds are like immense cannonballs, and a special 3cm template is supplied for them. Place the template over your target and then roll for scatter as you would for a barrage. Anything under the template is hit and makes a saving throw with a -4 modifier. The ball will then roll another 4D6cm in a straight line along the line of fire. A template which represents the rolling ball is also supplied. Place the template so that its cupped end is around the ball and align it so that it is pointing directly away from the Gargant, then roll the dice to see how far along the template the ball rolls. Anything the ball rolls over is automatically hit and must make a save with a -4 modifier, including any buildings. The ball will plough through any operating shields on a Titan that it hits, knocking them all down one after the other. Should it hit the leg of a Titan model the save is taken with a -4 save modifier.

Chainshot consists of two or more medium sized projectiles linked together by heavy chains, which spread out and spin like bolas when they are fired. It is only used for entangling the legs of Imperial and Eldar Titans, and causes no damage to any other type of target! It will only work against Imperial Titans if they have no operating void shields at the time that it hits. When chainshot scores a hit against an eligible target it automatically causes damage to the target's legs. No hit location or saving rolls are needed, simply roll on the Leg Damage Table, adding +3 to the dice roll. For obvious reasons there must be a clear line of fire from the Gutbuster itself to the target's legs, any intervening terrain will block the shot.

High Explosive rounds are huge cannon shells packed with hundreds of pounds of explosive. They have a special 12cm diameter of effect, fully twice as large as a normal barrage attack! High Explosive is very effective against infantry and light vehicles, but not against armoured targets, so there is a +1 save. The +1 save modifier means that the opposing player can add +1 to the dice when he makes his armour saves.

OBSERVATION TURRET

The observation turret is packed with all sorts of ranging equipment and has speaking tubes connected directly to the gunners. This enables the Gargant to add +1 to all to hit rolls against one target each turn. This bonus only applies to weapons fired at that target by the Gargant.

RIPPER FIST

The ripper fist is a motorised saw blade capable of ripping apart the toughest close combat opponent. Gargants which carry a ripper fist roll an extra D6 to resolve combat, add +2 to damage rolls against enemy Titans, and any building hit is destroyed unless it makes its saving throw.

There is a huge cannon mounted on each side of the saw blade, so the ripper can be used to make ranged attacks as well. However, the weapon can't be used to make ranged attacks and close combat attacks in the same turn.

SCORCHER TURRET

The scorcher turret fires a long gout of flame. It has a range of 35cm, 2 attack dice, and hits on a 3+. The scorcher is especially effective at winkling out infantry that are in cover. To represent this ignore any modifiers for cover that would normally apply to the to hit roll.

SLASHA ATTACK GUN

The Slasha attack gun only fits onto the Slasha Gargant. It has a high rate of fire and shoots hefty explosive shells. The gun has a range of 50cm, 5 attack dice, hits on a 4+ and saves are at -2. Like the gatling cannon, the Slasha attack gun needs huge amounts of ammunition, so only one can be mounted on a Gargant.

SNAPPER

The Snapper is a ferocious mechanical jaw powered by a reinforced boiler in the Gargant's belly. When it opens a high-pressure steam pipe spouts boiling fluid and masses of super heated steam. In close combat the Snapper is able to pull - or rather bite! - pieces off enemy Titans.

If the Gargant wins a close combat against a Titan it can choose to *bite* a location with the Snapper and try to tear it off. Both players roll a D6 and the attacking Gargant adds +2 to the result. If the Gargant wins the enemy Titan takes maximum damage to the nominated location. If the scores are equal roll for damage as normal. If the Titan wins it slips away without suffering appreciable damage. The Snapper can also be used to attack buildings, which are hit automatically and must make a saving throw at -4 modifier or collapse.

The extra pressure supplied by the Snapper's boiler means that any Gargant armed with a Snapper moves faster than normal. It can add 1D6 cm to its move on advance orders and 3D6 to its move on charge orders. Roll for the extra distance each time the Gargant moves.

The Snapper can also fire a blast of super-heated steam, for which the template is a triangle 15cm long and 15cm wide at the end. The narrow end of the template is placed against the Snapper's mouth. Any models under the template will be hit on a roll of 2+, ignoring modifiers for cover, and must make a saving throw to avoid destruction.

ORK GARGANT WEAPON DATA

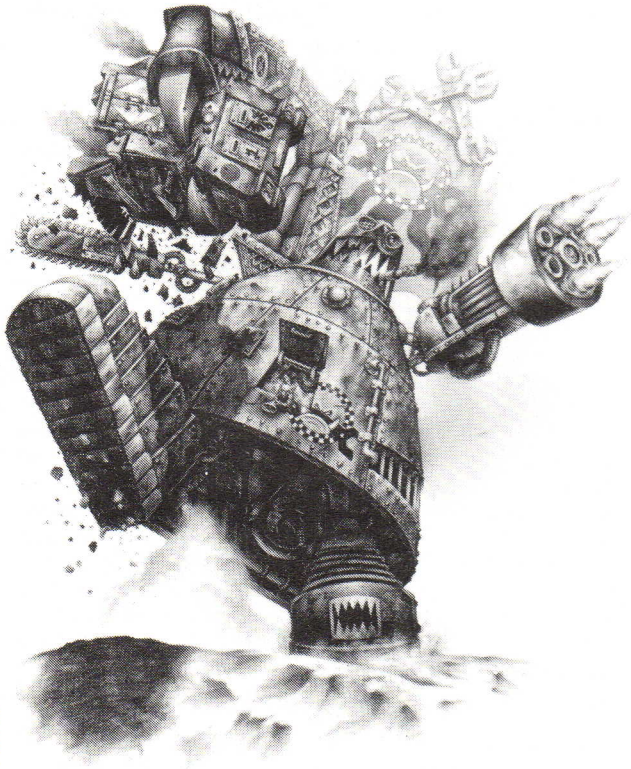
Weapon	Range	Attack Dice	To Hit Roll	Target's Save Mod.	Notes
Battle Cannon Head	75cm	2	4+	-2	Armour save reduced by -1 point for the Gargant's head.
Battle Cannon Turret	75cm	1	4+	-2	
Cluster Buster	75cm	1	4+	-2	Nearby targets hit on 5+
Deth Kanon	100cm	1	3+	-3	Adds +2 to Titan damage rolls
Gatling Cannon	50cm	8	5+	-1	No more than 1 per model.
Gork Head	Any Orks within 25cm ignore morale tests. Carries an observation turret.				
Mork Head	Any Orks within 25cm ignore morale tests. Carries a Scorcher turret.				
Gutbuster:					
Ball	100cm	Ball	3cm Template	-4	Ball template skids 4D6cm.
Chain	75cm	1	3+	_	Only affects Titans
Explosive	100cm	8 BP's	8 BP's	+1	12cm Barrage template.
Observation Turret	Adds +1 to any to hit rolls versus *one* target.				
Ripper Fist75cm	2	4+	-2	Close combat weapon. Adds D6 to combat dice score.	
Scorcher Turret	35cm	2	3+	0	Ignore to hit modifiers for cover.
Slasha Attack Gun	50cm	5	4+	-2	No more than 1 per model.
Snapper	Roll off against opponent in close combat. Fires using template. 2+ to hit.				

MEKBOY GARGANTS

Just as the Mekboyz finally sit back and congratulate themselves on the excellent job they've done of building the Warboss' Gargant in time, they all too often realise that they haven't got a vehicle or Gargant of their own to take on the Waa-Ork! Somehow, in the midst of all the buggies and weapons to be built, they haven't finished off their kustom Speedstas, or built any Stompas or anything!

So it is, with the Boyz already starting to load the Space Hulks the Mekboyz can be seen hammering and welding through the night, collecting whatever scrap metal is left over from the Warboss' Gargant and building another Gargant at breakneck speed. Just before the last shuttle is ready to blast off the triumphant team of Mekboyz march their newest creation up through the blast doors – a new Gargant, not a big one, but a special 'kustom' one.

All Gargants are individual creations, but Mekboy Gargants are especially varied. A Mekboy Gargant is protected by a special kustom force field and carries a powerful selection of weird experimental weaponry. Often close combat weapons are built from the remnants of mighty cranes, giant grabbers and huge circular saws used in the Mekboyz' construction work. Super Lifta Droppas or other force field weapons are fitted for long range destruction, usually backed up by a sturdy deluxe rapid-fire kustom kannon.



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The Gargant is run by a devoted krew of enthusiastic Snots and Grots, commanded by the team of Mekboyz who ride in the head (or 'bridge') and shout orders down speaking tubes into the bowels of the great metal beast.

KUSTOM FORCE FIELD

Most Gargants are protected by banks of power field generators, but the Mekboy Gargant has a single potent kustom force field generator instead. The kustom force field is a master piece of technology, forming an impenetrable dome of force over the Mekboy Gargant making it totally invulnerable to incoming fire. Unfortunately the field generator tends to overheat fairly quickly and some even blow up with spectacular results! To overcome this the Mekboyz usually send their Gargant lumbering into the middle of the enemy as quickly as possible and rely on the kustom force field to get them there without taking any damage. Once they've got into close combat the Meks shut down the force field generator before it overloads.

At the start of each turn you can decide to shut down the force field and lose its protection for the turn. Once the field has been shut down it can't be switched on again during the game. If you don't shut the field down roll 1D6 for each consecutive turn the generator has been operating and add the rolls together - so you roll one dice on the first turn, two dice on the second turn, three dice on the third turn and so on.

If the dice score is less than 10 the generator keeps working without any problems. If the dice score comes to a total of 10 or more the force field generator overheats enough to cause damage, so make an immediate roll on the Force Field Damage Table. This means that on the first turn of operating the kustom force field will have no chance of overheating, on the second turn it has a small chance of overheating and on the third it has about a 50% chance of overheating and even the most deranged Mek will usually shut down the force field before it's been operating for four turns...

As long as the kustom force field is operational it will stop all incoming fire which doesn't bypass the field. Hence only things like tremor cannon, warp missiles and psychic attacks can penetrate the field - anything else bounces off without any effect. A vortex missile will knock down the field as long as it is in contact with it, but the field will spring up again as soon as it's out of the vortex.

The only weakness of the force field is that it tends to flicker on and off occasionally because of fluctuating power levels. If a Mekboy Gargant is hit roll a D6 for each hit. On a roll of 6 the shot penetrated the field in the fraction of a second that it flickered off.

MEKBOY GARGANT WEAPONS

SUPER LIFTA DROPPA ARM

The Super Lifta Droppa is a larger, more powerful version of the traktor beam weapon carried on a Lifta Droppa Speedsta. Instead of latching a beam of energy onto a single target the super Lifta Droppa picks up a whole area at once - pulling up trees, rocks, earth and screaming victims all at the same time. The boom is swung up into the air and its entrapped victims swing into the air too. After a little bit of jiggling with the controls the Meks drop the whole lot on some unfortunates nearby.

The Super Lifta Droppa has a range of 75cm and 'fires' a barrage template. Unlike most barrage weapons the Lifta Droppa must be able to see its target in order to fire at it. Place the barrage template anywhere in sight and within range of the Super Lifta Droppa. Anything even partially under the template is hit on the roll of a 4, 5 or 6 on a D6. If the target is hit it has to make a saving throw with a -4 modifier, and if it fails it is lifted high up into the air. Anything which isn't latched onto or makes its armour save managed to avoid the beam and is unaffected by the attack. Titans are too big to be picked up by the Super Lifta Droppa as explained below.

The Ork player can designate where he wants to drop his catch within a distance of 6cm. Roll the scatter dice to see if the Mekboyz manage to get their helpless victims on target - a 'hit' indicates they're bang on target, an arrow means the template flies 2D6cm in the direction of the arrow before plummetting to the ground. The falling victims are automatically destroyed regardless of whether the Meks are on target or not. Any models underneath the template (wherever it ends up) are struck by falling debris on a roll of 4, 5 or 6 on a D6. Models hit by falling debris are automatically destroyed unless their saving throw is better than the saving throw of the biggest thing caught on the template - so, for example Land Raiders (Sv 2+) hit by debris from a template which included a Baneblade (Sv 1+) would be crushed.

Titans are too big and heavy to be picked up even by a Super Lifta Droppa but can be hit by falling models. Titans will lose a shield if struck by a falling model, or suffer a hit if they have no shields left. Roll for location as normal. The location hit will suffer damage unless its saving throw is better than the biggest model on the template hitting it. A building hit by a Super Lifta Droppa or falling debris must make an unmodified saving throw and collapses into rubble if it fails.

BUZZ SAW ARM

The buzz saw arm carries a huge diamond-toothed circular saw blade. The buzz saw gives the Mekboy Gargant an extra D6 to roll in close combat so it rolls 3D6 instead of 2D6. You add +2 to the damage roll against enemy Titans, and any building hit is destroyed unless it can make its basic saving throw. The saw is fitted to an articulated arm powered by innumerable pistons and gears, the arm is also studded with gun ports carrying cannon of various calibers. In the combat phase the arm can be used either in close combat or as a ranged weapon. It may not be used as both in the same turn.

Name	Range	Attack Dice	To hit roll	Save mod.
Buzz saw	50cm	3	5+	-1

KRUSHER ARM

The krusher arm carries a monstrous grabber filled with whirling steel teeth. In close combat a Mekboy Gargant armed with a krusher can make a special *grab* attack if it wins. The grab attack only affects Titans, vehicles (including super heavy tanks and battle fortresses) and buildings - infantry are too small to grab. Against enemy Titans the Mekboy Gargant can grab any location shown on the hit location chart and try to tear it off.

Both players roll a D6 and the Gargant adds +1. If the Gargant's score is higher than its opponent's the location is torn off and suffers maximum damage. If the scores are equal the opponent pulls partially free of the Gargant's grasp, roll for damage normally. If the opponent rolls higher than the Gargant he wriggles free and no damage is done.

Against vehicles the grab attack picks up one enemy vehicle (destroying it in the process) and throws it up to 10cm away. Roll the scatter dice: a hit indicates the wreck hits whatever the Meks were aiming at and an arrow indicates the wreck scatters 2D6cm in the direction indicated. A model struck by a hurled wreck is automatically destroyed unless its saving throw is better than the saving throw of whatever fell on it. A building hit by the grab attack suffers a hit with a -4 saving throw modifier. Like the buzz saw arm the krusher has a number of gun ports and carries several autocannon studded along its length. The Gargant can fire its guns or attack in close combat during a turn, but not do both.

Name	Range	Attack Dice	To hit roll	Save mod.
Krusher	50cm	2	5+	0

DELUXE KUSTOM KANNON

A Mekboy Gargant always carries a very big gun – either a gatling cannon style weapon or a single barrelled rapid-fire affair. The Mekboyz are particularly proud of the way their deluxe kustom kannon spits out a devastating hail of explosive shells - churning up whole areas of the battlefield into a seething maelstrom of fire, smoke and whizzing shrapnel. Unfortunately the deluxe kustom kannon can be a little temperamental at times, jamming up solidly or wildly firing off dozens of shots at once.

Whenever you want to fire the deluxe kustom kannon roll the artillery dice to find out how many attack dice it fires that round, which means it will fire between 2 and 10 attack dice. Each attack dice needs to roll a 4, 5 or 6 to hit and anything hit suffers a -2 modifier to its saving throw. If you roll a 'misfire' on the artillery dice something terrible has happened to the kannon - a shell might have jammed in the breech, the barrel might have warped or split or it may just be a temporary problem. Roll on the Weapon Damage Table on the back of the Mekboy Gargant datacard to find out what has happened.

Name	Range	Attack Dice	To hit roll	Save mod.
Deluxe kustom kannon	50cm	Varies	4+	-2

SQUATS

When humans first began to explore the galaxy some of the earliest colonies were settled on the worlds towards the galactic core. At that time the mineral resources of the galactic centre were a rich prize, and thousands of specially adapted mining spacecraft set off to harvest the vast wealth of these inner planets.

The galactic core is characterised by extremely ancient suns which are dim in comparison with the stars of the spiral arms. Around these ancient stars orbit huge, rocky worlds, rich in minerals but in all other respects barren and lifeless. With very low levels of daylight, and extremely high gravity, these worlds are grey and cheerless, and inhospitable to life.

The original settlers were miners, and they dug homes for themselves in the rocky landscape, creating self-contained communities out of exhausted mines. To feed themselves the miners constructed hydroponic tanks to grow nutritious algae which could then be eaten or processed, and the communities quickly became self-supporting.

The high gravity and extremely harsh environment gradually changed the humans that lived there. They grew tougher, more resilient, and they also became shorter and squatter. This process took several thousand years, and during that time the new race began to develop its own cultural identity. When the galactic core was temporarily cut off from the rest of human society by warp storms, the inhabitants banded together into an independent confederacy which they called the Homeworlds.

It was about this time that the short, stocky race became generally known as Squats, although they are also called Dwarfs and many of them prefer this term. During this period of isolation the Homeworlds withstood all kinds of trials, from Ork invasions to the rampages of Chaos, environmental disaster and even internal war between the Squats themselves. The early settlements were enlarged and fortified to turn them into impregnable strongholds.

With Earth and other sources of technology denied to them, the Squats had to develop their own alternative technologies using local materials and sources of energy. As they invented and re-invented

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machines to keep them alive, the Squats acquired considerable expertise. This gathering of knowledge lead to the creation of the Engineers Guild - a body of individualistic warriors whose technical expertise would provide future Squat armies with many of their most successful weapons of war.

The Squat Homeworlds have remained independent ever since, and have fought their own wars against Orks and Chaos. On occasions Squats have also fought the Imperium and Eldar, but by and large the Squats prefer to fight on the same side as humans and have no particular source of dispute with Eldar.

The Squats need to trade in order to acquire items not readily available on their own worlds, and so they prefer to remain as neutral as possible. Sometimes Squat Strongholds fight each other over points of honour or valuable mining rights but such wars are usually shortlived, being brought to a halt by the invocation of ancient laws or the intercession of other Strongholds. The Homeworlds rely on the Imperium for most of their trade, but they also trade with the Eldar and have even traded with Orks in the far distant past.

The Squats hate Orks with a passion ever since the ravages of Ork Warlord Grunhag the Flayer, whose surprise invasion cost many Squat lives and wiped out several ancient Strongholds. Even today, thousands of years after the invasion, the Squats send out expeditions to try and uncover lost remnants of Strongholds believed destroyed by Grunhag's horde. An epic ballad called *The Fall of Imbach* reminds younger generations of Squat warriors of the heroism of the Squats in those dark times and the foul treachery of the Ork invaders.

Squats are hard-working and stubborn. They are an honourable people who take great pride in paying their debts and keeping their word. This means that they are reliable allies but very dangerous foes. If a Squat gives his word to do something he would willingly die in the attempt. Squats have two characteristics which some humans find difficult to understand.

Firstly they are very materialistic. Squats will work hard to acquire money and possessions, and the more important a Squat is the greater his treasure hoard will be. When he dies his possessions are divided amongst his family and so passed on from generation to generation. A family's treasure is held very dear - it is both a source of wealth and a tangible link to its honoured ancestors.

The second quality which many humans find hard to understand is the Squats' over-riding obsession with vengeance and honour. Should a Squat be slain his family is honour-bound to avenge his death, while any harm done to one family member by an unrelated Squat will bring the whole family together to exact vengeance. Squats stick together and never forget a slight no matter how trivial or unintentional. Their stories and legends abound with examples of lone warriors battling to the death against impossible odds for their family's honour or of individuals returning from apparent death or dishonour to exact lasting and bloody revenge on their foes.

The Stronghold is the basis of Squat civilisation. A planet might have several strongholds but rarely more than half a dozen. The warriors from a Stronghold are its Brotherhoods - so called because of their close blood relationship and ties of vengeance-rights. Strongholds sometimes band together into temporary alliances called Leagues.

The leader of a Stronghold is called its Lord. The leaders of a Stronghold's Brotherhoods are called Warlords, and are usually close relations of the Lord. In battle each Warlord is accompanied by a Brotherhood, as well as his own personal bodyguard or Hearthguard.

When several Strongholds from a League fight together a Grand Warlord is elected to lead the combined forces for the duration of the campaign. Election as a Grand Warlord is one of the ultimate accolades for a Squat warrior and is normally bestowed on the most honoured and revered Warlords. The Grand Warlord leads a disciplined and well armed force mostly made up of Brotherhood Warriors, but which includes fearsome weapons of war developed by the Engineers Guild.

The Engineers Guild is a powerful part of Squat society. Its knowledge and experience is legendary and its leaders hold many engineering secrets. Some of the human Technomagi of the Adeptus Mechanicus believe that the Squats have already learned the secrets of stable warp fission, by which the energy of warp space is flared off to produce limitless supplies of energy. If this is true then the Guildmasters guard their secret well, considering it too dangerous to use.

The Guild has already developed the most advanced form of propulsion for spacecraft: a neoplasma reactor powered by a warp-core held in thrall by a containment field of zero-energy. No other race has ever replicated this drive mechanism, the Adeptus Mechanicus having given up their experiments with warp-core technology ever since the infamous Contagion of Ganymede.

Of course, the Squats produce many more conventional machines too, including airships, gyrocopters, and gigantic armoured crawlers. All of these machines reflect the landscape of the Squat Homeworlds, where isolated Strongholds are separated by many miles of hostile territory. Shale

deserts and chromium drifts, soaring rocky pinnacles and sheer glass-sided crevasses are typical topography on the Homeworlds. To cross this tortured landscape the Squats have huge Land Trains - multi-tracked monster vehicles towing powered track-cars of ore, supplies, or living quarters. These powerful vehicles have heavy tracks which can support these vast machines on the uncertain ground surface.

All of these Land Trains are armoured to survive meteor showers and violent electrical storms. Many carry weapons and are used by the Squats as armoured battle stations, mobile versions of their Strongholds, able to survive in isolation in a hostile world. The largest of the vast machines built by the Squats is the Colossus, which is also made for the Imperium in a version called the Leviathan. These are really big machines, with exceptionally thick armour and crammed with powerful weapons.

Both Land Trains and Colossus are slow moving, and to scout the way ahead and check for enemy movement the Squats use gyrocopters and airships. These flying machines are the eyes and ears of the sluggish convoys, providing the essential information about troops movements or possible ambushes for the Squat ground forces.

CHOOSING A SQUAT FORCE

Your Squat force represents the warriors and machines of either a single Stronghold or part of a League of Squat Strongholds. To choose your force first agree the total number of points for the battle with your opponent, then use the epic army cards to choose a force of the agreed points value.

You must choose at least one company card. For every company card you have in force you can choose up to five support cards, which represent extra units temporarily attached to your company cards to reinforce them.

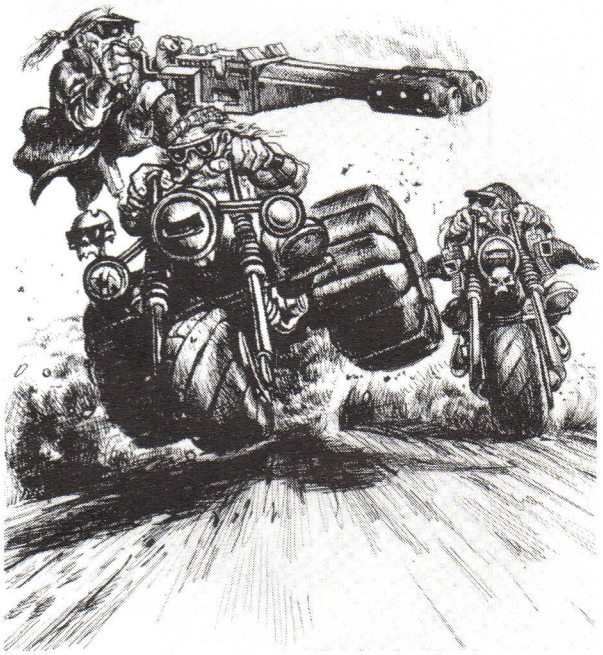
The Squat cards include a number of cards representing machines and troops from the Engineers Guild. These Guild cards can be freely intermixed with the normal Squat cards so you can, for example, buy Guild support cards like bikers or robots for a Squat Warrior Brotherhood.

For each company card in your force you may also choose one special card. Special cards represent unusual individuals (such as the Grand Warlord or Living Ancestors who advise the Warlords) or potent war machines like the Land Train or Colossus which are only deployed with large supporting forces of Squat warriors.

As you choose your cards keep a running total of their points values and make sure you do not exceed the agreed value for your army. There is no obligation to buy the whole allowance of a special card and five support cards for every one of your company cards. You will have to decide how much support you need to take according to your battleplan and the enemy you are fighting.

Squat forces often fight alongside the Imperium and the Eldar against common foes such as Orks and the minions of Chaos. The Squat Homeworlds also have a number of treaties and agreements with the Imperium to supply forces to fight in the Imperial crusades in exchange for trading and mining rights on conquered worlds. The Imperium reciprocates by supplying Space Marine forces and Imperial Guard regiments to battle in defence of the Homeworlds if they come under threat.

Squat mercenaries are renowned throughout the galaxy for their tenacity and reliability, making them much sought after by Imperial planetary governors. To represent this you can choose a mixed force containing Squats and any other races apart from Orks or Chaos. Company cards can be chosen with their own support and special cards as usual but you can't choose, for example, Space Marine support cards for a Squat company card or a Squat special card for an Eldar War Host.



SQUAT INFANTRY

Solid and stubborn in defence and relentless in attack, Squats make excellent infantry. Individual Squat infantry squads are highly disciplined and fiercely determined, their pride and sense of honour both to their revered Ancestors and fellow warriors makes it impossible for them to be otherwise. Squats are particularly resolute in close combat, refusing to go down without putting up a good fight. To show this Squat infantry fighting in close combat can reroll any close combat dice which come up with a score of 1. This means they will give most opponents a run for their money as they will normally get a good (or at least reasonable) dice score.

The Squats' hatred of Orks means that when they are in close combat with Orks they can reroll close combat dice rolls of 1 and 2, reflecting their bitter hatred of the Ork race.

Squats are organised into different units to fufill specific tactical roles according to their weaponry and status within the Stronghold. There are three types of Squat unit: *Warriors, Berserkers* and *Thunderers*.

Warrior units make up the bulk of Squat Brotherhoods, comprising the younger members of the Stronghold's War-brethren. They are formed from standard combat squads armed with lasguns and sidearms, with one Squat in every five-man squad carrying a heavy weapon such as a missile launcher or heavy bolter. A Warrior unit is normally led by the Warlord of the Stronghold if the entire Brotherhood is present, or a squad of select Hearthguard if the Warrior unit is fighting separately from the rest of the Brotherhood.

Berserker units are made up from attack squads of the most ferocious hand to hand fighters in the Stronghold. Attack squads are armed with bolt pistols, power axes or chainswords and a variety of grenades. They are expert tunnel fighters and excel at clearing buildings and fortifications ahead of the Brotherhood's advance. All Squats are doughty fighters in close combat but Squat berserker units are renowned for their tenacity and courage against the most impossible odds, battling fearlessly against even the mightiest of opponents without thought for their own losses. Because of this heroic determination berserker units automatically pass any morale checks if they are in close combat.

Thunderer units are the most heavily armed units in a Squat Brotherhood, consisting of heavy squads of hardened veterans carrying heavy weapons. Squat heavy squads are exceptional because every Squat in the unit carries a heavy weapon – either a heavy bolter, a missile launcher or a lascannon. Thunderers supply withering support fire for the Brotherhood on the battlefield, devastating concentrations of enemy troops or tanks and forming strongpoints to hold the battleline. Heavy Squads are represented by bases of five Squats armed with heavy weapons.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Combat Squad	10cm	None	0	Lasguns	50cm	1	5+	0	
Attack Squad	10cm	None	+2	Boltpistols	25cm	1	5+	0	
Heavy Squad	10cm	None	+1	Hvy Bolters	75cm	3	5+	-1	

WARLORD AND HEARTHGUARD

To guard against dishonourable use of Brotherhood troops by unscrupulous or avaricious Stronghold Lords, a Brotherhood is always led by a trustworthy relative of the Lord, known as the Warlord. A Warlord is trained from infancy to be a leader and act as a source of great inspiration to the Squat warriors he commands, constantly reminding them of their duty to their ancestors.

Because of the inspirational effect of the Warlord any Squat units within 10cm of a Warlord may add +1 to their morale dice. The Warlord is accompanied into battle by a bodyguard of close relatives from the warrior aristocracy of the Stronghold. These potent warriors are equipped with lavishly decorated exo-armour and powerful combi-weapons decorated with traditional patterns in gold and precious stones. Often extra squads of elite warriors known as Hearthguard will take to the battlefield to lead units of Squats. These loyal retainers of the Warlord are magnificently equipped in carapace armour reminiscent of archaic styles and carry a selection of heavy weapons. Though Hearthguard do not operate as a command unit they are still mighty warriors and lead their units from the front, setting an example of courageous conduct to the other Squats.

Warlord stands can be made from four exo-armoured Squat models and a standard bearer carrying the Stronghold standard. Hearthguard stands are made up from five Hearthguard models, though a standard bearer could be substituted for one of the models if desired.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Warlord	10cm	6+	+6	Bolters	50cm	2	5+	-2	Command unit
Hearthguard	10cm	6+	+6	Bolters	50cm	1	5+	-2	

LIVING ANCESTORS

Squats typically live for about 300 years but a small percentage live longer. If a Squat survives to see his four hundredth year his longevity is greatly increased and he can expect to survive to the age of eight hundred or more. The tiny proportion of Squats that live to such great age are treated with enormous respect and become known as *Living Ancestors*.

As the Living Ancestor grows older he starts to develop potent psychic powers, often of a protective or precognitive nature. Psychic powers are virtually unknown among normal Squats so they are another factor which makes Living Ancestors doubly venerated. These psychic powers come from their spiritual closeness to the dead ancestors of their Stronghold, which they tap as a source of psychic energy.

The Living Ancestor's protective psychic powers give all Squat stands within 25cm a psychic saving throw of 5 or 6 on a D6 against Ork Weirdboy psychic bolts, Eldar Warlock powers, Space Marine Librarian powers and Chaos Daemon spells.

Living Ancestors are venerated as tangible members of the group of ancestor spirits which watch over the Stronghold. Their long lives have filled them with wisdom so they are their Lord's most respected and trusted advisors. On occasion a Living Ancestor accompanies a Warlord into battle to advise him on the best plans to bring victory.

A Living Ancestor can be bought for any Squat Brotherhood as a special card. As the Living Ancestor is accompanied by a number of younger relatives who act as his bodyguard on the battlefield the Living Ancestor is represented by a stand made from any spare Squat models you have available.

If a Living Ancestor is within 6cm of a Warlord at the start of the orders phase he can draw on his centuries of experience to advise the Warlord on how to position his warriors most effectively, which way the enemy is likely to advance and so on. This means that you can place a D6 extra order counters on units in the Warlord's Brotherhood. When orders are revealed you can choose which orders a unit will choose, so you're less likely to be caught out by sudden enemy attacks or charge positions bristling with opponents on first fire orders (unless you want to, of course).

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Living Ancestor	10cm	6+	0	Laspistols	25cm	1	5+	0	Command unit

RHINO ARMOURED TROOP CARRIER

The Rhino armoured troop carrier is the most widely used transport vehicle in the Imperium, in service with the Space Marines, the Imperial Guard and the Titan Legions. Huge numbers of Rhinos are supplied to the Squats as part of of the exchange of material between the Imperium and the Squat Home Worlds. In addition the Squats build large numbers of their own Rhinos in the workshops of many Strongholds. The Rhino's enduring popularity is due to the ready adaptability of the vehicle's basic design, and the fact that it can be built from a wide range of materials, from steel to high-tech thermo-plasteen. It can be modified to suit local climates or to fulfill different military roles.

The Rhino carries two bolt guns mounted in small flat turrets (called cupolas) on its upper surface. Because of the cupolas' restricted vision and movement the bolt guns only have a short effective range, but this is enough to enable the Rhino to advance with its infantry and fight alongside them in close combat, blasting away at extremely short range. This can make all the difference to the infantry with the Rhinos, especially if you can use the Rhinos to gang up on enemy pieces to outnumber them.

The Rhino can carry ten Squats, ie two troop stands. The best way to use your Rhinos is to decide where you want your infantry to be right at the start of the game, then use the Rhinos to carry them there quickly, preferably in the first turn. As soon as possible get the troops out of the Rhinos and into cover, and from then on use the vehicles as support. Remember that a vehicle travelling in the open is a vulnerable and inviting target – infantry are far safer once they have left their vehicles and either dispersed or taken cover.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Rhino	25cm	4+	0	Bolters	15cm	1	6+	0	Carries two troop stands

GUILD BIKERS

Squats use bikes and small trikes extensively for personal transportation across the bleak and inhospitable landscape of the Squat Homeworlds. A number of younger Squats get so attached to the idea of roaring around at high speed that they mount weapons on their bikes and take them out onto the battlefield. The Engineers Guild is most renowned of all for its love of bikes and trikes. The Guild often fields entire squadrons of Guild Bikers in support of the Warrior Brotherhoods or forms their own Guild Biker forces to fight their style of mobile warfare against the enemy.

To make up a base of Guild Bikers stick two biker models to a piece of card or a plastic epic base. The stats shown below are for a single stand of two biker models, just as an infantry stand has five models.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Guild Bikers	30cm	None	+4	Bolters	15cm	1	6+	0	

GUILD TRIKES

The Guild Trike is used exclusively by the renowned Squat Guild of Engineers. It is a large, reinforced trike carrying a driver and a gunner who aims a suitably devastating heavy weapon from the back of the speeding vehicle. Guild trike teams are famed for their fearless leaps and daredevil skid turns, evading enemy fire as they make their hit and run attacks with stunning bravado.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Guild Trike	30cm	None	+4	Multi-melta	25cm	1	3+	-2	

GUILDMASTERS

The Engineers Guild is divided up into many different 'Lodges', each based in a different Stronghold. Each Lodge is ruled by the oldest and most respected Engineer in the Stronghold who is known as the *Guildmaster*.

Guildmasters are privy to many of the secrets of a Stronghold's construction - its secret tunnels and hidden defences. They are responsible for coordinating the maintenance and repair of a Stronghold as well as leading the Lodges in times of war. For combat the Guildmaster dons ancient exo-armour which has been passed down through the Lodge over the centuries and roars into battle mounted on a heavily-reinforced trike.

Guildmasters lead squadrons of Guild trikes or bikers in battle. The inspirational effect of having such an honoured leader means that a Squadron led by a Guildmaster gains +1 to all of its morale dice rolls. This means Guild trikes or bikers will automatically pass their morale tests their if Guildmaster is still alive.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Guildmasters	30cm	6+	+5	Lascannon	50cm	1	5+	-1	

RAPIER LASER DESTROYER

The Rapier Laser Destroyer is a slow moving but potent support vehicle. It carries a modified lascannon with four separate barrels. Because the laser blast is diffused through four barrels the weapon is shortened and the blast spread slightly. As a result the Rapier is shorter ranged than a normal lascannon but more likely to hit dispersed targets such as infantry. It is designed to support advancing infantry and protect them from attack.

The Rapier Laser Destroyer model is mounted on a 20mm x 20mm piece of card or a spare epic pastic stand with 2 crew models – any spare models can be used as crew.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Rapier	5cm	None	-3	Las. Destroyer	50cm	1	4+	-1	

THE COLOSSUS

Squats build huge vehicles the size of city blocks which operate as mobile mining installations on unexplored worlds. These monstrous crawlers move across the planet's surface until they discover a rich lode of ore, then they halt over the spot and set up a highly efficient automated mining plant before moving on. By using the gigantic body shells of these mobile bases the Squats have developed two super-heavy fighting vehicles. The first is the **Leviathan**, which is used as a giant command centre by the Imperial Guard and as a heavy assault troop transporter by the Squats. The second is the **Colossus**: a massive mobile fortress bristling with weapons.

The Colossus is an awesome fighting machine, its firepower only overshadowed by the mightiest Titans. Unlike the Leviathan, which devotes a lot of internal space to carrying troops, the Colossus carries no troops but is packed with heavier turrets, fire control centres, magazines and extra void shield generators. Each Colossus also carries a landing pad for a special Iron Eagle recon gyrocopter which ranges ahead of it to spot targets at long range.

The thick armour of the Colossus gives it a saving throw of one or more on a D6. The Colossus is equally well armoured all round so the usual modifiers for shooting at it from the sides or rear are ignored. This means that weapons which don't have a saving throw modifier of at least -1 have no chance of harming a Colossus at all.

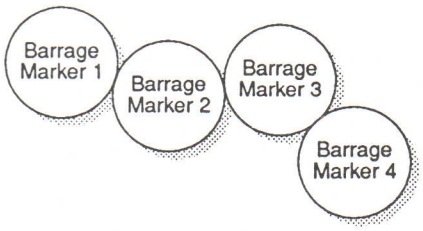
In addition to its armour the Colossus is also protected by six void shields. These void shields operate in exactly the same way as those on Imperial Titans so each one absorbs a hit before collapsing. Each collapsed shield can be repaired in the end phase on a roll of 5 or 6 on a D6. To supply the massive power demand of the void shield generators a Colossus carries a small plasma reactor. If a Colossus is destroyed the reactor is breached and explodes, causing a hit on everything within 2D6cm.

A Colossus supporting an attack can lumber relentlessly forward while simultaneously pounding the foe with barrages and battlecannons. Because of this a Colossus doesn't need to be given any orders: it always fires in the first fire phase and can move up to 10cm. A Colossus isn't a command unit, however, so it can always be shot at by any enemy units that can see it just like any other target. The recon gyrocopter counts as a command unit for the purposes of orders, movement etc, in all other respects its identical to an Iron Eagle gyrocopter. The recon gyrocopter maintains a constant data-link with the Colossus' fire control centres so when the Colossus fires barrage weapons it can make the attack using the gyrocopter's line of sight if it wishes. This enables the Colossus to fire accurately at targets which it can't see but are visible to the 'copter. Barrages fired indirectly in this way don't scatter and always land on target automatically, just as if they'd been fired directly. Because the Colossus always fires in the first fire phase it can move and still fire indirect barrages.

The Colossus bristles with awesomely destructive weapons. Its main armament is a massive Doomsday cannon backed up by a heavy Thunderer cannon on its prow. Its armoured flanks mount heavy battlecannon turrets and racks of plasma missiles as well as numerous anti-infantry bolters. The Doomsday cannon fires a barrage with a barrage point value of 3 plus the roll of a D6, giving it a value of 4 to 9 barrage points. The Thunderer cannon fires an extremely powerful but short ranged shot, useful for winkling infantry out of cover as the terrific blast of the Thunderer shell means that to hit modifiers for cover are ignored. The battlecannon and bolters are mounted in well-positioned turrets so they can fire all round giving the Colossus potent firepower in all directions. The Doomsday cannon, missiles and the Thunderer have a rather more limited traverse so they can only fire forward.

The Colossus missile racks carry four missiles with plasma warheads. These missiles are fired individually so it's up to the Squat player whether he wants to fire some, all or none or his missiles during a turn. Whenever a missile is fired record it with a counter or a D6 placed close to the model. Once all four missiles have been fired the racks are empty and no further missiles attacks can be made.

Each missile creates a barrage with 6 barrage points. If the Squat player wants to fire more than one missile barrage on the same turn all of the missile barrage templates have to be placed so that each one is touching at least one other missile barrage template.



The massive size and weight of a Colossus means that it can only be pinned in close combat by Titans or super-heavy vehicles such as Imperial Shadow Swords or Ork battle fortresses. If lighter vehicles or infantry engage a Colossus in close combat they are simply pushed aside when the Colossus next moves. Because the Colossus has a chance to rake attackers with its weapons in the first fire phase fighting one in close combat is a daunting prospect even for Titans and Gargants.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Colossus	10cm max.	1+ all round	+12	Battlecannon	75cm	8	4+	-2	6 void shields
				Doomsday Cannon	200cm	D6+3 barrage pts		-3	Carries recon 'copter
				Thunderer	50cm	1	3+	-3	
				Missiles	100cm	6 barrage pts each		-1	
				Bolters	15cm	16	6+	0	

ROBOTS

Robots make solid if somewhat limited troops because they rely on a program which determines what they do on the battlefield. Despite this they have many advantages over ordinary troops, as they are stronger, better armed and do not need to check morale. The technical expertise of the Squat Engineers Guild has enabled them to maintain a substantial force of robots, some of which date back to the Age of Strife. Robot models are quite large and come with their own base, but it is a good idea to glue each robot onto a separate 20mm x 20mm square of card or a spare plastic base. Squat robots fight in detachments which consist of five models.

Robot detachments operate independently according to their program. They do not take morale checks, cannot be broken, and do not require orders.

Before starting to play, you must give each detachment of robots a program which it will follow for the duration of the game. The program consists of a list of four situations and a command for each.

The situations are:

If there are enemy in charge reach

If there are enemy within weapon range

If there are enemy in sight

In any other situation

To make a program write down the four situations in the sequence given and choose a command which applies for each. Write down the command next to the situation. You may choose any of the following commands.

Charge: Charge nearest enemy unit. The robots must enter close combat if possible. Otherwise they must move at between normal and full charge rate towards the nearest enemy.

Capture: Advance towards nearest objective counter. The robots must move at between half and full normal rate.

Advance: Advance towards nearest enemy unit. The robots must move at between half and their full normal move distance towards the nearest enemy unit and may fire upon it in the advance fire segment.

First Fire: Fire on nearest enemy in the first fire segment.

Fall Back: Move directly towards your own table edge. Robots will not approach closer to enemy as they fall back.

Ignore: Ignore the situation described.

In each orders phase consult the program for the robot detachment. Read down the list of situations, starting with 'enemy in charge reach' until you find the first condition that applies to one or more robots in the detachment. As soon as you reach a situation that applies implement the order written against it.

For example, the following program might be devised and used to send a Robot detachment to capture an objective.

If there are enemy in charge reach – First fire

If there are enemy within weapon range – Ignore

If there are enemy in sight – Ignore

In any other situation – Capture

This program would allow the Robot to attack their enemy more directly, leaving a final option to move towards an objective.

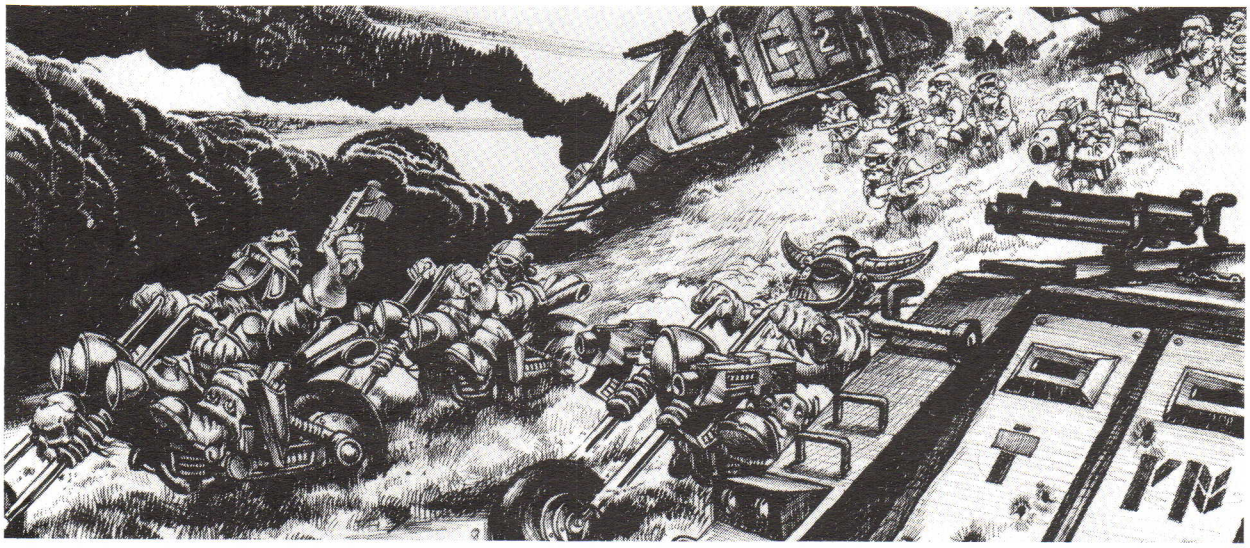
If there are enemy in charge reach – Charge

If there are enemy within weapon range – Advance

If there are enemy in sight – Advance

In any other situation – Capture

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Robots	10cm	5+	+2	Autocannon	75cm	1	5+	0	Special rules



THE LEVIATHAN

The Leviathan super-heavy assault transporter uses the same chassis as the Colossus. This awesome vehicle is supplied to the Imperial Guard as part of the mutual exchange of materials between the Squat Homeworlds and the Imperium. The Imperium uses its Leviathans as gigantic regimental command centres for coordinating the vast numbers of men and vehicles found in Imperial Guard regiments. The Squats employ the Leviathan as a massive troop carrier to transport special 'Ironbreaker' Brotherhoods of Squat warriors into combat protected by its void shields and metres-thick armoured walls.

The immense weight and size of the Leviathan means it is very slow, and its move rate is therefore 10cm. This is its maximum move rate; the Leviathan cannot double this move if given charge orders.

Because of its thick armour the Leviathan has an armour saving throw of 1 on a D6. This applies all the way round including the sides and rear, so attackers do not get the usual bonus for side and rear shots. This means that most shots will simply bounce off unless the weapon has a save modifier of at least -1. The Leviathan also has four void shields, which work in the same way as a Titan's, so it can sustain a number of hits without taking damage.

The super-heavy Leviathan is so massive that it cannot be easily brought into close combat. To represent this the Leviathan can't be pinned in close combat by lighter troops; it can only be pinned by Titans or other vehicles which are described in the rules as *super-heavy*. Super heavy vehicles include all Imperial super-heavy tanks (Shadow Sword, Baneblade, Storm Hammer) and Ork Battle Fortresses (GibletGrinda and SkullHamma). If infantry or lighter vehicles engage the Leviathan in close combat it is not pinned and can simply move past them in the next turn, scattering opponents out of the way.

The Leviathan bristles with deadly weapons including the vast and highly destructive Doomsday Cannon mounted on its prow. This fires a barrage with a barrage points value of 3 plus the roll of a D6. The Doomsday Cannon may fire to the Leviathan's front as normal. Because of its mobile turrets and the arrangement of its other weapons these may be fired all round.

A Leviathan may be included in your army as a special card or a part of an Ironbreakers company card. There is no limit to the number of Leviathans you can take in a Squat force, assuming you've got the points to pay for them.

The Leviathan does not need to be given orders. It automatically fires as if on first fire orders and can move up to 10cm. Because it is so huge, it doesn't count as a command unit, and may be fired at by any enemy that can see it just like any other target.

The Leviathan can carry a complete Brotherhood of Squat warriors and their supporting units (up to 30 stands). Extra troops can be allocated to be transported in the Leviathan before the game begins. They are not obliged to stay with the Leviathan but can disembark and fight as normal.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Leviathan	!0cm max.	1+ all round	+12	Lascannons	75cm	6	5+	-1	May carry 30 stands
				Battlecannon	75cm	1	5+	-2	
				Bolters	15cm	12	6+	0	
				Doomsday C'n	200cm	D6+3 barrage pts		-3	4 void shields

GOLIATH MEGA-CANNON

Goliath mega-cannon are huge, mobile artillery pieces which fire monster shells weighing several tons. A Goliath shell can blast apart the strongest fortifications like matchwood or shatter a super-heavy tank. Squats use batteries of Goliaths to bombard enemy emplacements at long range and pound hostile cities into rubble. This gives the Warrior Brotherhoods and giant war machines invaluable supporting fire while they move into position to launch their assaults against the weakened foe.

The power of the Goliath mega-cannon means that each cannon fires its own barrage template. A Goliath attack is worth four barrage points plus the roll of a D6, giving a score between 5 and 10. The super-heavy shells fired by the Goliath are so good at blasting walls and trees to pieces that it ignores to hit modifiers for cover altogether.

Goliath mega-cannon can move slowly from position to position propelled by their heavy track units, but because a Goliath needs time to dig in its massive recoil dampers it can't be moved and fired in the same turn. This means that there is no point placing a Goliath on advance orders - on charge orders it can move up to 10cm but can't shoot, on first fire orders it can shoot but it can't move.

The Goliath lobs its shells high into the air to achieve its mammoth range, but it can't depress its barrel to hit a very close target. This means a Goliath can't shoot at targets closer than 50cm, so it has a minimum range of 50cm.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Goliath	10cm on charge	5+	0	Super-heavy Howitzer	50-250cm	D6+4 barrage pts		-3	Ignores to hit modifiers for cover

TARANTULA

The Tarantula weapon system is a robotic point-defence installation which can recognise the enemy and eliminate suitable targets using its two lascannons. It is especially useful for defending fixed sights where many Tarantulas can be controlled remotely from an underground bunker or other command centre away from the battlelines. The Tarantula can move under its own power, using its gravitic-reaction motors to hover. It can therefore be used to support an attack or help defend a battlefield position.

On the battlefield the Tarantula can be controlled from a position behind the front lines or from an orbital ship - this need not be represented on the tabletop. Alternatively, where there is insufficient time or opportunity to install remote control systems, a crew of one or two may operate it. You can therefore add a couple of crew models to your Tarantula and mount it on a spare stand if you want to.

The Tarantula's robotically fast reactions and double armament allow it to fire twice per turn – once in the first fire phase and once in the advance fire phase. However it cannot fire on the move - so it must be given either first fire orders (in which case it can fire but not move) or charge orders (in which case it can move up to 10cm but not fire). There is no point in giving the Tarantula advance orders.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Tarantula	10cm on charge	None	-3	Lascannons	75cm	1	5+	-2	Fires twice

THUDD GUN

The Thudd Gun is a light artillery piece which fires explosive shells. It shoots rapidly, its multiple barrels pumping in and out as each shell fires in succession with a distinctive 'thud-thud-thud' noise, hence the common name of Thudd Gun. The Thudd Gun is mounted on a 20mm x 20mm card square or spare plastic stand together with 2 crewmen. The crewmen can fire the weapon and man-handle it over short distances. The Thudd Gun is used in large numbers by the Squats to provide close range support for their infantry.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Thudd Gun	5cm	None	-3	Thudd Gun	75cm	2 barrage pts		0	Fires barrage

MOLE MORTAR

The Mole Mortar was actually developed by the Squats to overcome the problems of fighting on their rocky, barren Home Worlds where most habitations and fortifications are built underground.

The Mole Mortar has a crew of two operators who can also dismantle and move the weapon if needed. The Mole Mortar fires a burrowing subterranean shell called a tunnel torpedo. This travels rapidly underground before burrowing to the surface and exploding underneath its target. This causes the ground to collapse beneath the target engulfing infantry or tanks, and sometimes trapping large heavy tanks or Titans.

The Mole Mortar is mounted on a 20mm x 20mm card square or plastic epic base together with two crewmen. It may be moved by its crew, although only slowly.

Mole Mortars fire barrages, although these are underground barrages rather than conventional air-borne barrages from artillery pieces. Work out hits exactly like a normal barrage. If the target is a super-heavy tank or a Titan work out damage as normal and then (assuming the target survives) roll a further D6 to see if the target falls into the resulting crater. If you roll a 6 the target falls into the crater and is trapped.

A super-heavy tank or Titan cannot move while trapped but it is able to shoot normally. It is possible to climb out of the crater by using a charge order and then rolling a 3 or more on a D6 - the tank or Titan is then free but does not move that turn. If you wish craters can be represented using plasticine or some other suitable modelling material.

Mole Mortars can easily be moved from place to place, and they count as infantry stands for moving over difficult terrain. They may be moved into buildings and even fired from inside if required.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Mole Mortar	5cm	None	-3	Mole Mortar	150cm	1 barrage pt		0	Fires barrage

THE MOLE

The Mole is an intermediate-sized tunnelling troop transporter of the type known collectively as tunnellers or miners. These mining machines tunnel their way underground while the battle rages above, bypassing enemy troops and fortifications and emerging behind their lines. Squats appreciate the value of tunnellers as assault vehicles for overcoming both surface defences and subterranean strongholds, using them in large numbers. A massed attack involving over six hundred tunellers was a decisive factor in breaking the siege of Marbach, a feat few other races could equal.

Tunnellers can move over the ground surface as well as underground, but as they only move slowly overland it is usual to move them to battlefields on transporter vehicles. A Squat Mole is available as a support card complete with a unit of warriors lead by a Hearthguard stand.

At the start of the game any tunneller models are positioned on their transports along with the rest of the army. The tunnellers themselves are assumed to be underground from the beginning of the game, and the transports are left on the table. Although transporters don't have weapons and cannot move, they continue to act as guidance stations for the tunnellers. It is possible for the enemy to force a tunneller off-course by destroying its guiding transport vehicle as described later.

A Mole may attempt to surface at any time during its side's movement. Roll a D6, and on the score of a 1 the Mole has struck a rocky obstruction and cannot emerge that turn. On the score of 2 or more the Mole breaks through to the surface. It does not move further during the turn it emerges above ground, but can move along the surface from the next turn.

If the Mole's transporter can be seen from the point where the Mole intends to emerge proceed as follows. First nominate where you want to surface, then roll the scatter dice. If you roll a hit symbol then you have emerged on target. If you roll an arrow you have missed your aiming point and instead emerge D6 x 5cm away in the direction indicated. This means you can end up anywhere between 5cm and 30cm from your chosen point.

If the transporter cannot be seen from the place where you want it to emerge, or if the transporter is destroyed, then roll the scatter dice in the same way but the distance will be D6x 10cm for misses.

Troops may not disembark on the turn that the Mole emerges but may do so in the following or any subsequent turn. Position order counters to remind you to disembark in the movement phase. The usual rules for boarding and leaving transport vehicles apply - the infantry move is reduced in proportion to the vehicle's movement.

The Mole may move along the surface of the ground, ploughing a deep furrow in its wake. It always moves in a straight line directly forwards up to 15cm. Note that it cannot double up its move with a charge order; tunnellers have a maximum move of 15cm and can never move faster. Once the Mole has completed its move for the turn the player may turn it by up to 45° so that it can move in a slightly different direction when it moves next turn. This is the only way to turn a tunneller and, as you can imagine, it makes them rather cumbersome. For this reason it is better to keep them underground until you really want them to emerge, rather than surfacing early and relying on slow and awkward overland movement.

A Mole can move through woods, trenches, foxholes, rocks and other broken ground without slowing down, but marshes, rivers and other bodies of water are impassable once the tunneller has surfaced. Nothing, not even marshes and water, can stop a tunneller that is burrowing underground.

A Mole can emerge under a building or plough straight through one if moving overland. This is a bit reckless as the building can collapse and there is a possibility that the tunneller may be crushed by tons of plummetting rubble. To see if the building survives, roll its basic saving throw. If this is failed the building collapses and any troops inside are killed. If the building does collapse, the Mole may be trapped and destroyed. Roll a D6, and on the score of 5 or 6 the Mole is crushed by tons of debris and destroyed along with any troops still inside.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Mole	15cm	3+	+3	None					Carries 10 stands

THE TERMITE

The Termite is the smallest of the tunnellers. It carries 2 stands and is organised into squadrons of 3 carrying a Squat Berserker unit of 5 Attack Squads and a Hearthguard stand. The same rules apply as for Moles except that the Termite is trapped under a falling building on the D6 roll of a 4, 5 or 6. The Termite can be engaged in close combat in the same way as any other vehicle.

Termite squadrons all use the same tunnel, each following behind the other and branching to the surface only at the last moment. Establish where the first Termite surfaces as described for the Mole and then place the remaining two Termites anywhere you wish within 6cm. This allows the unit to maintain its formation.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Termite	15cm	4+	+1	None					Carries 2 stands

THE LAND TRAIN

Land Trains are rare artefacts which date back to the foundings of the Squat Home Worlds. In the hard, dangerous environment of the Home Worlds the Land Trains crawled back and forth through devastating electrical storms, earthquakes and land slides transporting vital equipment, food and raw materials between the strongholds. After the strongholds had been established the Land Trains still transported bulky loads from one place to another through the huge interconnected tunnel complexes below the surface.

Lovingly maintained by the Engineers Guild, the Land Trains survived the long Age of Isolation and the Age of of Trade almost forgotten until the Ork invasion of the great Stronghold of Imbach. As swarms of green skinned invaders flooded into the mighty stronghold the Engineers Guild hastily converted their surviving Land Trains into armed fighting platforms and sent them into the tunnels. The massive, armoured Land Trains came as a great shock to the Orks, who never even suspected their existence, and for a time the Orks were hurled back.

To this day the heroic exploits of three of the Land Trains, Pride of Imbach, Lord Uri's Honour and Grunhag's Bane are celebrated in epic sagas throughout the Squat Home Worlds. After the fall of Imbach many Warlords ordered that their Land Trains be refitted with potent weapons and readied for war.

A Land Train comprises a huge, armoured engine which tows behind it a number of smaller tracked 'carriages' called Battlecars. The Land Train engine mounts two heavy battlecannon and a monstrously destructive Doomsday cannon as well as numerous bolters. Because the bolters fire from slits and cupolas positioned around the engine to rake marauding enemy infantry they can fire in any direction. The engine's other weapons can only fire to the front.

The great size and power of the Land Train means that it can't be pinned in close combat by anything smaller than a super-heavy tank or a Titan. Troops and smaller vehicles simply get shunted out of the way by the Train as it moves forward in its next movement phase. The engine and Battlecars are clad in immensely thick armour plate. Unlike most vehicles the armour on a Land Train is just as thick on the sides and rear as on the front so no modifier is made on saving throws for shots hitting the Land Train's sides or rear.

Apart from its massively thick armour the Land Train engine is also protected by two void shields which operate in exactly the same way as those on Titans, each one absorbing a single hit before it temporarily collapses. When the Land Train engine is linked to its Battlecars the void shields expand to cover the Battlecars as well as the engine itself. The extra energy supplied by the power units in the Battlecars supplements the number of void shields the engine can raise by one extra void shield for each Battlecar the engine is towing.

While the engine and Battlecars are linked up the whole Land Train is given a single order counter and moves as a single model, but the engine and Battlecars count as separate vehicles for the purposes of shooting, saving throws and close combat. This means that once the Train's void shields have been knocked down the attacker has to specify whether he is aiming at the engine or one of the Battlecars.

If one of the Battlecars is destroyed the Squat player is allowed to give the two halves of the Train separate orders. Each 'Battlecar' is an independently functioning vehicle with a computer brain controlled from the engine so if one Battlecar is destroyed and breaks the train the Battlecars can manoeuvre separately to link up again. Remember that only the half of the Train including the engine will have any void shields. If the engine is destroyed the whole Land Train will be halted and will go onto first fire orders for the rest of the game.

Mortar Battlecars mount a large barrage weapon called a Siege Mortar. The Siege Mortar fires heavy shells capable of bursting apart heavy tanks or bringing buildings crashing down into rubble. A similar weapon is carried by the Imperial Bombard, but the Land Train mounted weapon benefits from having a higher rate of fire and greater stocks of shells, allowing it to lay down a heavier barrage. Because the Siege Mortar lobs its shells up in a high arc it can't fire at targets closer than 50cm, giving it a minimum of range of 50cm.

Dragon Battlecars carry a large, very heavy firethrower. This is a particularly useful weapon to carry for tunnel-fighting and battling in built-up areas, where the torrent of flames can burn out enemy infantry from side tunnels and buildings with ease. To use this weapon take the special flame template and place it so that the pointed end is touching the Dragon Battlecar and the rounded end lies away from it within the normal 180° frontal fire arc. The template represents the fall of flames and all targets within the area are hit on a 4, 5 or 6 on a D6. No hit modifiers are applied for cover as the flames burn through it or lap around and over it.

Berserker Battlecars have a crenellated battlement and an autocannon mounted in a turret, as well as numerous firing slits. They carry a unit of Squat Berserkers whose job is to attack anything that gets too close to the Land Train and clear out terrain impassable to the vehicle. While they are still aboard the Train the Berserkers can fire from the battlements, counting as being on the same orders as the Train itself. The Berserker unit of five attack squads is included for free - it costs no points and counts as separate detachment so it can move away from the Train and operate independently.

Bomb Battlecars carry a single large missile armed with a high yield rad-bomb. This is a one-shot missile which is particularly useful for clearing concentrations of enemy forces in woods or buildings as the powerful radiation-pulse generated by the warhead passes straight through cover. The missile has effectively unlimited range and can be guided to its target with unerring accuracy by targeting systems mounted in the Land Train engine if the target is in sight of the engine, hitting the target point automatically.

The missile can also be launched at a point out of sight using the missile's internal guidance systems if the Train is on first fire orders. The missile's own guidance system is less reliable, however, so roll for deviation as for an indirect barrage weapon. When the missile is launched either remove the model from the Battlecar or mark it with a counter. The rad-pulse produced by the missile covers a large area so the 12cm Gutbuster high explosive template is used to represent its blast instead of the normal barrage template. Place the template at the landing point. Anything even partially under the template will be hit on a 3 or more on a D6 regardless of modifiers for cover. Saving throws are taken with a -1 modifier. Unlike most barrage weapons the rad-bomb doesn't affect buildings so it has no chance of turning them into rubble.

As you can see by looking at the card, the Land Train comes supplied with one Battlecar automatically. Obviously, the exact type of this Battlecar will depend on the model you have chosen, as the Land Train comes packaged with one random Battlecar.

A Squat Land Train can be chosen as a special card to go with any Squat company card. The fighting strength of the Land Train can be increased by choosing extra Battlecar support cards for it. Each Battlecar support card adds three Battlecars to the Land Train but the engine can pull a maximum of seven Battlecars - the original Battlecar, plus up to two support cards' worth.

A Land Train must have at least one of each type of Battlecar before it can have a second Battlecar of a particular type, and it must have two of each sort of Battlecar before it can pick a third Battlecar of the same type. So, for example, a Land Train with four Battlecars would have to have one of each type - a Mortar Battlecar, a Dragon Battlecar, a Berserker Battlecar and a Bomb Battlecar. A Land Train with seven Battlecars would have to have the same selection of one each of the four Battlecars but could go on to pick a second Bomb Battlecar, a second Mortar Battlecar and a second Dragon Battlecar, for example.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Land Train Engine	10cm	1+ all round	+6	Battlecannon Doomsday cannon Bolters	75cm 200cm 15cm	4 D6+3 barrage pts 8	4+ 6+	-2 -3 0	2 void shields
Mortar Battlecar	5cm	2+ all round	+3	Siege Mortar Bolters	50-150cm 15cm	6 barrage pts 2	 6+	-3 0	Adds +1 void shield
Dragon Battlecar	5cm	2+ all round	+3	Firethrower Bolters	Special 15cm	Special 2	4+ 6+	0 0	Adds +1 void shield
Berserker Battlecar	5cm	2+ all round	+3	Autocannon Bolters	50cm 15cm	2 2	5+ 6+	-1 0	Adds +1 void shield Carries 5 stands
Bomb Battlecar	5cm	2+ all round	+3	Rad bomb Bolters	Special 15cm	See above 2	 6+	-1 0	Adds +1 void shield

IRON EAGLE ATTACK GYROCOPTER

Iron Eagle attack gyrocopters are armoured flying machines used to mount high speed attacks on enemy forces. By using dense terrain to cover their approach, daring Guild aeronauts can spring upon enemy artillery and HQs in lightning fast raids, swooping through them with their cannon blazing. Using its speed and manoeuverability an Iron Eagle gyrocopter wing can strike unexpectedly almost anywhere.

The gyrocopter achieves its unprecedented manoeuvrability by combining traditional gravitic thrusters with high-powered turbofans which give it extra power and lift. Two aeronauts act as crew, one flying the machine and firing the main battlecannon armament while the other navigates and fires the tail-mounted autocannons.

Brotherhood Warlords are always more than happy to have the support of Iron Eagles to offset their slower moving ground forces and take the foe off-guard. Iron Eagles are skimmers so they can fly over impassable or difficult terrain without penalty as long as they don't finish their movement in impassable terrain. Iron Eagles can also make pop-up attacks.

The exceptional manoeuvrability of Iron Eagle attack gyrocopters means that they can fire in any direction, not just their forward 180 ° arc.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Gyrocopter	40cm	4+	+3	Battlecannon Autocannon	50cm 50cm	1 2	5+ 5+	-2 0	Skimmer

JOHN BLANCHE

OVERLORD ARMOURED AIRSHIP

The Engineers Guild first developed giant airships to 'mine' the dense liquid metals within gas giant planets. These huge dirigibles would cruise through the upper atmosphere of the planet collecting ice crystals to use as ballast before they descended into the denser lower reaches. Even though they were armoured to withstand the great heat and pressure in the lower depths they could only remain long enough to fill their storage tanks with the precious metal before dumping their ballast and ascending again. Realising their military potential, the Engineers Guild started to develop airships that would fly in standard pressure atmospheres. The six prototype 'Overlord' class armoured airships proved a great success, and now almost every Squat Stronghold has a number of them.

With its thick armour and solid internal bracing, the Overlord armoured airship is a formidable sight. The bulk of the hull is made up from several separate gas cells which provide lift. Each cell is self-sealing and all the cells are filled with inert gases to prevent explosions in case of damage. An armoured gundola hangs underneath the hull, equipped with melta-bomb racks and battlecannon turrets. Gravitic thrusters are positioned at the rear of the hull to supply forward power and extra lift. A select crew of Guild Aeronauts operate the guns and tend the engines under the stern eye of a captain, most often the engineer who oversaw the airship's construction.

Because of their unique form of propulsion, Overlords are not given orders like other models. When the Overlord moves it can move up to 20cm in any direction. While moving the airship ignores the terrain it passes over so difficult and impassable terrain aren't a barrier to it.

At the end of its movement you can leave the Overlord on its flying stand to represent it staying at low level to lurk behind buildings, woods and hills to make use of cover. Alternatively you can place the Overlord on top of a cup to show that it is rising high up in the air. You could make special tall flying stands using brass rod or thick wire for this but an upended plastic cup works just as well. An Overlord at high level can spot targets easily, ignoring intervening terrain - just like a skimmer executing a pop-up attack.

When the Overlord is high up in the air anybody shooting at it must add 25cm to the actual range between the two models to account for the Overlord's height and the fact that the effects of gravity make it a much harder target to hit. Because the Overlord is firing down at its foes it doesn't have to add 25cm to the range. This means an Overlord can stay high up and out of the range of many weapons while pounding its foes with its battlecannon.

The Overlord is an extremely stable firing platform so it always fires in the first fire segment of the combat phase.

An Overlord can't gain or lose height as fast as an ordinary skimmer so it can't make pop-up attacks. This means that as long as the Overlord is at high level everything on the table can see the Overlord and the Overlord can see everything on the table. At low level the Overlord can see whatever you can see from the model's eye view just like anything else in Space Marine. The gun turrets on an Overlord are placed all around the gundola so they can fire in any direction.

In addition to firing its guns the Overlord can also attack targets by dropping bombs on them. This counts as a barrage with a range of 0, so the barrage template must be placed so that it is touching the Overlord's base. The barrage has a value of 2 plus the roll of a D6, giving it a score of between 3 and 8. Because the Overlord can see where it's dropping its bombs it always counts as firing a direct barrage so there is no chance of the bombs scattering.

When an Overlord is hit most shots will strike the hull and pierce the gas cells. As the cells are self sealing and contain inert gas this causes no real damage to the Overlord itself. However, lucky shots might destroy the armoured gundola or even tear a huge hole in the hull, sending the Overlord tumbling out of the sky! Unless the attackers hit the gundola the saving throw modifier of the attackers has no effect on the damage caused, bolter fire is as likely as to punch a hole through the gas cells if it hits in the wrong place as a Volcano cannon. Roll on the following table for every shot that hits an Overlord.

D6 Roll	Effect
1-3	**No Effect.** The shot hits one of the gas cells, tearing a small hole which is quickly sealed up.
4-5	**Gundola Hit.** The shot hits the gundola which has to make a 1+ armour saving throw modified by the attacker's save modifier. If the save is failed the gundola is wrecked and the Overlord destroyed.
6	**Hull Ruptured!** A huge hole is torn in the hull and the Overlord starts to fall majestically out of the sky. The Overlord scatters 3D6cm in a random direction before crashing (2D6cm if it was at low level). Anything caught under a crashing Overlord suffers an automatic hit and must make an unmodified saving throw to survive.

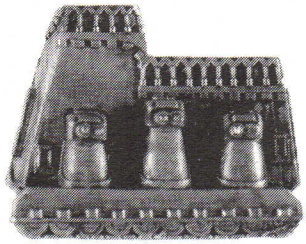
An Overlord can never be pinned in close combat by another unit as it can simply drift over its opponents when it moves. Only skimmers or jet-pack equipped troops can try to fight an Overlord in close combat and it is impossible to engage an Overlord in close combat if it is at high level. Fighting an Overlord in close combat is dangerous because it always fires in the first fire segment. This means that the Overlord will get a chance to rake its opponents with gunfire before the combat is fought. If an Overlord loses a close combat don't roll on the table for the effect of the hit - the gundola is automatically destroyed without a saving throw.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Overlord Armoured Airship	20cm max.	See above	+5	Battlecannon	75cm	6	5+	-2	See above
				Autocannon	50cm	4	5+	0	
				Melta Bombs	0	D6+2 barrage pts		-2	
				Bolters	15cm	6	6+	0	

LEVIATHAN & SLASHA GARGANT

IMPERIAL LEVIATHAN

LEVIATHAN RIGHT SIDE
076113/2

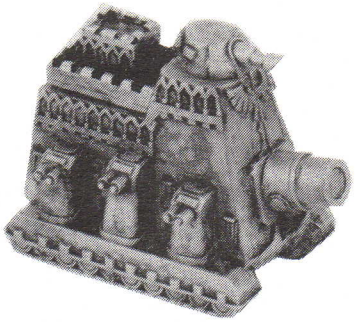


LEVIATHAN LEFT SIDE
076113/1

DOOMSDAY CANNON
076113/3

LEVIATHAN TOWER
076113/5

LEVIATHAN TURRET
076113/4



THE COMPLETE LEVIATHAN CONSISTS OF:
1 x LEVIATHAN RIGHT SIDE
1 x LEVIATHAN LEFT SIDE
1 x DOOMSDAY CANNON
1 x LEVIATHAN TURRET
1 x LEVIATHAN TOWER

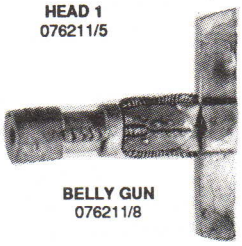
SLASHA GARGANT

HEAD 2
076211/9

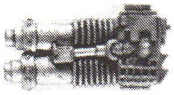
HEAD 1
076211/5

RIPPER FIST
076211/6

EXAMPLE OF THE COMPLETED SLASHA GARGANT

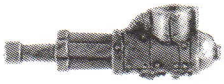


BELLY GUN
076211/8



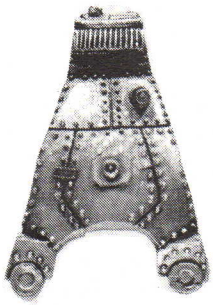
BATTLE CANNONS
076211/7

DEATH CANNON
076211/10

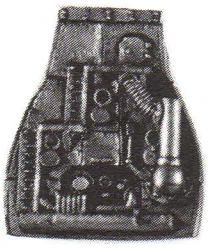


CLUSTER BUSTER
076211/11

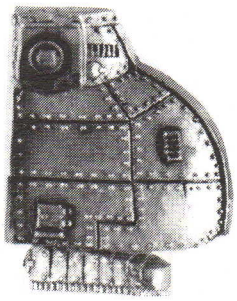
THE COMPLETE SLASHA GARGANT CONSISTS OF:
1 x FRONT
1 x BACK
1 x RIGHT SIDE
1 x LEFT SIDE
1 x HEAD
1 x BELLY GUN
2 x WEAPONS
PLEASE STATE WHICH ITEMS YOU REQUIRE WHEN ORDERING



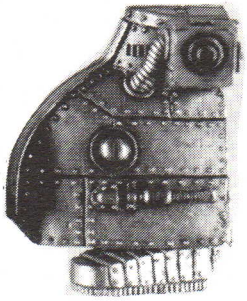
FRONT
076211/4



BACK
076211/3



RIGHT SIDE
076211/2



LEFT SIDE
076211/1

Designed by Norman Swales and Kev Adams

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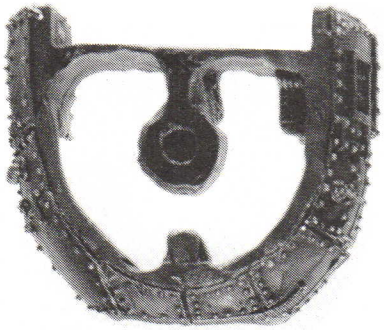
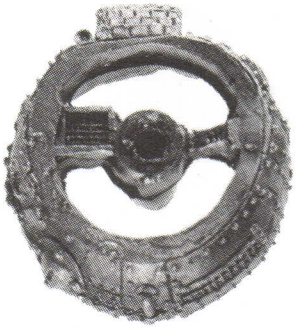
CITADEL® MINIATURES

ORK GREAT GARGANT

THE COMPLETE ORK GREAT GARGANT CONSISTS OF:
1 x BODY SECTION 1
1 x BODY SECTION 2
1 x BODY SECTION 3
1 x STOKER'S PLATFORM
1 x FURNACE DOORS
1 x BALCONY
2 x FEET
1 x HEAD
2 x WEAPON MOUNTS
PLUS
2 x ARM WEAPONS
(RIPPER FIST OR GATLING CANNON)
PLUS
1 x BELLY MOUNTED GUN
(GUT BUSTER OR SNAPPER)
PLUS
2 x SHOULDER MOUNTED TURRETS
(SCORCHER OR BATTLE CANNON OR OBSERVATION TURRET)
PLUS
1 x HEAD TURRET IF MORK HEAD IS CHOSEN
(SCORCHER OR BATTLE CANNON OR OBSERVATION TURRET)
PLEASE STATE WHICH ITEMS YOU REQUIRE WHEN ORDERING



BODY SECTION 1
076208/6



BODY SECTION 2
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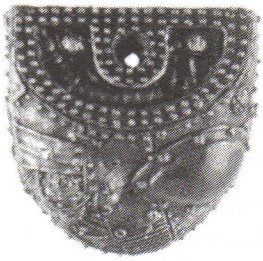

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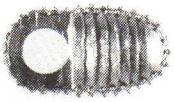
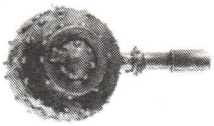
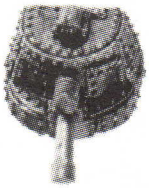


FOOT
076208/10



BATTLE CANNON TURRET
076208/16

SCORCHER CANNON
076208/14

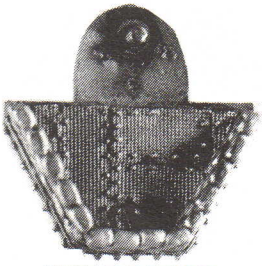


BATTLE CANNON HEAD
076208/2

GORK HEAD
076208/1

MORK HEAD
076208/3

OBSERVATION TURRET
076208/13



STOKERS PLATFORM
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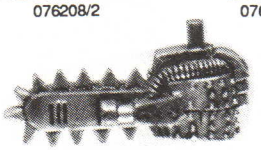
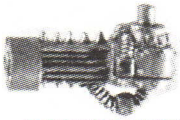


RIPPER FIST
076208/18



GATTLING CANNON
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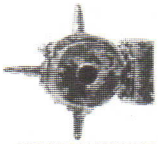
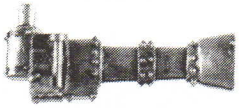


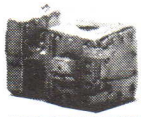
WEAPON MOUNT 1
076208/11

FURNACE DOORS
076208/7



GUT BUSTER
076208/17

SNAPPER
076208/19



WEAPON MOUNT 2
076208/12

BALCONY
076208/9

Designed by Kev Adams

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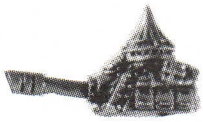
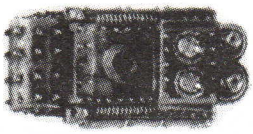
ORK WAR MACHINES

BONEBREAKA

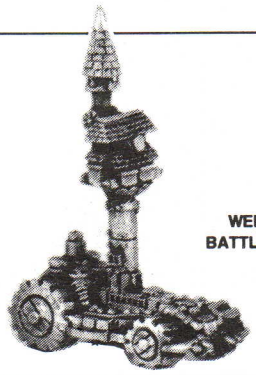
THE COMPLETE BONEBREAKA CONSISTS OF;
1 x BONEBREAKA CHASSIS
1 x BONEBREAKA TURRET



BONEBREAKA TURRET
076250/6



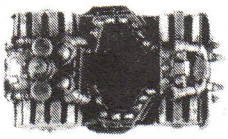
BONEBREAKA CHASSIS
076250/4



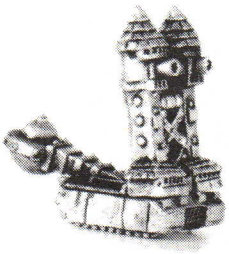
WEIRDBOY BATTLE TOWER

WEIRDBOY TOWER
076250/14

THE COMPLETE WEIRDBOY BATTLE TOWER CONSISTS OF;
1 x BATTLEWAGON
1 x WEIRDBOY TOWER



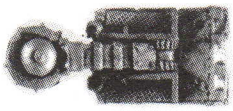
BATTLEWAGON
076250/13



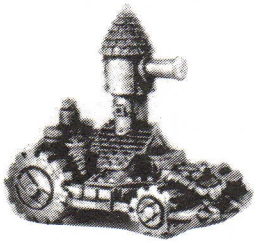
SQUIG KATAPULT

SQUIG KATAPULT TOWERS
076274/3

THE COMPLETE SQUIG KATAPULT CONSISTS OF;
1 x SQUIG KATAPULT TOWER
1 x SQUIG KATAPULT BASE



SQUIG KATAPULT BASE
076274/2



KUSTOM BATTLEWAGON

THE COMPLETE KUSTOM BATTLEWAGON CONSISTS OF;
1 x BATTLEWAGON
1 x BATTLEWAGON KUSTOM TURRET

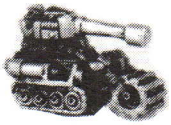
BATTLEWAGON KUSTOM TURRET 1
076250/15

BATTLEWAGON KUSTOM TURRET 2
076250/16

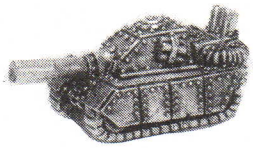
BATTLEWAGON KUSTOM TURRET 3
076250/17

BATTLEWAGON
076250/13

HOT SPLAT GUN
076262/2

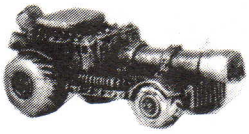


WARTRACK
076262/1



LUNGBURSTA
076250/1

SQUIGGOTH
076262/4



SPLEENRIPPA
076250/8

MEKBOY PULSA ROKKIT
076274/2

SCORCHER
076262/3

GOBSMASHA
076250/7

Designed by Kev Adams

Miniatures supplied unpainted. **WARNING.** This product contains lead which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age

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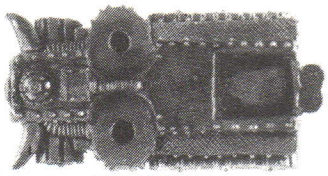
CITADEL MINIATURES

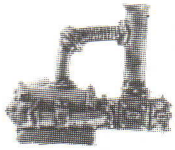
ORK WAR MACHINES

SKULL HAMMA

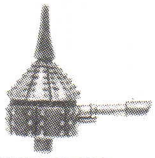
THE COMPLETE SKULL HAMMA CONSISTS OF:
1 x SKULL HAMMA CHASSIS
1 x BOILER
2 x SKULL HAMMA TURRETS



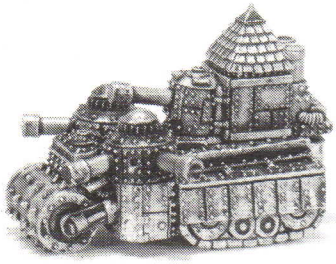
SKULL HAMMA CHASSIS
076247/1



BOILER
076247/2

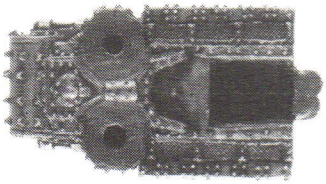


SKULL HAMMA TURRET
076247/3



GIBLET GRINDA

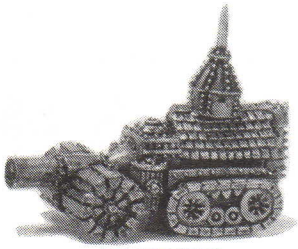
THE COMPLETE GIBLET GRINDA CONSISTS OF:
1 x GIBLET GRINDA CHASSIS
2 x GIBLET GRINDA TURRETS
1 x GIBLET GRINDA OBSERVATION TOWER



GIBLET GRINDA CHASSIS
076247/4

GIBLET GRINDA TURRET
076247/6

GIBLET GRINDA OBSERVATION TOWER
076247/5

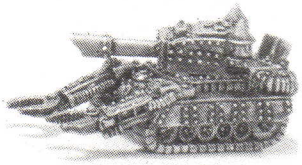


BRAIN CRUSHA

THE COMPLETE BRAIN CRUSHA CONSISTS OF:
1 x BRAIN CRUSHA CHASSIS
1 x OBSERVATION TOWER

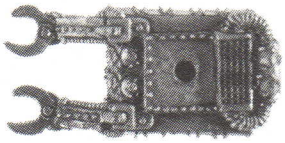
BRAIN CRUSHA CHASSIS
076250/7

OBSERVATION TOWER
076250/8



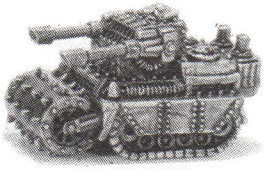
GUT RIPPA

THE COMPLETE GUT RIPPA CONSISTS OF:
1 x GUT RIPPA CHASSIS
1 x GUT RIPPA TURRET



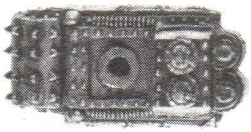
GUT RIPPA CHASSIS
076250/2

GUT RIPPA TURRET
076250/3

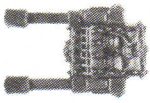


BONE CRUNCHA

THE COMPLETE BONE CRUNCHA CONSISTS OF:
1 x BONE CRUNCHA CHASSIS
1 x DUAL AUTO CANNON TURRET



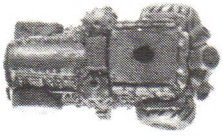
BONE CRUNCHA CHASSIS
076250/4



DUAL AUTO CANNON TURRET
076250/5

BOWEL BURNA

THE COMPLETE BOWEL BURNA CONSISTS OF:
1 x BOWEL BURNA CHASSIS
1 x BOWEL BURNA TURRET



BOWEL BURNA CHASSIS
076250/9

BOWEL BURNA TURRET
076250/10

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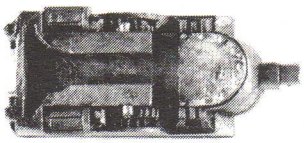
CITADEL MINIATURES

Designed by Kev Adams

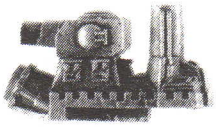
SQUAT DATA SHEET

TROOP TYPE	MOVE	SAVING THROW	CAF	WEAPONS	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MOD.	NOTES
LAND TRAIN ENGINE	10cm	1+ all round	+6	Battlecannon Doomsday cannon Bolters	75cm 200cm 15cm	4 D6+3 barrage pts 8	4+ 6+	-2 -3 0	2 void shields
MORTAR BATTLECAR	5cm	2+ all round	+3	Siege Mortar Bolters	50–150cm 15cm	6 barrage pts 2	 6+	-3 0	Adds +1 void shield
DRAGON BATTLECAR	5cm	2+ all round	+3	Firethrower Bolters	Special 15cm	Special 2	4+ 6+	0 0	Adds +1 void shield
BERSERKER BATTLECAR	5cm	2+ all round	+3	Autocannon Bolters	50cm 15cm	2 2	5+ 6+	-1 0	Adds +1 void shield Carries 5 stands
BOMB BATTLECAR	5cm	2+ all round	+3	Rad bomb Bolters	Special 15cm	Special 2	 6+	-1 0	Adds +1 void shield

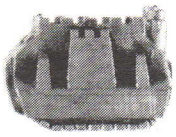
SQUAT LAND TRAIN



LAND TRAIN ENGINE CHASSIS
076707/1



LAND TRAIN ENGINE SUPERSTRUCTURE
076707/2



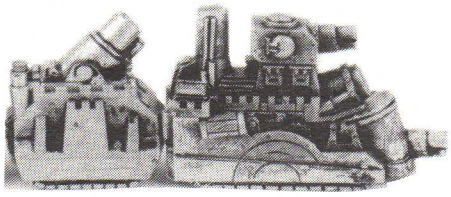
BATTLECAR CHASSIS
076707/3

BERSERKER BATTLECAR
076707/4

DRAGON BATTLECAR
076707/5

BOMB BATTLECAR
076707/6

MORTAR BATTLECAR
076707/7



THE COMPLETE LAND TRAIN CONSISTS OF:
1 x LAND TRAIN ENGINE CHASSIS
1 x LAND TRAIN ENGINE SUPERSTRUCTURE
1 x BATTLECAR CHASSIS
1 x RANDOM BATTLECAR WEAPON

Designed by Norman Swales

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SQUAT DATA SHEET

TROOP TYPE	MOVE	SAVING THROW	CAF	WEAPONS	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MOD.	
ATTACK SQUAD	10cm	None	+2	Bolt Pistols	25cm	1	5+	0	
COMBAT SQUAD	10cm	None	0	Lasguns	50cm	1	5+	0	
HEAVY SQUAD	10cm	None	+1	Hvy Bolters	75cm	3	5+	-1	
WARLORD	10cm	6+	+6	Bolters	50cm	2	5+	-2	Command unit
HEARTHGUARD	10cm	6+	+6	Bolters	50cm	1	5+	-2	
LIVING ANCESTOR	10cm	6+	0	Laspistols	25cm	1	5+	0	Command unit
RHINO	25cm	4+	0	Bolters	15cm	1	6+	0	Carries two troop stands.
GUILD BIKERS	30cm	None	+4	Bolters	15cm	1	6+	0	
GUILD TRIKE	30cm	None	+4	Multi-melta	25cm	1	3+	-2	
GUILDMASTERS	30cm	6+	+5	Lascannon	50cm	1	5+	-1	
RAPIER	5cm	None	-3	Las. Destroyer	50cm	1	4+	-1	
COLOSSUS	10cm max.	1+ all round	+12	Battlecannon	75cm	8	4+	-2	6 void shields
				Doomsday Cannon	200cm	D6+3 BP		-3	Carries recon 'copter
				Thunderer	50cm	1	3+	-3	
				Missiles	100cm	6 BP each		-1	
				Bolters	15cm	16	6+	0	
ROBOTS	10cm	5+	+2	Autocannon	75cm	1	5+	0	Special rules
LEVIATHAN	!0cm max.	1+ all round	+12	Lascannons	75cm	6	5+	-1	May carry 30 stands
				Battlecannon	75cm	1	5+	-2	
				Bolters	15cm	12	6+	0	
				Doomsday C'n	200cm	D6+3 BP		-3	4 void shields
GOLIATH MEGA-CANNON	10cm on charge	5+	0	Super-heavy Howitzer	50–250cm	D6+4 BP		-3	Ignores to hit modifiers for cover
TARANTULA	10cm on charge	None	-3	Lacannons	75cm	1	5+	-2	Fires twice
THUDD GUN	5cm	None	-3	Thudd Gun	75cm	2 BP		0	Fires barrage
MOLE MORTAR	5cm	None	-3	Mole Mortar	150cm	1 BP		0	Fires Barrage
MOLE	15cm	3+	+3	None					Carries 10 stands
TERMITE	15cm	4+	+1	None					Carries 2 stands
OVERLORD ARMOURED AIRSHIP	20cm max.	See above	+5	Battlecannon	75cm	6	5+	-2	See above
				Autocannon	50cm	4	5+	0	
				Melta Bombs	0	D6+2 barrage pts		-2	
				Bolters	15cm	6	6+	0	
IRON EAGLE GYROCOPTER	40cm	4+	+3	Battlecannon	50cm	1	5+	-2	Skimmer
				Autocannon	50cm	2	5+	0	

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CITADEL MINIATURES

SPACE MARINE PLAY SHEET

SEQUENCE OF PLAY

ORDERS PHASE
Place order counters. Both players roll a D6 to determine initiative. Reveal orders.

MOVEMENT PHASE
The player who won the initiative decides to move 1st or 2nd. The 1st player moves his forces. The 2nd player then moves his forces.

COMBAT PHASE

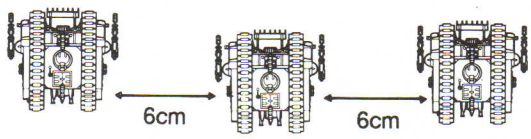
1. **First Fire Segment**
2. **Close Combat Segment**
3. **Advancing Fire Segment**

Players alternate firing, firing one unit (detachment, squadron, Titan, HQ unit, etc) at a time, starting with the player who won the initiative.

END PHASE
Record Victory Points. If a player reaches his target VP he has won! Repair damaged Titan void shields. Check morale for units broken that turn. Check morale for falling back troops who want to rally. Broken troops who fail their morale check fall back and are routed or destroyed if they fail a further check.

FORMATIONS

A unit (detachment, squadron, HQ unit, etc) must maintain its *formation* at all times when possible. Each model or stand in the unit must be no further than 6cm from its neighbour, forming a chain or compact clump. Where transport vehicles are unable to maintain formation with faster moving foot troops due to impassable terrain they are placed as close as possible.



3 Land Raiders in Formation

BARRAGE

Direct barrages never scatter – place the template over the target and work out damage from the Barrage Table overleaf. Indirect barrages may scatter 2D6cm off target as indicated by the scatter dice. A unit must have first fire orders to shoot an indirect barrage and the target must be visible to at least one model on your side.

ORDERS

Order counters are placed for each formation in the order phase. Place counters face down and reveal simultaneously. Note that Eldar Warlocks allow formations within 10cm to place orders *after* other orders have been revealed. Also note that Ork formations can only be given orders if there is a command unit within 10cm. Otherwise Orks revert to their traditional behaviour (see rules).

FIRST FIRE
May nor move. Fire in the first fire segment.

ADVANCE
Move in the movement phase. Fire in the advancing fire segment.

CHARGE
Move at double rate in the movement phase. May not shoot - but may fight close combat with enemy.

If you forget to give units orders troops may not move but may shoot in the advancing fire phase (see special rules for Orks). Command units do not need orders – they may move in the movement phase and shoot in the first fire segment.

COMBAT

SHOOTING
For each shot roll D6 to hit as shown on the data sheets. Apply any to hit modifiers for terrain. Targets which are hit must make their saving roll or are removed as casualties. Reduce saves by -1 for side shots, and -2 for rear shots. Command units may only be shot at if they are the closest troops.

CLOSE COMBAT
Roll 2D6 for each side and add close assault factors. The highest score is the winner and the loser is removed (or sustains 1 hit in the case of Titans). No armour saves apply in close combat.

For multiple combat fight one 'pair' at a time. The 2nd combatant adds a further D6, and so on. Troops on first fire orders may shoot against close combat opponents who engaged that turn.

Only Skimmers can pin Skimmers in close combat, and Titans can only be pinned by another Titan. Super-heavy vehicles can only be pinned by other super-heavy vehicles, or by Titans.

POP-UP ATTACKS
Skimmers with first fire orders can make special pop-up attacks over concealing cover. Only enemy on first fire orders can return fire.

MORALE

Roll a D6 for each unit to be tested. If the score is equal to or greater than the unit's morale value it has passed. Troops which fail a morale check must fall back. A fall back counter is placed next to the unit. The unit moves away from the enemy at double rate and may not shoot. In close combat they fight with a -2 penalty. Falling back troops are routed and removed from play if they fail another morale check.

Check morale in the following instances:

1. Broken that turn.
2. Broken troops are engaged in hand-to-hand combat. Test at start of combat phase.
3. Attacked by daemons or otherwise, as identified by the rules.
4. Wanting to rally.

A falling back unit may attempt to rally by taking a morale test. If successful the fall back counter is removed and the unit ceases to fall back.

TERRAIN CHART

	TO HIT	INFANTRY	VEHICLE	TITAN
Buildings / Trenches / Bunkers	-2	No effect	Impassable	Impassable
Fox holes, rocks, rubble, craters, broken ground	-1	No effect	Difficult	No effect
Hill	0	No effect	No effect	No effect
Marsh	0	Impassable	Impassable	Impassable
River	0	Impassable	Impassable	No effect
Woods	-1	No effect	Impassable	Difficult

Difficult: The terrain is crossed at half move rate.
Impassable: The terrain may not be entered, and may only be crossed if it is possible to step, jump or fly over it.
Buildings: Show that a unit has entered a building by placing it on the roof. You may only place as many troops in a building as will fit on its roof.

TERRAIN TABLE

Number of terrain pieces per 2' by 2' area: 1-2 = One, 3-4 = Two, 5-6 = Three.

	1	2	3	4	5	6
1	Hill	Hill	Hill	Woods	Woods	Rubble
2	Woods	Woods	Woods	Woods	Hill	Craters
3	Hill	Town	Town	Hill	Woods	Hill
4	Town	Hill	Town	Town	Town	Woods
5	Town	Craters	Town	Town	Town	Town
6	Town	Hill	Woods	River	Marsh	Town

BUILDING TABLE

CONSTRUCTION MATERIAL	SAVING ROLL (2D6)
Light (Wood, mud bricks)	6+
Standard (Bricks, concrete)	4+
Reinforced (Forticiations)	2+

VICTORY POINT TABLE

CONDITION	EFFECT
REDUCE AN ENEMY ARMY CARD TO ITS BREAK POINT	SEE CARD
CAPTURE AN OBJECTIVE COUNTER	+5VP
LOSE AN OBJECTIVE COUNTER	-5VP

BARRAGE TABLE

TOTAL BARRAGE POINTS	TO HIT ROLL
1-2	6+
3-4	5+
5-6	4+
7-8	3+
9 OR MORE	2+

VICTORY LEVEL TABLE

GAME BATTLE VALUE	NUMBER OF VP'S REQUIRED TO WIN
UP TO 1,000	30
UP TO 2,000	35
UP TO 3,000	40
UP TO 4,000	45
UP TO 5,000	50
ETC	ETC

This data sheet should be carefully removed from the rulebook with a pair of scissors.

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ORK DATA SHEET

TROOP TYPE	MOVE	SAVING THROW	CLOSE ASSAULT FACTOR	WEAPONS	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES
ORK BOYZ									
Bad Moonz	10cm	None	+1	Bolter	50cm	1	5+	-2	
Death Skulls	10cm	None	+1	Bolter	50cm	1	5+	0	
Snakebites	10cm	None	+2	Bolter	50cm	1	5+	0	
Goffs	10cm	None	+3	Bolter	25cm	1	5+	-1	
Blood Axes	10cm	None	+1	Bolter	50cm	1	5+	0	
Evil Sunz	10cm	None	+1	Bolter	50cm	1	5+	0	
NOBZ	10cm	None	+4	Bolters	50cm	2	5+	-2	Command Unit
WARBOSS	10cm	None	+5	Bolter	50cm	2	5+	-2	Command Unit
WARLORD	10cm	None	+7	Bolter	50cm	2	4+	-2	Command Unit
BOARBOYZ	20cm	None	+4	Bolters	15cm	1	6+	0	
BIKEBOYZ	30cm	None	+3	Bolters	15cm	1	6+	0	
STORMBOYZ	10cm	None	+1	Bolters	50cm	1	5+	0	
GRETCHIN	10cm	None	-1	Shotguns	15cm	1	4+	0	
MADBOYZ	10cm	None	+1	Bolters	50cm	1	5+	0	Special rules
WILDBOYZ	10cm	None	+3	Axes	None	None	None	0	
ORK FREEBOOTERZ	10cm	None	+1	Bolters	50cm	1	5+	0	
WAR BUGGY	30cm	6+	+2	Autocannon	25cm	1	5+	0	
BATTLEWAGON	25cm	4+	+1	Autocannon	50cm	1	5+	0	
WEIRDBOY BATTLE TOWER	25cm	4+	+1	None					Special rules
GUTRIPPA	20cm	3+	+4	Battlecannon	50cm	1	5+	-2	Goffs only
BONECRUNCHA	20cm	4+	+4	Autocannon	50cm	2	5+	-1	Deathroller
BONEBREAKA	20cm	4+	+4	Battlecannon	75cm	1	4+	-2	Deathroller
MEKBOY DRAGSTER	35cm +2D6	3+	+2	Deflektor shield					Special rules
NOBZ WARBIKES	30cm	6+	+5	Bolters	25cm	2	5+	-2	Command unit
MEKBOY SPEEDSTA	30cm +2D6	Special 1–3+	+3	Destruktor Rokkits	75cm	2-10 barrage pts		-2	Special rules
				Kustom Kannon	75cm	2-10 attack dice		-2	Special rules
SKULLHAMMA BATTLE FORTRESS	15cm	1+ all round	+4	Battlecannon	75cm	2	4+	-2	Carries 5 stands Charges at Triple Speed
BRAINCRUSHA	15cm	4+	0	Braincrusha Cannon	100cm	1	3+	-3	

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ORK DATA SHEET

TROOP TYPE	MOVE	SAVING THROW	CLOSE ASSAULT FACTOR	WEAPONS	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES
GIBLET GRINDA BATTLE FORTRESS	15cm	1+	+8	Autocannon	50cm	5	5+	-1	Deathroller Carries 5 stands
LUNGBURSTA	20cm	3+	+1	Battlecannon	50cm	1	5+	-2	Goffs only
BUBBLE CHUKKA SPEEDSTA	25cm +2D6	Special 1-3+	+2	Bubble Chukka	50cm				Special rules
WARTRACK	30cm	6+	+1	Autocannon	50cm	1	5+	0	
LIFTA DROPPA SPEEDSTA	20cm +2D6	Special 1-3+	+2	Lifta Droppa	75cm	1	4+	-4	Special rules
SCORCHER	30cm	6+	+1	Scorcher	15cm	1	4+	0	Ignores to hit modifiers for cover
EVIL SUNZ BOWEL BURNA	30cm	5+	+1	Scorcher	15cm	1	4+	0	Ignores to hit modifier for cover. Evil Sunz only.
EVIL SUNZ GOBSMASHA	25cm	5+	0	Autocannon	50cm	1	5+	0	Evil Sunz only
EVIL SUNZ SPLEENRIPPA	30cm	5+	0	Battlecannon	75cm	1	4+	-2	Evil Sunz only
MEKBOY TINBOTZ	10cm	4+	+4	Autocannon	25cm	2	4+	0	
TRAKTOR KANNON	15cm	None	0	Traktor Kannon	50cm	1	5+	-1	
STOMPERS	10cm	1+	+8	Battlecannon Bolters	50cm 15cm	1 4	3+ 6+	-4 0	Stomper Mobs ignore morale checks.
ORK DREADNOUGHT	10cm	6+	+3	Autocannon	50cm	2	5+	0	
MEKBOY PULSA ROKKIT	5cm	4+	0	Pulsa Rokkit	50cm +1–20D6	Special		One shot	
SQUIG KATAPULT	15cm	3+	+1	Buzz Squig Swarm Tower Cannon	50cm 25cm	Special 2	 5+	+1 0	Swarm may move
SNAKEBITE SQUIGGOTH	10cm	3+	+5	Bombards Swivel Guns	50cm 25cm	2 3	4+ 5+	0 0	Rampages 2D6cm when dead
HOP SPLAT GUN	10cm on charge	None	-3	Hop-splat	50cm	1 barrage point		-1	Fires 3 Barrages
MEKBOY SHOKK ATTACK GUN	10cm	None	0	Shokk Attack gun	U/L	Special			Special rules

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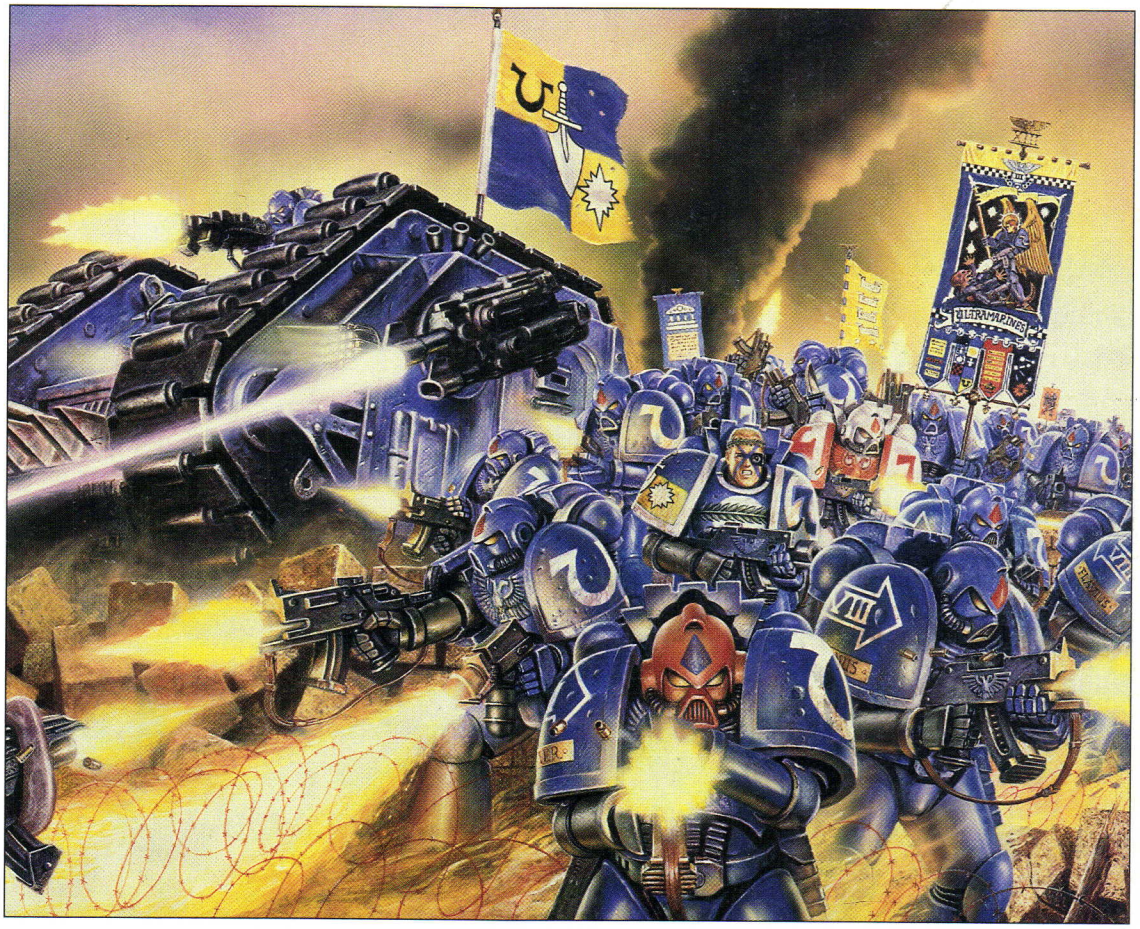

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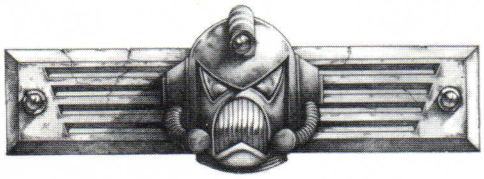

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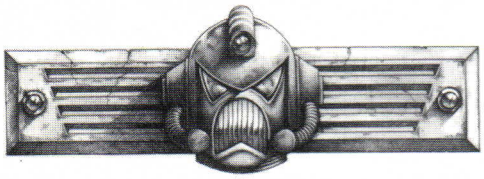

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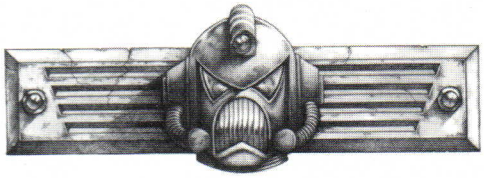

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THE IMPERIAL GUARD

CHOOSING AND FIGHTING WITH AN IMPERIAL GUARD ARMY

By Grant Williams

In my opinion, the Imperial Guard is the safest bet as far as any Space Marine army is concerned. The great variety of unit types means that you have troops to cover any eventuality. Though it is a fairly predictable army in that it lacks some of the fancy troops available to other forces, you can be pretty certain how they are going to perform.

You can easily tailor an Imperial Guard army to counter any opponent: the packed formations of Orks and Chaos are ideal targets for heavy barrage fire, elite Eldar combat troops are small in number and easily overwhelmed, and even the heavily armoured Squats are no match for the mass of Guard heavy weapons. You can even build your army to suit a more personal choice. I prefer a force with as many troop stands as possible. Although it takes much longer to collect and paint, the psychological advantage you have when your force covers twice the area of your opponent's is incredible!

STRATEGY

The huge variety of unit types means that you can build an army to suit any strategy: defensive, offensive or a mixture of both. Whatever the strategy though, there are a few points that apply to all Imperial Guard armies:

1 Always remember to have as many company cards as possible, with the minimum amount of support cards. There are a number of reasons behind this, most of them concerning the Imperial Guard chain of command rule, which states that an Imperial Guard unit may only be given orders if its section HQ is within 25cm of the company HQ.

The most obvious advantage of having a lot of companies is that in comparison with the corresponding amount of support cards, companies always work out cheaper, so you end up getting more troops for your points. Also, every company that you buy entitles you to a free Commissar stand, which comes in very useful for supporting fast lone assaults or controlling units that have lost their company HQ.

A company with its full complement of five support cards has a total of eight section HQ's that have to stay within 25cm of the company HQ. This is not only difficult to achieve, but when you do manage it, you'll have such a large concentration of troops on one area of the table that they become a very easy target for enemy barrage weapons. Also, if you do have a lot of support cards and their company HQ is destroyed, you'll end up with a lot of units that you can't give orders to.

The final advantage is that because companies are so large, you can lose a lot of troops before they are broken, which is quite an important consideration given the Guard's low morale value.

2 Take great care when positioning your units on the tabletop, especially command units. The company HQ's and Commissars are your most important and versatile units because they do not need to be given orders. This means they can charge across the table and, providing they do not enter close combat, fire at an enemy unit in the first fire segment of the shooting phase. Nor can they be targeted by enemy return fire unless they are the closest target. These targeting rules also apply to section HQ's, though they do not get the advantages of not needing orders or always shooting in the first fire phase, so they should be kept at the rear of your units at all times to avoid being destroyed.

3 As it includes a good deal of infantry, the Imperial Guard should make the best use of cover it can, although this advice holds true for all armies. For example, tactical troopers in buildings are very difficult to hit and can only be assaulted by infantry, which means most vehicles are useless against them. Unless your enemy has some barrage weapons to destroy the buildings, troops sheltering in them should prove very difficult to kill.

COMPANY CARDS

Infantry form the major part of any Imperial Guard army, which is useful as they are the most versatile type of unit. They are the only troop type that can use cover (as they are the only ones that can enter it!), and they have a 360° arc of fire.

Imperial Guard tactical troopers come in a variety of companies, either just as infantry or with some sort of transport vehicle to get them into battle. The basic trooper is one of the most versatile units in a game. A tactical company positioned even out in the open on an objective can hold it for a long time. A good use for tactical troops is to shoot down the void/power shields on Titans and Gargants. Although it takes quite a powerful weapon to kill a Titan, any shots that hit will take down a shield. Have your tactical troopers shoot the shields first as they would have problems damaging a Titan, then it is a simple matter for your heavy boys to finish it off. If you do end up with tactical troops facing heavily armoured vehicles, try to manoeuvre them behind the vehicles. This way your troops will be out of the enemy vehicles' arc of fire and pointing their guns at the weaker rear armour.

TRANSPORT VEHICLES

The transport vehicles of the Imperial Guard are Gorgons, Moles and Hellbores. They are all heavily armoured to protect the troops from fire while they get into battle.

The **Gorgon**, although rather slow, is nigh on impossible to destroy from the front because of its double armour saving throw. The company itself is very inexpensive at 500 points and is the type of unit that an opponent will waste a lot of time and effort trying to destroy after you constantly seem to make their saving throw. It also has some rather impressive short ranged weaponry, useful for taking out any enemy tanks lying in wait to cut down the troops as they disembark.

Moles and **Hellbores** are both tunnellers and only differ in size. They are unfortunately some of the slowest moving units in the game and in my experience seem to rarely surface where I want them to. As they cannot be shot while travelling underground, if they do manage to surface behind enemy lines with a full company of men they can cause a tremendous amount of damage. While the enemy try to make some sort of response, the rest of your assault troops are left to advance unmolested. Do remember, though, that the only support cards that you can use with tunnellers are other tunnellers, ie Moles and Termites.

Fast moving assault troops can very easily outflank an enemy and get behind his lines. This will always distract an opponent from his plans while he tries to protect valuable artillery pieces. Once a master plan has been foxed, it is in these situations that people usually make mistakes like forgetting to give orders to units.

ASSAULT COMPANIES

Assault companies are one of the cheapest formations that you can buy and although assault troopers are slightly more expensive than tactical troopers, this is more than compensated for by their increased movement and close combat skills. Because of their jump packs, if you charge them straight towards the enemy from turn one, they should only be shot at a couple of times before they make it into combat. Pick your combat opponents carefully – your troops will quickly perish if you pit them against your enemy's elite assault troops. If, on the other hand, you use your assault troops to attack enemy artillery and heavy troops, who they easily outclass up close, they should be able to destroy them swiftly.

Try to avoid targets on first fire orders, as you stand to lose all your men before they even enter combat. If they do end up facing superior troops, make sure that the assault troops do the charging then they can gang up on the enemy and hopefully kill a couple of stands.

Rough Rider companies are basically assault troopers mounted on horses. Although at a glance they seem superior in every way to assault troops, they cannot attack troops in buildings and only the largest of vehicles can transport them. Although they do follow the rules for vehicles, they differ slightly in that they can enter woods and they can fire their weapons all around them. Thirty stands of Rough Riders charging across the board is an impressive sight that will strike fear into the heart of your opponent. They should be more than a match for any units they meet and it is not unknown for them to destroy Titans by ganging up on them.

Bike companies are nearly identical to Rough Riders except that they are faster and they follow all the vehicle rules. They are the cheapest companies available and their speed means they can easily be in combat in the first turn, thereby avoiding any enemy fire while advancing. As bike companies are relatively small, it is a good idea to give them an extra one or two support units of bikes to boost their numbers.

In addition, bikes and Rough Riders can ignore the chain of command rule. Unfortunately, if they are broken while out of command they are automatically routed, so this is not advisable unless the circumstances are so dire that you have no other choice. Alternatively, you could put a Commissar in command of an individual platoon to prevent it from routing automatically.

HEAVY COMPANIES

Heavy companies have the same firepower as Space Marine Devastator squads for half the amount of points. They must be deployed in cover as they are a primary target for your opponent because of the destruction they can cause. Cover will protect them from all shooting and assaults from vehicles, but not from infantry. Because of this, it is best to give heavy companies a supporting unit of assault troops to defend them against any enemy infantry that try to close. Heavy weapons are designed for destroying armoured targets so use them as such. Taking pot shots at infantry is a waste of their abilities.

ARTILLERY AND ROCKET COMPANIES

The Imperial Guard has not only the best but also the largest variety of artillery pieces in the Space Marine game. No enemy can withstand a sustained barrage from these fearsome weapons. They are often the primary target for an opponent, so always keep them at the back of your lines, out of range of most fire. This also means that an enemy has to plough through the rest of your troops to get to them.

Artillery and rocket companies are the main support companies of the Imperial Guard. The artillery company consists of Bombards and Basilisks, both devastating anti-tank weapons. The siege mortar on the Bombard fires a deadly shell that should be used against the enemy's most heavily armoured targets because of its high save modifier. The Basilisk's Earthshaker artillery cannon is a lighter weapon but capable of firing twice per turn. These should be directed against lighter tanks where they can use their high rate of fire to wipe out whole squadrons in a single turn. As the Basilisk and the Bombard are both barrage weapons with high save modifiers they are excellent weapons for destroying buildings, killing troops that might otherwise prove difficult to hit.

The rocket company, with its Whirlwinds and Manticores, is more suited to anti-personnel fire. The **Whirlwind** carries a light rocket launcher that when projected against massed formations of infantry should kill every time. As it is quite manoeuvrable, the Whirlwind can be moved easily to concentrate on different areas of the battlefield.

The **Manticore** carries a much heavier pack of rockets that are deadly accurate due to their concentration in one area. Although they can only fire every other turn, their main advantage is their heavy armament. If one of the launchers is destroyed, the accuracy of the battery is not impaired, and even with only one launcher left it should still kill troops 50% of the time.

Artillery and rocket companies are both highly susceptible to enemy assault troops, and can be easily wiped out by just one platoon. To protect them, they need the support of either a platoon of assault troops or some small anti-personnel pieces such as Tarantulas or Rapiers.

TANK COMPANIES

Tank companies are an invaluable part of any Imperial Guard army, their armour making up for the troops' lack of protection. Tanks are highly mobile and are armed with large weapons that are too heavy for infantry to carry.

The **Leman Russ** is a medium-sized tank and the one most commonly used by the Guard. Its advantage lies in its versatility: it is a tank for any job. Its best use though is to advance and support an assault, where it can pound the enemy from a distance with its battle and laser cannons. As it draws closer it can mow down infantry with its bolters until it enters close combat, where it can quite easily hold its own.

The **Predator**, meanwhile, is a more specialised tank designed for anti-armour duties at a distance. Its auto cannon and dual las-cannon can make a mockery of any armour but it can be easily overcome if enemy troops close with it. You should leave the Predator at the back of your lines and use its speed to manoeuvre it to safety if any enemy troops get too close. Alternatively, if you are an offensive player, use the Predator's high speed to manoeuvre it to the flanks and rear of enemy tanks. From such a position it should be able to destroy even the heaviest target by aiming its heavy las-cannons at the weakest part of the enemy vehicle.

The **Vindicator** is by far the most powerful of the medium-sized Imperial tanks. It has very thick armour for its size, and the Thunderer cannon is second only to the armour-busting capabilities of the Volcano cannon. Because of the Thunderer's short range, it needs to close with the enemy quickly to be useful. Here it can easily remove troops from cover but can also cope admirably if forced into close combat.

SUPER HEAVY TANKS

The three Imperial super heavy tanks are the Shadow Sword, the Storm Hammer and the Baneblade. As their name suggests, these tanks carry enormous amounts of armour that make them invulnerable to all light weapons fire. They are so huge that they can just push past any troops and smaller vehicles that get in their way.

The **Shadow Sword** has the mighty Volcano cannon as its main armament. This is without doubt one of the single most powerful weapons in the galaxy and is capable of destroying any target with a single hit. Because of this, they should go for the largest enemy target first and when that is destroyed hit the next largest and so on. Take great care when positioning your Shadow Swords. They should preferably be on a hill or other elevated position where they will have a good view of the whole battlefield and a wide choice of targets. Beware of being drawn into close combat with enemy troops. Although a single stand is no match for a Shadow Sword, two or three stands will easily destroy it.

With its cannon and bolters, the **Storm Hammer** is a close assault tank that should mow down any foe in its path: the tactical opposite of the Shadow Sword. If it can reach the enemy lines, the Storm Hammer's battle cannon will take care of any armoured foe in its way while the many bolters will cut down any infantry foolish enough to stray too close. If any enemy troops do actually make it into combat it should have no trouble dispatching them. As its slow speed prevents it from engaging with the enemy quickly, it is best to use a cheap infantry unit as a human shield while the tank advances, as not every shot will be stopped by its armour.

The **Baneblade** is the Leman Russ of the super heavy tanks due to its varied weaponry, but its lack of speed is a disadvantage. This can be countered by using a staggered advance.

SUPPORT CARDS

Most of the units available as companies are also available as support cards to increase their numbers, but there are many support cards not available as companies.

As well as human troops, the Imperial Guard makes some use of abhuman troops, though these are neither trusted or available in large numbers.

Ratlings are the smallest of the abhumans but their diminutive size gives them some excellent abilities. They can ignore the chain of command rule and even operate as individual stands so never have to take rout tests and only take break tests if attacked by fearsome monsters. If they are in cover, troops over 25cm away cannot target them. It's a good idea to split them up around the table to hassle the enemy line by taking pot shots at troops from a distance. This should annoy your opponent enough to make him waste valuable firepower disposing of them.

Beastmen are half human mutants from savage feral worlds for whom warfare is a way of life. They are excellent close combat troops but have no ranged weapons, so they need swift armoured transport or a supporting unit with guns to get them to battle intact. They can be useful defending artillery and heavy troops from assault where their lack of ranged weapons is countered by the units that they are defending.

Ogryns are immensely large, and even stronger than the elite Space Marines, but unfortunately suffer from a lack of intelligence. Their size makes them tremendous assault troops only matched by the most elite opposition in combat. If bought as a support unit for a fast assault company, they can form the crack squad needed to take out the formidable enemy command groups.

Land speeders and **Sentinels** are two more light fast attack vehicles useful to any assault. They are similar to Rough Riders and bikers and only differ in that they have much heavier weaponry. The land speeder is immensely fast and carries the awesome multi-melta, capable of reducing any target to molten slag. As it is a skimmer, it can only be pinned in combat by other skimmers. After a successful combat engagement it can jet off to attack another target rather than be bogged down killing that last remaining stand that refuses to rout or die. Because of their high speed, an excellent use for land speeders is flying off to shoot unshielded Titans at short range from the rear, where their armour is weakest. The land speeders' multi-meltas will be able to cause crippling damage.

The **Sentinel** is a fast scout walker armed with a highly accurate auto cannon. If put at the front of an assault they can pick off enemy infantry as they advance, weakening the troops before the attack wave hits.

A final peculiar assault vehicle is the **Hellhound firethrower**. Its weaponry is ideal for removing troops from cover but can also help if an enemy attempts a counter assault as its large fire template is good against packed armies with large infantry formations such as Orks and Chaos.

ARTILLERY SUPPORT COMPANIES

As artillery support companies stay stationary for most of the battle, they particularly benefit from having support cards. There are many units available from small anti-personnel weapons to massive rockets. These supporting units should be able to either bolster their firepower or defend them from enemy assault.

Deathstrike tactical missile launchers fit into the former category as large rocket launchers. They are single-shot weapons capable of firing three different types of warhead. While the missiles can be shot down in flight, they can only be targeted by troops on first fire orders less than 25cm away, so this is very rare. The **Warp** and **Harpoon warheads** should only ever really be used for shooting at Titans or super heavy vehicles or else they are wasted. The Harpoon missile is a bit of a gamble in that it is only effective against unshielded Titans, and then only 50% of the time. However, the potential pay-off is immense if you gain control of one of the enemy's Titans to turn on his own troops. If there are no Titan-type targets available, a Warp missile can take out a Squat land train, Leviathan or other such vehicle in single shot!

By far the most useful of the warheads is the **barrage missile**. The devastation it can cause to packed troop formations and Eldar Titans is incredible. After the missiles have been fired, move the launchers in front of some valuable support unit where their meagre assault capabilities might save the day!

The Mole Mortar, Thudd gun, Rapier and Tarantula are all small artillery pieces. They suffer from the fact that they will be destroyed if anything engages them in close combat.

The **Mole Mortar**, although wildly inaccurate, has a tremendous range and has the major advantage that it can be fired from inside a building making it ideal for supporting heavy troops. It should be able to make large dents in any massed infantry advancing across the table.

The **Thudd Gun** is more suited to supporting artillery. It is more accurate than the Mole Mortar but is also shorter ranged and should be used against infantry and light vehicles as it is mostly ineffective against armoured targets.

The **Rapier** is a short-ranged but highly accurate anti-personnel weapon. Being very cheap they are useful for spending that last odd fifty points on and are effective if placed with larger artillery pieces to help fend off enemy assault troops.

The **Tarantula** is a much heavier rapid-firing artillery piece. Its heavy las-cannons can pierce armour easily and it can fire twice per turn on first fire orders. It should be able to cause a lot of damage on any target within range, but resist the temptation to shoot infantry units with it.

Although tunneller companies can only have other tunnellers as support cards, any type of company can use tunneller support cards. The main advantage of this is that they can ignore the usual chain of command rule because they use sophisticated communication equipment to receive orders from their company HQ. This therefore reduces the number of units surrounding the HQ.

Another couple of solutions to prevent massing around HQ's is to use robots and Grey Knights. **Robots** are given a battle program rather than orders so they do not have to stay close to their company HQ. Also, because they have no living pilot, they are immune to break and rout tests making them invaluable against daemons. They work best when given "take & hold" type orders and used to defend objectives.

As **Grey Knights** are elite Space Marines they too ignore the chain of command rule. They are a very expensive support card, even considering their abilities, but they do have a specialised use. If you are fighting a Chaos army your troops will be at a severe disadvantage due to their low morale value and the fear caused by daemons, and you risk losing them before you even fire a shot. Use the Grey Knights to hunt down and slay the Greater Daemons so the rest of your army can get on with the battle unimpeded.

SPECIAL CARDS

The Imperial Guard only have a few special cards available to them. The Capitol Imperialis and the Leviathan are both super heavy troop transporters. They have banks of void shields to protect their armoured hulls, which are just as impregnable as those of the super heavy tanks.

The **Leviathan** carries an arsenal of weapons second only to the mighty Titans. It has enough las-cannons to destroy two tank squadrons per turn and enough bolters to kill over half a company of Space Marines! Its Doomsday cannon has the longest range of any known weapon and can crack open the toughest armour plating. In close combat, only Titans and Gargants rival its power. Add to this the fact that you can transport a full Imperial Guard infantry company inside one and you have the perfect assault vehicle.

Beware of your Leviathans being destroyed though, as when they are all gone you will be unable to issue orders to any of your troops for an entire turn! Weapons to avoid with Leviathans are Ork Gargant ball rounds, Eldar pulsars and any heavy/support company. These units will all quickly deplete your void shields and then cause multiple hits on the hull. Even with only a -1 save modifier you will fail your save on average once every six shots. If you decide to have Leviathans, it is best to take more than one to avoid the loss of command when one is destroyed. If you have three or four, for example, your opponent will probably destroy only one before you can get to his lines and offload your companies of troops into his midst.

The **Capitol Imperialis** is the largest vehicle used by the Imperium and even dwarfs some of the smaller Titans. Although lacking the impressive weaponry of the Leviathan, it has the same armour and more void shields. Its Behemoth cannon, though short-ranged, can almost wipe out a full company of infantry or light vehicles in a single turn. In close combat, it is just as unstoppable as the Leviathan. Its big advantage over the Leviathan is that it can carry two Imperial Guard companies, and these can be vehicle and infantry! It can carry 20 Vindicators, 6 Storm Hammers or even 60 Rough Rider stands! Remember that troop stands can be positioned on the roof of the Capitol Imperialis where they are protected by void shields but can still fire out. As it is not designated as a command centre, like the Leviathan, your army does not suffer if it is destroyed. However, do remember that for both the Capitol Imperialis and the Leviathan, if the vehicle is destroyed, so are the units being transported.

An **Inquisitor** is a special command card that is a must for every Imperial Guard army. A bargain at only 100 points, the Inquisitor's ability to nullify all morale checks within 25cm is invaluable given the low morale value of Imperial Guard.

TITANS

The one type of special card that everyone uses is the Titan. The Imperial Guard has access to three different types of Titan: the Warlord, the Reaver and the Warhound. Titans are the ultimate Space Marine battle machine. Bristling with super heavy weapons, banks of void shields and massive armour plates they are an awesome sight. You need to have a Titan not only for the tremendous firepower it possesses but also for the fear it instils in an opponent. Most troops will steer well clear of them.

The three types of Titan each fill a different role and they should be chosen according to your overall strategy. The slow, lumbering Warlord, the largest of the Titans, is designed for defensive long range stand and fire tactics. The Warhound, the smallest Titan, is swift and agile, with the ability to "evade" incoming shots and suits the offensive close combat player. The Reaver is an all-round Titan capable of either duty.

The thing that really classifies a Titan are the weapons that it carries. These can be roughly split into five categories: long, medium and short ranged weapons; close combat weapons and one-shot missiles.

LONG-RANGED WEAPONS

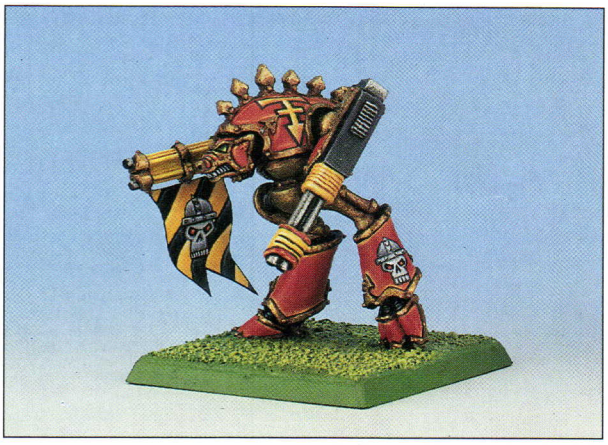
The long-ranged weapons should constitute the majority of the armament on a Warlord and account for at least one of the weapons on a Reaver.

The **Quake cannon** and the **Volcano cannon** are both good armour-piercing weapons. They are extremely accurate and are best used against super heavy vehicles and Titans/Gargants. The Volcano cannon is especially good against Titans where its huge laser bolts cause crippling damage. Try to use lighter weapons to take down the shields on a Titan as these weapons stand the greatest chance of causing actual damage.

The **Rocket launcher** is a light anti-personnel weapon very similar to the Manticore. Its barrage template is most effective against close troop formations where its accuracy will guarantee a good number of kills. If used in conjunction with a Carapace Landing Pad direct barrages can be targeted at opponents hiding behind buildings or other scenery.

The **Plasma destructor** is the most devastating weapon available to Imperial Titans. Its plasma bolts make mockery of the armour of Titans, Gargants and super heavy tanks. Unfortunately, it puts a tremendous strain on the Titan's plasma reactor every time it fires which means that the Titan cannot fire any other of its weapons that turn, or move at all in the following turn. This gives enemy assault troops ample opportunity to manoeuvre into its blind spot and pound away at its weak rear armour. This can be slightly countered by adding carapace multi-lasers to the Titan which will dispose of any light target, but not anything that is armoured.

The **Deathstrike centreline cannon** is a common variant used to replace the Titan's head. It fires a deadly barrage a very long range, capable of taking out enemy armour as well as troops. Its major drawback is that the cannon reduces the Titan's move by half, making its lumbering bulk even more unmanoeuverable. Also, the cannon has a very limited field of fire being only able to fire straight forward (ie, no arc of fire!).



Imperial Warhound from the Iron Skulls Legion

MEDIUM-RANGED WEAPONS

Most weapons for Titans fall into the medium-ranged category. These are weapons that fire on average the same distance as troops.

The **Gatling blaster, Laser blaster and Turbo laser destructor** are all very similar weapons, best used against infantry and other poorly armoured targets. In this capacity their multiple attack dice will mow down ranks of troops every turn. They also provide some deterrent to troops thinking of ganging up on a Titan in close combat. A Titan on first fire orders with a multiple attack dice weapon can kill a lot of infantry while they are charging towards it.

The **Plasma cannon** and **Plasma blastgun** are smaller versions of the mighty Plasma destructor. Although both still immensely powerful, they do not affect the Titan's other actions so adversely. The obvious advantage of these weapons is their ability to reduce armour to molten slag.

Remember that although any Imperial Titan can carry a Plasma blastgun, only the Warlord Titan can carry the Plasma destructor and the Plasma cannon.

SHORT-RANGED WEAPONS

Short-ranged weapons are mostly designed for destroying any infantry that get too close to a Titan and try to overwhelm it.

The **Vulcan mega-bolter** is the ultimate anti-personnel weapon. Its massive eight attack dice will cut down entire platoons in a single go. If given to Warhounds, they can easily manoeuvre to the rear of enemy lines and destroy masses of enemy support troops.

The **Inferno gun** is a larger version of the one fitted to Hellhound firethrowers. It has no modifiers to hit against troops in cover making it more of an offensive weapon than defensive one. If given to Warhounds it can remove troops that its other weapons would find difficult to hit.

The **Melta cannon** is a short-ranged anti-tank weapon. It can bust open the thickest of armour and is deadly accurate. It is as powerful as the various plasma weapons but does not affect the Titan's actions and is useful for either defensive or offensive Titans.

The **Trident** is specifically an anti-Titan weapon, and can be used to pull bits off Titans and Gargants. This is devastating considering how much firepower it takes to destroy one location normally. It is solely an assault weapon, as if your Titan is armed with this, enemy Titans/Gargants will steer well clear of you.

CLOSE COMBAT WEAPONS

It is not much use arming a Titan with more than one close combat weapon as they are only really useful against other Titans and Gargants. Chnage the type of close combat weapon you choose to suit the enemy you are fighting.

The **Laser burner** is best used against Orks where the multiple hits that it causes can cripple Gargants. The **Power saw** and **Chain fist** increase the close combat ability of a Titan, helping it to survive being ganged up on by enemy troops or to gain a combat advantage over enemy Titans. The **Battle claw**, **Power fist** and **Power ram** are all gamblers' weapons – they can destroy a Titan with a single hit but you need to win a 50/50 dice roll with your opponent for them to take effect.

ONE-SHOT MISSILES

The final type of Titan weapons are the one-shot missiles. The **Barrage**, **Harpoon** and **Warp** warheads have already been described under the Deathstrike launcher. The **Vortex missile** is best used against Gargants. It is another multiple hit weapon like the Laser burner, enabling you to cripple Gargants from a distance then move in with tanks and troops to finish them off.

* * * * *

Although this describes the bewildering array of Titan weapons available, you are still left with the dilemma of wanting to take all the weapons on one Titan! To give you some ideas, the following is a description of some of the Titan/weapon combinations I prefer and what I use them for.

I most commonly fight against Orks and Eldar and have designed the ideal Titan to deal with them: a Warlord Titan armed with two barrage missiles, a fire control centre and a Plasma destructor. Fire the barrage missiles in the first turn. Against the Eldar, concentrate them against a Titan, as its swirling holo-fields are useless against barrage weapons. When facing an Ork horde, their massed troop formations are the best target and you will be able to break one or even two clans in the first turn. After the first turn, you have the mighty Plasma destructor to annihilate all heavily armoured targets.

If you find the Warlord too expensive, the Reaver Titan is still a good option. Armed with two rocket launchers and a Volcano cannon, it can barrage any part of the table, and the Volcano cannon will take out any armoured target.

Against a Chaos or Traitor force, a much more balanced approach is required. A Warlord with Volcano cannon, Gatling blaster, Melta cannon and Chain fist has weapons to cover all ranges. This is important, as by its very nature Chaos is a varied force, and you need to be able to cope with all eventualities. The Reaver alternative can be armed with a Laser blaster, Plasma blastgun and Vulcan mega bolter.

I always have Warhounds in my force. Their speed and manoeuvrability are tremendous and they have often reached enemy lines without taking a single hit. Armed with a Vulcan mega bolter and an Inferno gun they will mow down enemy support troops whether they are out in the open or in cover.

* * * * *

An Imperial Guard army is one of the largest forces in the Space Marine game. When fighting an opponent with more elite troop types (eg: Eldar Aspect Warriors, Traitor Marines etc) don't lose heart just because you seem to be taking far more casualties than they are. This is how the Guard army is designed: some units have to be used as cannon fodder in order for other troops to get into close combat. You cannot get attached to all your units as some will always have to die for the cause of the Emperor!

TITAN WEAPONS

Below is a list detailing the different weapons available to each class of Titan. The Warlord can mount any weapon, whereas the Reaver cannot mount the large plasma weapons or the complex targetting equipment. The Warhound can only have a select few of the assault weapons but long range stand and fire tactics are not its role.

Titan Type	Warlord	Reaver	Warhound
Barrage Missile Launcher	Y	Y	N
Battle Claw	Y	Y	N
Carapace Landing Pad	Y	N	N
Carapace Multi Lasers	Y	N	N
Chain Fist	Y	Y	N
Combat Head	Y	Y	N
Corvus Assault Pod	Y	N	N
Deathstrike Cannon	Y	N	N
Fire Control Centre	Y	N	N
Gatling Blaster	Y	Y	N
Harpoon Missile	Y	Y	N
Inferno Gun	Y	Y	Y
Laser Blaster	Y	Y	N
Laser Burner	Y	Y	N
Melta Cannon	Y	Y	N
Plasma Blastgun	Y	Y	Y
Plasma Cannon	Y	N	N
Plasma Destructor	Y	N	N
Power Fist	Y	Y	N
Power Ram	Y	Y	N
Power Saw	Y	Y	N
Quake Cannon	Y	Y	N
Rocket Launcher	Y	Y	Y
Trident	Y	Y	N
Turbo Laser Destructor	Y	Y	Y
Volcano Cannon	Y	Y	N
Vortex Missile	Y	Y	N
Vulcan Mega Bolter	Y	Y	Y
Warp Missile	Y	Y	N
Weapon Head	Y	Y	N
Wrecker	Y	Y	N

Y = This class Titan MAY use this weapon.

N = This class Titan MAY NOT use this weapon.

ORKS IN SPACE MARINE

By Mark Watts

Orks are a tough, brutal and remarkably successful race, and rank amongst the most powerful warriors in the whole galaxy. They control a significant part of known space, but this sprawling territory is divided amongst thousands of individual Warlords. Were Orkdom ever to unite against the Imperium it is unlikely that humanity would survive very long. Orks are never truly happy unless they have a chance to beat someone up and most of the time, fighting with one another is enough to keep them amused. The real fun starts when a Warboss gathers a Waaargh! and they have the opportunity to gang up on some Humies, Squats or Eldar.

Since few Orks really understand strategy, they often simply rush headlong at the enemy and try to destroy him. The result is that Ork armies are geared almost exclusively to close assault or point-blank shooting. Most Ork troops are armed with bolters, which have a maximum range of 50cm. This means that if they're positioned more than this distance away from enemy units, they'll just end up standing around being shot at. Having said that, an Ork army is one of the most unpredictable forces in Space Marine, thanks to an almost endless variety of vehicles and troops. The troops are also quite cheap, so you'll usually have some spare points that can be used to add a few useful extras to the greeny horde. You can buy extra Mekboy weapons such as Pulsa Rokkits, or some Gobsmashas, or Stormboyz because they don't need an Ork Nob nearby to keep them in command, and so on — this sort of thing helps to keep the army balanced.

The Ork command rule only allows Ork formations to be given orders if there is a command unit within 10cm. This can be a problem for Ork commanders, since it means that any isolated Clans or units risk losing all their Nobz and then just standing around for the rest of the game, or at best passing out of the player's control. It's usually safer to deploy most or all of the Clans close together, and not to waste time and men on trying to gain objectives. Units like Stormboyz, Freebooterz or Tinbotz, who don't need Nobz stands nearby, are ideal for that task, but the bulk of the army should go right ahead at full speed. The advantage of such overwhelming troop concentrations is that the enemy usually ends up hopelessly outnumbered.

DEPLOYMENT

The main drawback of these massed formations is that they're not very easy to manoeuvre, so an Ork general must be totally certain that he has deployed exactly where his army will be most useful. Once set up, Orks are usually too slow to reshuffle in the way that Space Marines can, and if they're in the wrong place they'll just be sitting targets, or else play no useful role in the battle. A good idea is to work out where the other commander is likely to deploy, and then set your own troops up so they don't have to charge head-on into enemy lines, because a line of massed firepower is lethal against Orks.

Deploy further along the table, and then try to break the enemy line across from you before turning along it, eating up units one or two at a time. This forces your opponent to turn his army around, and also gives the Orks control of a lot of the table, including several objective markers (with any luck!). Some Clans move very quickly, the Evil Sunz, the Blood Axes and of course, the Kult of Speed, all have their own vehicles, and are fairly easy to manoeuvre despite the large size of the units. The Kult of Speed is a marvellous weapon for reaching the enemy quickly, as it has a charge range of 60cm and this can be improved even further by the fiendish cunning of the Mekboyz! If you're lucky enough to draw the Xtra-Big Wheels Kustom Repair card, it's a good idea to give it to the Kult of Speed because their charge range is then raised to a staggering 90cm! True, if you score a 1 on a D6, then a few War Buggys will crash and burn, but you shouldn't lose many, and it means that you can hit your enemy in turn one even if you lose the initiative. That early in the game a lot of units are on advance or charge orders, so you can attack without being shot at, and with luck can trap Devastators in their Rhinos or tie up some Thunderers. Even if you don't, the other general will have to spend so much time dealing with deranged Speed Freeks that the rest of your army can close in more easily, and for Orks that's a big advantage. The danger is that the Kult of Speed will be broken early, so if you want to do this, then it's a shrewd plan to add a lot of support cards to it to bolster its numbers.

THE CLANS

The Evil Sunz love speed too, and their units reflect this. Bowel Burnas are fast, and good for burning troops out of cover. Gobsmashas are also good, fast tanks. The other specialist Evil Sunz vehicle is the Spleenrippa, a fearsomely fast tank with the sort of monster weaponry that Orks love so much. The sight of the Evil Sunz blood red battllewagons rocketing past befuddled foes is a glorious one indeed!

Many Ork players ignore the Blood Axes because they trade with the despised humies, but the Clan has the advantage of using Rhinos and can also bring in Land Raiders. These are perhaps the best value tanks there are, saving on a 2+, moving 20cm, and firing two hefty lascannon each turn. Support fire is priceless in an Ork army, and a unit or two of Land Raiders will do the job with gusto.

If the Blood Axes are the least Orky of the Clans, then the Goffs are without doubt the Orkiest. To them, killing enemies from a long way off is cheating. They love to get in close and use their +3 Close Assault Factor to the full, and they're backed by 8 Nobz stands, which means they can shoot out any troops lucky enough to survive the onslaught of the Boyz. At

650 points value, the Clan is surprisingly good value, and an essential part of any Ork army. It's also useful, if you can afford it, to buy Battlewagons or Skullhammas and Gibletgrindas to put the Goffs in, since this avoids too many getting shot up during the advance.

Snakebites have a +2 CAF, and also boast Boarboyz with a CAF of +4, so if you don't have Goffs this old, a traditional Clan is a must. They also use the giant Squiggoths, huge hairy beasts with ancient weapons that nevertheless make a satisfyingly loud noise and kill lots of people. The disadvantage of Squiggoths is that they are prone to rampage when they realise they've been hit, and career 2D6cm in a random direction. This can kill a lot of Boyz, so try to keep the huge animals to one side where they can't do your own army so much damage.

The other Clans are Bad Moonz and Deathskulls. The Bad Moonz have the biggest weapons of all Boyz, but best of all is the Weirdboy Battletower. The psychic Weirdboyz have a good view from so high up, and after drawing energy from the Boyz and vehicles nearby, they cut loose at pretty much anything they can see, and usually destroy it. Of course enemy generals know this, and will probably try to smash the Battletower first, so you'll have to be careful. Putting a Dragster right next to it can help, since most of the shots then bounce away without doing any damage

Deathskulls are the cheapest Clan, at 500 points value, but their advantage is that they're such good thieves that they can use any support card, even if the card specifies another Clan only. Thus the Deathskulls could have Goff Lungburstas, a Bad Moon Weirdboy Battletower, and Evil Sunz Spleenrippas too. If you're short of points this can be invaluable.

An addition to Ork infantry are the Madboyz. These lunatics are utterly unpredictable and usually useless, but they're free! and so they're worth having. It's a cunning move to deploy them away from your main force, just in case they do something idiotic and blow themselves up, but remember that Madboyz will, just occasionally turn the battle in your favour.

To summarise then, the best Ork plan is usually to decide what you want to do, deploy in a bunch, and go for it! Everything you'll ever need is there to be used, but remember, the Ork who dithers, loses

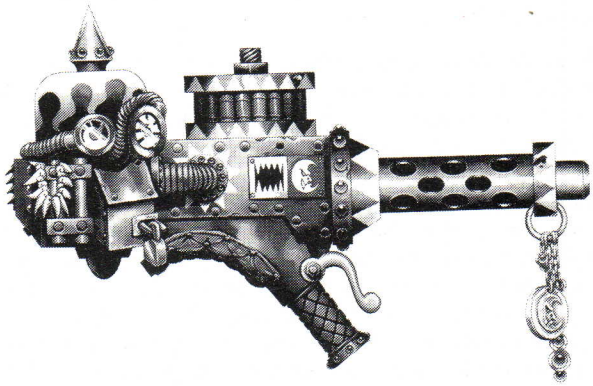
WEAPONS

In the main, the range of Ork weaponry doesn't exceed 50cm, which can make it hard to hit the enemy and a reason why Orks achieve better results when they attack. This disadvantage is, however, compensated for by the immense variety of weapons the horde can boast, some of which are fearsomely destructive and some of which are just plain sneaky. A weapon's worth isn't judged merely by how many times it can kill, but also how much fear it causes your opponent.

The Mekboy Pulsa Rokkit falls right into this category. Even though its range and accuracy is a little unpredictable, the Pulsa Rokkit is an awesome missile. It is ideal for knocking out buildings or Titans because it can strike them with D6 waves of energy and is effective against massed infantry too. Simply having them in your army will force your foe to disperse his men a little, which can only help the Orks. Best of all, on a roll of 2-5, the Pulsa Rokkit template stays on the table until the next turn, further disrupting your opponents plans.

Another good way to break up troop formations is to use Hop-Splat Guns. These ingenious weapons can only fire if they're on First Fire orders, but happily don't need to be in Command, however, they can only fire at targets they can see. Place a barrage template over the target model, work out damage, and then roll the scatter dice, placing a second template 3D6cm away in the indicated direction. Repeat the process for a third template, and then throw an Orky tantrum if you've deviated to hit your own Boyz. This is something to be very wary of, but it can sometimes be worth risking if the target is important enough.

One of the Ork's especially fiendish weapons is the Traktor Kannon, which fires a beam of forcefield energy that is able to immobilise any model it hits. On a roll of 6 on a D6, the target is squashed and killed, but even if it survives it can't move or shoot that turn, which is the kind of helplessness Orks find so hilarious. Titans are hard to hit, but are sometimes worth a few shots because one hit nullifies a lot of firepower, and if Gork and Mork are smiling down on you, you might even squash it.



MEKBOY WEAPONS

When describing potent Orky weapons, Snotlings don't spring readily to mind. However, throw them down a dark warp tunnel to materialise above or even inside an enemy target and their frenzied fear makes them capable of a lot of damage! This in fact, is the idea behind the Shokk Attack Gun. The range of this weapon is unlimited, but the target must be in line of sight. At its best, the Shokk Attack Gun can destroy an enemy model automatically with no saving throw, and although there is a chance that the shot can deviate and miss totally, the risk can be worth it. Losing a super-heavy battle tank is always upsetting, but doing so because gibbering Snotlings were beamed inside is an insult, sure to annoy your foe, and give the Orks another chance of a good chuckle.

The Shokk Attack Gun is a Mekboy weapon, and the same erratic genius these Orks possess also produced Tinbotz. These are imitations of Imperial Robots, but have a shorter range and fire two dice, needing a 4+ to hit. Their real advantage is their +4 CAF, which Orks need in their army if they can get it. The fact that they don't need a Command Unit is also a great advantage, since it means Tinbotz can stomp off anywhere on the battlefield. At 150 points value for five, they're a tempting bargain for any Ork general.

Mekboyz also produce their glorious Kustom Dragsters. These superfast vehicles carry the cunning Deflektor Field, a force screen of 12cm diameter centred on the Dragster. This

screen shunts incoming fire away (with any luck) and can even cause your enemy to shoot his own men! To Orks this device is invaluable, protecting the massed ranks of those huge formations from withering fire, so it's a good idea to put Dragsters well to the fore. Alternatively you can put troops on the edge of a wood, hide the Dragster behind the trees with its template covering the soldiers, and have your boyz fairly safe while they gleefully blast away.

Mekboy Speedstas can carry an awesome and varied range of weaponry: the Kustom Kannon, the Kustom Destructor Rokkits, the Bubble Chukka or the Lifta Droppa. Whatever you want to do, whether it's firing barrages, shooting enemies, picking tanks up and dropping them on infantry, these weapons will help you. Full rules for these are in the Ork and Squat Warlords book but it is enough to say that all these devices are the kind of sneaky and unreliable weapons that Orks love, and that make playing an Ork army so much fun. They can of course blow your own vehicles up sometimes, but their potential is big and dangerous enough to unnerve anyone facing them. They're good value at 100 points each, but the Renegade Mekboyz Special Card allows you eight for 600 points value, giving you variety and value all at once.

WARLORD GHAZKGHULL

Infamous throughout the galaxy as the Ork who led the assault on the Hive world of Armageddon, Ghazghkull, is a Warlord of enormous power and prestige. His CAF is +8, and he has an unmodified save of 4+. He also has a retinue of five Nobz stands and two Battlewagons. At 350 points value, this may seem expensive, but Ghazghkull has an extra advantage — the Ork Gods, Mork and Gork have blessed him with the power of the Waaargh!!

Whenever Ghazkghull calls on the Waaargh! it has three main effects: he personally becomes immune to damage— every Ork involved in close combat can roll 3D6 rather than 2D6 before adding their Close Assault Factor — and due to their state of frenzied excitement, all Ork shooting is modified by –1. These effects all last until the end of the turn, at which point no broken Ork units need to check morale, and those who've already failed recover automatically. The extra combat die is a huge advantage. It enables Orks to slaughter their foes wholesale, picking up objectives and smashing units with ease. You only get one turn of this glory, however, so it's vital to time the Waaargh! just right. Try to call the Waaargh! after First Fire, but before close combat, so as to affect your shooting as little as possible. Secondly, call it when you have a lot of models in combat, maximising the damage you do while ensuring that your own troops don't turn tail and run for it! If you follow these rules, you won't go far wrong.

This once per game ability enables the Ork player to rely on his often nervous forces far more comfortably than usual, and this can sometimes allow the Orks to snatch a victory from the jaws of defeat.

GARGANTS

Many Imperial Titans can carry awesomely destructive weapons, such as the Plasma Cannon, and Ork Gargants just don't have comparable power. However, they can soak up a tremendous amount of damage and provide plenty of firepower to worry your foe. Even blowing a Gargant's head off only slows it down.

A Gargant fitted with a Gork or Mork head allows any Ork unit within 25cm to ignore morale tests, which is a considerable advantage. There are several good weapons too, including the Ripper Fist, which both shoots and adds a D6 in combat. The Death Kannon, which is a powerful gun used mainly on tanks and Titans, and the Gattling Cannon. The best two weapons, however, are the Gutbuster Mega-Cannon and the Snapper.

The latter fires a jet of hot steam which ignores cover modifiers and hits on a 2+. Its extra large boiler also adds 2D6cm to the Gargant's move on advance orders, or 3D6cm on charge. Even so, Great Gargants will probably spend most of the game getting into range, so it's usually best to put the Snapper on a Slasha Gargant. It's a great weapon for flushing infantry out of woods, or buildings, and few troops can survive the blast.

The Gutbuster has a far longer range, and a choice of three ammunition types to boot. Chainshot consists of two huge steel balls linked by a chain, is designed to ensnare a Titan's legs. There's no need for saving throws or hit location, you simply roll for damage at +3 to the dice score, but you must have line of sight. Obviously this is a devastating weapon, but be sure you use it well, or you'll spend the whole game waiting for a clear shot.

Ball-rounds are huge cannonballs, hitting with a –4 save modifier, and are easily capable of shattering buildings or Titans (they knock down void shields as they move, one by one, before hitting the Titan) Again, this shot needs to be used carefully , since it may deviate badly and be wasted.

High Explosive shots use a template 12cm in diameter, but actually adds +1 to the target's save, so don't try to knock out tanks with it. The best technique is to carpet-bomb infantry with it, you only need a 3+ to hit, so a lot will die.

Finally, remember that every time a Gargant is destroyed, it explodes, just as if it had a plasma reactor breach. This can obliterate any nearby infantry, so beware. You don't want your frenzied Nobz blown to bits by their own Gargant!

MEKBOY GARGANT

The main difference between the Mekboy Gargant and the other Gargants is that the Mekboy has a Kustom Force Field instead of power fields. This shield resists all hits unless a 6 is rolled on a D6, so leave it on as long as you dare, braving the risk of overheating.

The Mekboy Gargant has two weapons, one of which is usually the Deluxe Kustom Kannon. This fires a hail of shells, but since the number varies according to a roll of the artillery dice, it's possible to horribly backfire, so again, take care. The other weapon can vary. One choice is a Lifta-Droppa Arm, a powerful version of the Speedsta's weapon.

The others are the Buzz Saw Arm, which fires three dice and also adds 1D6 to the Gargant's combat roll, and the Krusher Arm. This weapon is a grabber, able to pick up defeated combat opponents and chuck them at any enemy silly enough to be nearby. Even buildings can be flattened in this way — not surprisingly against a –4 save modifier!

So, remember, you've got da boyz, and you've got the weaponry, you've got plenty of fungus beer, and even Gork and Mork are with you. Of course, you could just sit and admire the paintwork, but isn't it more fun to go stomping?

IMPERIAL ARMIES IN SPACE MARINE

By Ben Gate

Man for man, the Space Marines are probably one of the strongest warrior forces in the whole galaxy! They are the Emperor's elite strike force, genetically engineered to be stronger and more agile than any normal human. They fight in Chapters, each of which has its own unique identity, yet all are melded by the common bond of readiness to meet any threat, anywhere in the Imperium.

It is this rapid response that is one of the strongest characteristics of the Space Marine Army. With the exception of Scouts, every infantry detachment comes complete with Rhino APC's, enabling them to react with lightning speed and smother any threat before it can develop fully. Mobility is a good asset. Even if you make a mistake on your deployment, it's far easier for Space Marines to correct it than it is for Orks, for example.

Of course, the Rhinos make each company or detachment more expensive, but the points are well spent. Since Space Marines are so good, the cost goes up even more — 750 p.v for a Tactical Company for instance, whereas Imperial Guard Tactical units have a dozen more stands but cost only 600 p.v — but it's still worth it. Space Marines have a high Close Assault Factor ranging from +2 for Tactical and Scouts and +3 for Assault and up to +6 for the feared Terminators. When I play Space marines, I know I can win most close assaults against any army except Chaos, and that's a big advantage.

The one big item that Space Marines lack is heavy firepower. They have Devastators, of course, and these are aptly named, but they don't have really powerful tanks (like the Tempest or the Storm Hammer), and no crushing artillery either (such as the Basilisk, Pulsa Rokkit, or the Deathstrike Tactical Missile Launcher). As close as the Space Marines get is the Land Raider, which is a superb tank with a low save of 2+, but it only fires two lascannons and isn't as destructive as its larger rivals. It's very cheap, though, and I rarely fight without a detachment or two.

Lacking firepower, Space Marines can find themselves facing an enemy able to set up large concentrations of fire without being harassed, and that's very dangerous. Space Marines cost enough to limit their numbers, so you can't afford to be dragged into a firefight, and you must never allow your troops to be caught in the open. Every Space Marine is valuable, so don't throw them away.

My own experience has shown me that Space Marines need to seize as many objectives as they can in Turn One, and hold them if possible. Assault troops are good for this task, as are Veterans and Terminators. Anyone trying to dislodge these troops will need a lot of good stands involved, and he could still fail, but he has to try because a player who has few or no objectives can't win! This tactic allows the Space Marine player to dictate the pattern of the game, which is very much an advantage.

One thing a Space Marine player will struggle to find, is the element of surprise in his army selection. Experienced players know roughly what characteristics every Space Marine army has, and I find it's not really worth trying different troop types because they don't work as well. Space marines rely on doing their job so well that nobody can stop it, even if they already know what's coming. There are some interesting facets to the army, however, and these are noted below.

WEAPONS AND VEHICLES

Battles in Space Marine largely begin with two armies facing each other across the tabeltop and each game is a head on clash. Only Space Marines can deviate from this pattern, because they alone have Drop Pods and Thunderhawk Gunships.

Drop Pods are free, but of course any troops inside lose their Rhinos, and the Drop Pods may scatter on landing. Any troops inside emerge, on advance orders, on the roll of a 3+. In addition you get three Support Pods, which fire a small plasma cannon, and Deathwind Pods, one-shot weapons which carpet bomb anything within 10cm. Obviously the appearance of all this can cause havoc amongst your foes, but since troops on first fire can try to shoot them down before they land, you might lose a lot.

Usually I prefer to use Thunderhawk Gunships. These can place six troop stands down with unerring accuracy, and can't be shot at on the way in. Also, your troops won't be scattered and are more useful as a result. It's a good tactic to drop Terminators on an objective, or Scouts on a Deathstrike unit. You have to decide which threats you want removed, and attack them. Gunships enable the Space Marines to slow down or destroy troops such as Squat Thunderers, thus drawing level on firepower. Whatever you use them for, they are a vital part of any Space Marine army.

The only Skimmer Space Marines have in their army is the Land Speeder. It only has a 25cm range, but hits on a 3+ and has a –2 save modifier, and its CAF is 3+. All in all, it's a good vehicle for fast attacks into combat, or for giving supporting fire. You can use it on infantry or on tanks, because the –2 save gives most things no chance.

Tarantulas are also useful, they don't usually move, but they fire once during First Fire and again in Advance Fire, so you get two shots for the price of one. I've found that using them in single units, although good, is nothing to using two or even three detachments together, making the firestorm really devastating. But remember that they can't move and fire, you have to deploy them well, and keep them on First Fire.

Space Marines don't have much in the way of barrage weapons, but they do have the Whirlwind Missile Carrier. There's no minus on the save with this weapon, so it's unlikely to knock buildings down, but I often use them to break up enemy formations. Space Marine infantry are usually outnumbered, so that's a useful way of making sure that you have a numerical superiority where you need it most.

SPECIAL CARDS

As a Space Marine commander, you can choose from a great deal of specialist single infantry stands, including the Librarian, the Medic, the Chaplain and the Tech-Space Marine. The latter three are ony 50 p.v. each, and any one of them is a good buy if you find you have a few points left over (full rules are in the Space Marine book). Whether you want to increase your CAF or decrease your casualties, you can't go wrong with them.

THE IMPERIAL GUARD

Although they often fight a common cause with the Space Marine, Imperial Guard armies are totally different in character. As a rule they don't have Rhinos, and so are far less mobile, but they compensate for this with immense numbers. They also have better armoured support units.

Having so many troops, most of them slow-moving, deployment becomes as vital as it is for Orks. Each Tactical Company has thirty stands — three detachments of ten and one HQ group, which must be within 25cm to give orders to troops. Obviously you must keep your companies together for this reason. This means that it's a good idea to work out exactly what you want your troops to do before the battle, and position them accordingly. Then you'll have to stick to your battleplan, no matter what.

The best standard infantry that the Imperial player has are Support troops. Each firing two dice, they come in such numbers that they can quickly set up a withering screen of fire across the middle of the table, either inflicting terrible casualties or, if your foe turns yellow, stopping an attack before it even starts. Support troops can also enter a firefight with any other infantry, even Squat Thunderers, and have a good chance of victory. Of their type, these stands are as good as any other army can boast.

Under this protective screen, Tactical or Assault troops can move up to seize objectives. It's not really worth advancing without covering fire: every time I've done so, my men have been badly shot up or just mangled in combat. Given a numerical advantage they'll usually win, though, but don't try to fight on an even numbers basis against Space Marines or Chaos, for example. Tactical troops have 0 CAF, Assault +1, and that's not really enough to compete, unless numbers are on your side. They usually are though — any Imperial player has a lot of troops.

The Imperial Guard army, like Space Marines, will also struggle to find a selection of troops that will surprise his opponent. Every experienced player knows what to expect, namely high numbers and firepower and some excellent tanks. This doesn't matter much, even if he knows exactly what you've got, his problem will be stopping it! Don't try to surprise your foe. Just select the army you want, and use it.

Generally, the Imperial Guard army will sit back and try to deplete its enemies from a distance. If you throw troops forward, you're likely to become disorganised, allowing your opponent to pick off detachments one by one in combat because your numbers are dispersed, and therefore less useful. So wait, let the other guy do the work, and only attack for a good reason, when he's weak.

WEAPONS AND VEHICLES

Perhaps the most devastating part of this army is the Artillery Company — nine Basilisks, and Bombards that can hurl death all over the board. At 600p.v. they're a bargain, and they are so good at knocking buildings down that I'm afraid to put troops in them when I'm playing against Imperials! The artillery also aids the firing patterns set up by Support troops, which is a great advantage in a close firefight. I've found that the artillery is best deployed right in the centre, and on the edge of the table, so that it can fire anywhere but is hard for your opponent to attack.

Equally as devastating is the Deathstrike Tactical Missile Launcher. These come in threes, each only firing once, they launch guided missiles that travel D6 x 10cm per turn, and when they arrive at a good target, you can choose to explode them placing 1+ D6 barrage templates in the area. The missiles can be shot down in flight, but if you're careful, they shouldn't be, and when they do reach a target the carnage can be appalling. My own opinion is that Deathstrikes are, at 250p.v. the best buy any army can make, and I always have a detachment.

The Imperial Guard also boasts some of the best of super-heavy tanks. One is the Shadowsword, armed with a bolter, two lascannon and a volcano cannon, it's ideal for the final blow against Titans, or for picking off dangerous models at long-range. The Baneblade's four lascannon and battlecannon do a similar job, and its bolters are numerous enough to rake any nearby infantry too. Possibly the most fearsome is the Storm Hammer, with a plethora of bolters and heavy guns that spell doom for anything nearby. All these battle tanks have a high CAF, and all save on a 1+, so they're hard to knock out by shooting or by combat, and they can absorb a good deal of incoming fire. Tactically, Shadowswords are useful for sitting on vital sites and holding them. It's always fun watching your foe try to capture an objective occupied by Storm Hammers!

One way for an Imperial player to move troops quickly is to use the Hellbore, Mole, or Termite tunnellers. They can deploy troops behind or amongst your foe, much as Thunderhawk Gunships do, but less accurately. Using them can give your army an added dimension of mobility, but beware — they can sometimes be destroyed while still holding troops, which is a sore loss.

TITANS

Space Marine and Imperial Guard armies rarely go into battle without a Titan or two to bolster their forces — I know I never do! It's hard to refuse the temptation of all that firepower, nicely encased in armour and protected by void shields. And it's some firepower!

Myself, I tend to use Warlords as pure weapons platforms. The Plasma Destructor is a marvellous weapon, but since you can't use other guns if you fire it, I usually have one-shot weapons on the other three mounts. A Warp Missile takes care of a building or something like a Colossus (or an enemy Titan!), a Vortex missile does the same and then stays on the table to annoy your foe, and a Barrage Missile Launcher will thin out a lot of his infantry. You could use Volcano Cannons or Quake Cannons too, or Turbo-Laser Destructors. Being slow, Warlords tend to sit back and shoot, and if you're going to do that, then use the biggest guns you can!

Reavers can't mount a Plasma Destructor and are faster too, which changes the tactics needed for them. Gatling Blasters, Laser Blasters, Power Fists, Inferno Guns and Melta-Cannon all go well on a Reaver, though of course a really aggressive player might still prefer the bigger weapons. I find that Reavers are good for seizing disputed objectives late in the game, so I often use the Chain Fist to add D6 to my combat score, in case it's attacked.

Warhounds only have two void shields, so it's best to steer them away from large fields of fire, at least early on. They're also fast enough to close with the enemy fairly rapidly, so it's rare that I leave one without a Inferno Gun or a Vulcan Mega-Bolter, to strafe the hordes of infantry I hope to find. For the second weapon, a Plasma Blastgun will deal with any tanks nearby, as will a Melta-Cannon.

In conclusion, remember that Space Marines and Imperial Guard have everything they need to win. If you're careful, and if the Emperor smiles on you, then you'll be all right — as long as the armies don't meet each other...

SQUAT WARRIORS IN SPACE MARINE

By Mark Watts

For me, the great thing about playing with a Squat army is the amount of firepower available to you, ranging from the Giant Goliath Super Heavy artillery, down to the individual Thunder infantry squads (where each individual stand rolls three hit dice).

The biggest, and one of the best things going for the Squat army is their acute discipline and fierce determination. Most units from other races 'break' once they have lost over half their unit number in casualties: whereas for Squats, the break-point number would be more like three quarters of the total unit number.

As I have learnt from past experience, this has a very demoralising effect on your opponent, as vast numbers of your men and equipment are gunned down without your opponent gaining any victory points for his troops' labours.

In many respects a Squat army is structured in a similar manner to that of the Imperial Guard. Both of them are constructed around Company cards which provide the most common troop types in large units and form the basic army (or stronghold in the case of Squats). For every Company card that you take, you can choose up to five support cards (which represent extra units that are temporarily attached to your Company), plus one special card. The special cards for Squats range from devastating war machines such as the Land Trains, and Colossus to the more unusual but characterful Warlord and Living Ancestors. As I mentioned before, both the Squat and the Imperial Guard armies have a devastating amount of firepower available to them in the form of massed artillery and well armoured war machines. They also both suffer from the same sort of failings, in that they lack fast moving infantry units. You can compensate for this in the Squat army by purchasing a Guild Biker Force Company card, which will provide you with twenty-two fast moving and hard hitting troops. Alternatively, you have the option of buying Rhinos (armoured infantry carrying vehicles) as support cards to transport your infantry stands quickly around the table.

The one thing a Squat army really lacks is good close combat infantry or vehicles with a high Close Assault Factor (CAF). Again this can be compensated for by using the Guild bikers in large numbers. A significant bonus in favour of the Squats in this situation is that any infantry stand can re-roll a close combat dice score that comes up as one — or a one and two if their opponents happen to be Orks (due to their bitter hatred of Orks).

Although many players will have surprises up their sleeves ,the basic tactics for fighting with Squats will remain the same. The Squat army is well suited for those tabletop generals who prefer to let the enemy do all the running, and are happy to sit and wait for their opponents to come to them. The composition of your Squat army will be dictated in part by the type of army you find yourself up against. With large and mainly slow moving armies like Imperial Guard, Chaos and Orks it makes sense to spend more points on barrage and multiple dice weapons. The idea here is to give you the opportunity to inflict as many casualties as possible on the enemy before they reach your positions. This is particularly important against Orks and Chaos as most of their weapons have a short range and they need to get into close combat quickly so that their troops with a high close Assault Factor (CAF) can attempt to redress the balance.

A very different kind of strategy is needed when fighting fast moving and hard hitting armies like the Eldar and Space Marines. Space Marines in particular can cause untold misery as a lot of their Companies and detachments are provided with Rhinos to transport them quickly around the battlefield. This means that even after the first movement phase of the game it is possible for your opponent to have a good proportion of his army deep into your half of the table and possibly in close combat before you've had a chance to fire. This problem is further exacerbated by the fact that Space Marine Commanders can purchase Drop Pods and Thunderhawk Gunships, giving them the ability to place their infantry at practically any point on the table. Even a couple of Space Marine Tactical detachments dropped in the middle of your prized Grand Battery are likely to make mincemeat of your Thudd Guns and Mole Mortars.

A few possible solutions to help counter these fast moving armies would be to buy more good close combat troops yourself, such as Guild Bikers or Berserkers. Alternatively, placing Thunder units near your vulnerable equipment (mostly those with a low CAF) on first fire orders is usually a good deterrent. Only an opponent willing to take very heavy losses would leave his units exposed to those three hit dice, or worse still, charge into close combat against them.

THE SQUAT BATTLEPLAN

No matter what the points value of your army, it will still consist of the same elements—only in varying degrees: Infantry to take and hold objectives, Bikes and Gyrocopters to speed around the board and heavily armed and armoured war machines to provide firepower. Although excellent in terms of points value, the various elements that make up your Squat army are quite expensive and you will probably find yourself facing an enemy with a numerically superior army. As a result

JOHN BLANCHE

of this, spreading your force out along your table edge would be inviting trouble. It's usually a much better plan to deploy over, say one half of your table edge, preferably where the objectives are thickest or more defendable.

As every wise Living Ancestor will tell you, the backbone of the Squat army is the infantry and it's with this in mind that I usually choose my first Company cards. For 750 points, a Warrior Brotherhood gives you all the basic troop types on one Company card. One Warrior unit with nine combat squads and a Warlord, five Thunder and Berserker stands each accompanied by a Hearthguard. With this variety of troops present, you have at your disposal a very flexible force around which to create your battleplan. The Thunder unit make an excellent 'firebase' with which to defend objectives, while lending some welcome firepower to any attacks the Berserker unit makes. The Warrior unit can be used to add some extra weight in attack, or to swell the numbers in defence, depending on your chosen strategy. For the more aggressive general, an Iron-breaker squadron for 900 points provides you with one Warrior unit and two Berserker units, as well as a Leviathan to transport them and to provide some heavy firepower along the way. Support cards of each troop type can be bought and added to your Company cards to boost your attack or defence. To provide further support for their infantry, Squats are able to field a whole host of support weapons like Tarantulas, Rapiers, Mole Mortars, and Robots.

Because of their expertise with machines and technical equipment, a lot of these type of support cards tend to be cheaper in points cost for Squats than they are for other races. For those commanders who appreciate plenty of barrage weapons, the Grand Battery Company card provides you with 5 Thudd Guns and 10 Mole Mortars for only 400 points. However, for those Warlords with a desire for some artillery with a lot of clout and a big save modifier then the Goliath Mega-Cannon is the weapon to include in your army. These monstrous towering cannons each fire shells weighing several tons, making a mockery of any attempt to hide from their devastating impact. Because of their long range, they are able to hit almost any point on the table no matter where they are placed.

To this end, I find it's best to put as much distance between them and the enemy as possible, to prevent them being shot at or engaged in close combat. Deploying them on your table edge with some infantry to guard against surprise attacks enables them to continue their job of pounding troops in buildings or fortifications, thus weakening the enemy before your assaults go in.

Continuing the theme of heavy firepower, the Squats had developed massive multi-tracked armoured battle stations called Land Trains. Each of these Land Trains costs 350 points and is a special card, which means you must have at least one Company card. Attached to the Land Train's engine are armoured battlecars. There are four main types of battlecar available all are covered in thick armour and bristling with bolters, with weapons ranging from a one shot Rad bomb and Flamethrowers through to one battlecar packed with berserkers. In addition to its thick armour, the whole Land Train is protected by Void Shields with you gaining 3 more for every support card of battlecar carriages you add on.

The largest of these vast machines is the Colossus and its Imperial version, the Leviathan. The Colossus is different in that it carries no troops, but instead packs more weapons and carries a special landing pad for an Ironeagle recon Gyrocopter. The Colossus is the size of a city block, is protected by yet more void shields and packs an awesome punch with its Doomsday cannon, missiles, battlecars and wall of bolters. Both of these super-heavy tanks are capable of taking care of themselves on the battlefield, although beware the Imperial player who has Titans armed with Vortex or warpmissiles. Both of these weapons can destroy your very expensive war machines in an instant.

Whenever I include the Colossus in my army (which is most of the time), I prefer to place it out of the enemy's line of sight, behind hills or large buildings and on top of or as close as possible to one of my objectives. This enables me to use the Gyrocopter to spot targets for my Doomsday cannon and missiles (all of which don't scatter and land as is they've been fire directly) for a turn or two without it being exposed to any danger.

The last of the giant Squat war machines, and definitely my favourite is the Overlord Armoured airship. Whenever I have the points to spare, I always like to include an Air Attack Corps, although at 700 points for three, this only seems to happen in larger games. Through trial and error I've found that the airships work best if kept together at high level and deployed onto your flank. The extra 25cms that's added onto the enemy's range when they fire at you from this height means that you can pick off his equipment and troops while staying out of the range of all but his largest ranged weapons. Each airship is armed with 6 battlecannons — ideal for picking off armoured vehicles with their –2 saving throw modifier — 4 Autocannons as well a Meltabombs and bolters for strafing the infantry. Because they are such stable platforms to fire from, the Overlords always count as being on first fire and when flying at high level are impossible to fight in close combat even with skimmers. One of the frustrating things for your enemy is that even if he succeeds in hitting them, there will be a 50% chance that the shot will hit the self seating gas cells that keep the airship aloft, and have no effect. The only other flying thing in the Squat army and one that deserves a mention are the Iron Eagle Gyrocoptors. The biggest problem when using these flying vehicles is the tendency to treat them as tanks and throw them into the thick of the battle. The result of this foolhardy bravery is that you end up with expensive flying machines reduces to burning wreckage littering the battlefield. Although well armed, they have a low saving throw and can even be brought down by tactical style infantry. I prefer to use them in a 'hit and run' tactic making use of as much cover as possible to keep away the unwanted fire they're sure to attract. Remember you can always use a squadron or two of Gyrocopters in reserve to take lightly held or unguarded objectives later on in the game. This has the added attraction of making your opponent use up men and equipment to ensure that none of his objectives are left unprotected.

BATTLE REPORTS

SPACE MARINE®

CHAOS AT KADAVAH

By Richard Helliwell and Mark Watts

"Take no prisoners! Spare no lives!" The cry went up from the army of lost souls.

Lesser daemons shimmered into being at the call of their masters. Great rune-encrusted cannons took up position on the crest of the hill. The ornate daemon-headed snouts of their muzzles swivelled to bear on the enemy positions as their crews chanted the loading stanzas of the Artilleryman's Lament. Beastmen and monstrous Trolls formed up in ranks, confident that the power of their dark gods would protect them from incoming fire. The human cultists chattered excitedly among themselves. The fools were awed by the powers they had unleashed to aid their petty rebellion. They sung the ancient dark hymns happily, convinced that victory was within their grasp.

Brother-Captain Karlsen was bored. He checked the action of his bolter listlessly. Over the ten thousand long years of his damnation it had fused with his flesh till now it was an extension of his arm. He willed the weapon to work and it clicked menacingly. A late-arriving cultist scuttled up to him, seeking guidance. Karlsen turned his baleful red-eyed gaze upon him and indicated the rest of the doomed cretins with a flick of his tentacles. The man hurried away. Karlsen felt nothing but utter contempt for the fool.

What could that miserable human know of true rebellion? Karlsen had followed the Warmaster himself when he took up arms against the Emperor. A hundred centuries ago he had gazed with adoration upon the face of Horus before the last great battle. A hundred centuries ago he had stormed the Palace Imperial on Earth, howling his defiance of the Emperor and all human order. A hundred centuries ago, following his Primarch, he had turned his face away from the light and set his feet upon the path of immortal sin. A hundred centuries ago he had sold his soul and gained...what? It was best not to think about it.

In the distance, amid the rubble of Kadavah, he saw the crimson Rhinos of the Blood Angels move to take up position. His altered eyes looked within the vehicles and saw the troubled souls of the Space Marines within. The deluded imbeciles actually wanted to defend the shrine of their senile god. They were proud to lay down their lives for a deity whose time had passed ten thousand years ago.

Karlsen gazed on the Space Marines with pure, corrosive hatred. What could these puppies know of war? Karlsen had stridden through ancient days when true warriors had fought mighty battles that sundered the entire galaxy. Worlds had burned, armies had been slaughtered. Then, the Blood Angels had been foes worthy of respect. Now they were but pale shadows of what they once had been. Now there were no more giants on the side of the putrid Loyalists.

Only the few remaining rebel Primarchs were worthy of respect. In them the flame of ancient times burned undimmed. In them was something worthy of his undying loyalty. They still understood Karlsen's undimmed rage and hatred. They still fought the Long War.

Blood Angels, hah! Ten millennia ago he had killed their distant predecessors with his bare hands. Ten millennia ago he had butchered twenty Blood Angels in a single day on the walls of the Inner Palace. Ten millennia ago he had stood outside the Ultimate Gate and watched their Primarch, Sanguinius, cast down like a broken angel by a daemon of the Warp. He wondered what those pathetic fools would say if he told them that? Would they understand? No – they would not. That was the truth of it. There were so few left who could understand. Down the long, lonely centuries of his personal rebellion he had learned that. His old comrades were mostly gone now – dead or true daemons with little interest in the old times, the best times.

His armoured skin tingled. A red light filled his mind. Incipient madness threatened. He knew from the eddies in the Warp that Magnus, his Primarch, was about to appear. Soon he would be in battle, able to lose himself for a few happy hours in the fear and the exhilaration of combat, able to blot out his ennui in bloodlust and find relief for his craving for lasting peace in the exercise of his old power and skill. It was all that there was left to him.

The air shimmered. Magnus arrived, towering over the troops surrounded by a halo of polychromatic light. The Chaos horde advanced towards the distant fearful city. Karlsen was to the fore.

GEOFF TAYLOR

THE LUXOR UPRISING

The Luxor Uprising is now enshrined in the annals of Imperial history as a prime example of how a lack of planetary discipline, the failure of routine monitoring procedures by the Inquisition and weakness and tolerance on the part of an inept Planetary Governor can lead to the deaths of millions and the near destruction of an entire planet.

During the Luxor Uprising, members of the old decadent noble orders rose to overthrow Imperial Governor Luger. Certain deranged cultists performed ancient and forbidden rituals to summon aid from the Powers of Chaos. Their mad prayers were answered by the Lords of the Warp. The Space Hulk *Reaper of Souls* drifted into the system and unleashed the Thousand Sons against the still-loyal Planetary Defence Force.

No untrained human warriors could stand against these renegade Space Marines, accompanied by their Primarch Magnus the Red, and his brutal ally M'kach'n, a Greater Daemon of Tzeentch. As if this were not enough, an orgy of bloody human sacrifices on the Black Altar of Khorne had unleashed a dread Lord of Battles and his minions against the overwhelmed defenders.

Just before Governor Luger's palace fell, a distress call was sent out by his aides and the Imperium instantly dispatched a force of Grey Knights and Blood Angels to Luxor to banish the horrific forces of darkness. The arrival of the Space Marines drove back the forces of Chaos and the decisive battle of the campaign was fought around the capital city of Kadavah, the site of one of the Imperium's most sacred shrines, the ruined Temple of the Emperor Triumphant.

THE EVE OF BATTLE.

For this battle we decided to pit the courage and tenacity of the the Blood Angels Space Marine Chapter against the insane ferocity of the forces of Chaos. Mark chose to play the forces of Chaos, a heretical change from commanding his usual army of stalwart Imperial Guard. Richard rose to the challenge of leading some of the Emperor's finest troops.

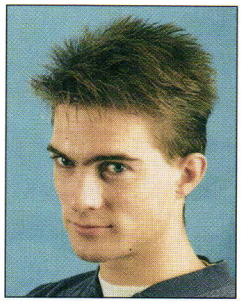
We decided to play with 4000 point armies. This would give us enough points for an interesting selection of troops while still keeping the game a suitable size to play in an afternoon. In order to win the game, both sides had to achieve 45 victory points by capturing objectives or breaking enemy units.

We set up the battlefield on one of the Studio's 8x4 tables, placing the terrain according to rules in Space Marine. Once all the scenery was positioned, we re-arranged some of the terrain to tie in with our storyline. The battle was set on the outskirts of the vast devastated city of Kadavah. We decided that the buildings near to the craters were already in ruins, the rubble of previous bitter clashes between the two sides. Here we placed the shattered remains of the Imperial Temple whose hallowed grounds were to be the site of such bitter fighting. We'd rolled up a river, and as it covered two areas of the table, we placed a bridge on each section to make crossing easier (there's no point in using scenery that just makes part of the tabletop unplayable.)

After we'd placed the eight objective markers, we rolled a dice to see who would get the choice of table edge. Richard won and he decided to defend the rubble of the once doomed city. Having pledged his soul to the powers of Chaos, it was now Mark's sworn duty to drive him out.

GEOFF TAYLOR

THE HORDE OF CHAOS (Mark Watts)



What I really enjoy about playing the forces of Chaos is the great variety of troop types available to you. From the awesome Daemon Primarchs through to the lowly Chaos cultists, the selection is vast.

At the heart of every Chaos army stand the Greater Daemons. It is around them that the daemonic minions and mortal followers gather. With this in mind I always construct my army by first choosing which Greater Daemons I want to use. For a 4000 point army I chose to have three. This left me with enough points to purchase the three support cards that each must have.

As Chaos is very much a close combat army I decided to redress the balance a little and give myself some supporting fire to cover my advance. To this end I looked first towards Khorne with all his mighty war machines. I chose the Lord of Battle as my first Greater Daemon card. This gave my army a bit of the long range firepower it was lacking, as well something that could face up to the Titans that Richard was sure to pick.

Continuing with this idea in mind I summoned two minion cards' worth of Daemon Engines and one minion card's' worth of the Great Cannon of Khorne. Along with these weapons of mass destruction I chose some Juggernauts of Khorne and some Bloodletters to enable my chanting horde to do what Khorne's followers do best, (spill blood and collect skulls).

Continuing with my evil work, I asked aid from the Chaos Power of Tzeentch. The Daemon Primarch Magnus the Red answered my pleas. His Beam of Power makes him an awesome killing machine, quite capable of melting down super heavy tanks and delivering the deathblow to Titans unlucky enough to be caught with void shields down. Accompanying Magnus was his own Chapter of Chaos Space Marines, the Thousand Sons and a detachment of Chaos Cultists. With their +3 close assault factor, missile launchers and near unbreakable morale the Thousand Sons would provide me with some good reliable troops. The cultists were there to provide that extra bit of firepower,

To enable the Thousand Sons to deploy quickly I bought them a detachment of Rhinos. For Magnus's last minion card I opted for some Trolls. Their random movement makes them a little unpredictable but this is compensated for in their ability to regenerate. There's nothing more satisfying than seeing your Trolls get up after your opponent has just spent a turn mowing them down.

For my final Greater Daemon card I chose the Lord of Change, another servant of Tzeentch. With its Bolt of Change and ability to fly, this Daemon is guaranteed to make your opponent nervous.

For minion cards to accompany it, I chose bands of Minotaurs and Trolls to give me some good close combat ability and some Daemonic Pink Horrors. Finally, to acquire some fast troops capable of grabbing objectives and harassing the enemy, I expended my last points on some Disc Riders.

THE CHAOS BATTLE PLAN

The most important thing when fighting any battle is to be aware the strengths and weaknesses of your army. The beauty of fighting with a Chaos force is the tremendously varied, colourful and unpredictable nature of the army itself. With its immortal Daemons and their mortal followers like Beastmen, Trolls and Minotaurs, Chaos armies have excellent close combat troops. Remember: your opponent doesn't get first fire against daemons when they charge him!

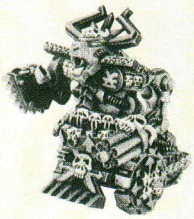
The varied mutations that the followers of the dark powers often succumb to are represented by Chaos cards and these are incredibly useful to thwart the plans of your opponents. On the negative side the forces of the Warp are somewhat lacking in long-range fire power. This makes them vulnerable to an enemy with long-range firepower who is able to blast your forces as they advance to get to grips with him. Any plan you come up with must take these factors into account.

I decided to concentrate the bulk of my army in the middle of the table where the cover and the objectives were thickest. I intended to grab as many objectives as I could in the first turn, as the Lord of Battle and the Daemon Engines get bonuses to their hit rolls, saving throws and close assault factors if the Chaos forces are winning the battle on points. I also knew that in order to get my troops into hand-to-hand combat as quickly as possible, I would be forced to do most of the moving, so every scrap of cover would be important.

It was inevitable that my casualties would be high in the first couple of turns. I knew Richard would opt to have as much firepower as he could afford. I thought his plan would be to

THE CHAOS HORDE

GREATER DAEMON
Khorne's Lord of Battles



POINTS VALUE 500

KHORNE BLOODLETTERS
A pack of Khorne Bloodletters consists of five Bloodletters.

POINTS VALUE 150

KHORNE JUGGER
A unit of Khorne Juggers consists of five Jugger stands.

POINTS VALUE 150

GREATER DAEMON
Tzeentch Lord of Change

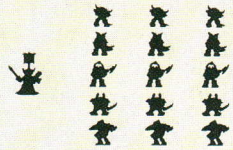
M	Save	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.
15cm	2+	+8	Bolt of Change	35cm	1	3+	-1

POINTS VALUE 300

SPACE MARINE LEGION
Thousand Sons

The Thousand Sons consists of three detachments of Chaos Space Marines and a Champion of Chaos. Each detachment consists of five Chaos Space Marine troop stands.

Chaos Champion + Detachment 1 | Detachment 2 | Detachment 3



POINTS VALUE 500

GREATER DAEMON
Magnus the Red - Primarch of the Thousand Sons

Magnus escaped the aftermath of the Horus Heresy by using his sorcerous powers to open a warp interface through which the ships of the Thousand Sons could flee to the Eye of Terror. There Tzeentch granted Magnus the Planet of Sorcerers to rule.

POINTS VALUE 300

DAEMON ENGINES OF KHORNE
A squadron of Daemon Engines of Khorne consists of three Daemon Engines of Khorne.

POINTS VALUE 300

DAEMON ENGINES OF KHORNE
A squadron of Daemon Engines of Khorne consists of three Daemon Engines of Khorne.

POINTS VALUE 300

TZEENTCH DISC RIDERS
A unit of Tzeentch Disc Riders consists of five individual flying discs.

POINTS VALUE 200

CHAOS SPACE MARINE RHINO SQUADRON
A Chaos Space Marine Rhino Squadron consists of 3 Rhinos.

POINTS VALUE 50

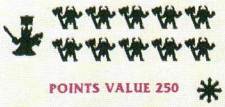
TROLL WARBAND
A Troll Warband consists of 10 stands of Trolls plus a Chaos Champion.

POINTS VALUE 250

THE CANNON OF KHORNE
A battery of Cannon of Khorne consists of three Cannon of Khorne.

POINTS VALUE 200

MINOTAUR WARBAND
A Minotaur Warband consists of 10 stands of Minotaurs plus a Chaos Champion.

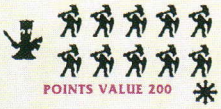


POINTS VALUE 250

TZEENTCH HORRORS
A pack of Tzeentch Horrors consists of five Horrors.

POINTS VALUE 150

BEASTMAN WARBAND
A Beastman Warband consists of 10 Chaos Beastmen stands plus a Chaos Champion.



POINTS VALUE 200

CHAOS CULTISTS
The Chaos Cultists consist of 10 Imperial Guard stands.

POINTS VALUE 200

DAVE GALLAGHER

eliminate as much of my force as possible before the hordes of darkness got to grips with him. I intended to use my more numerous troops like the Beastmen and Cultists to soak up incoming fire and hopefully spare the smaller but deadlier units of close-combat troops such as the Bloodletters. Trolls are also particularly good in this role because their regenerative ability allows them to take a lot of hits (this is so long they do what you want, rather than just wander around stupidly!).

I deployed the Lord of Battle and the Daemon Engines of Khorne in the centre where they could support my advancing infantry with much needed firepower. As these vehicles have good saving throws and can survive several hits I hoped they would attract a lot of the Space Marine fire.

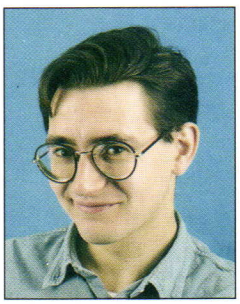
I placed the Cannon of Khorne on top of the hill overlooking objective 3 where they commanded a good view of the battlefield. I intended them to stay on first fire orders throughout the game. They were to support my attack in the centre and demolish the buildings which I was sure the Space Marines would deploy.

To protect the Cannon from any fast surprise attacks by speeders, bikes or gunships I positioned the Chaos Cultists on the slopes of the hill. Magnus the Red stood nearby since this was also a good vantage point for him to pick out targets for his Beam of Power. The Thousand Sons mustered near their Primarch and the Lord of Change. This gave me the option of either using them to guard objectives once I captured them or to get them into a suitable position to cast their Chaos Reward card of a magical vortex.

On my left flank, positioned by the river and accompanying the Lord of Change, were the Minotaur warband and the Thousand Sons Rhino-mounted detachment. With this force, possibly supported by the Pink Horrors, I intended to take the first bridge (the location of objective four) and then sweep on to either objective five in the buildings or objective six on the other bridge. On the right flank my Disc Riders took up position behind objective one. I hoped that they might be able snatch objective eight should the chance arise. As I had no intention of contesting this side of the board anyway these fast moving skimmers could harass any advancing Space Marines by making hit and run or pop-up attacks.

That was it. The Hordes of Chaos were deployed. Now all that remained was for us to grasp victory in our taloned fists!

THE BLOOD ANGEL ARMY (RICHARD HELLIWELL)



I play Space Marine using my own army of Blood Angels so I jumped at the chance to fight against Mark using the brilliantly painted Studio army. It was just too tempting an offer to resist.

Knowing that Chaos Daemons and creatures such as Trolls and Minotaurs are only deadly in close combat, I decided to include plenty of long range fire power in my force. To this end my first chosen company card was a Space Marine Devastator company. They are very expensive but I have found them to be invaluable in many frays. The Devastators were going to rain death on the advancing forces of Chaos from hills and other advantageous positions.

My next company card was a Space Marine Battle Company, taking my Devastator detachments up to a total of four, enough to give an even spread of hard-hitting troops across the table. The Battle Company also provided a detachment of both assault and tactical Space Marines. These would be useful in holding and taking objectives and, hopefully, protecting the Devastators.

The third company card I chose was a Imperial Guard Storm Hammer Company. These Super Heavy Imperial tanks have a withering fire power from their battle cannons and at close quarters those fourteen bolters per tank are perfect for cutting chunks from the Chaos army. The Imperial Guard Storm Hammer company card also allowed me a free Commissar card. This can be useful for giving orders to the Storm Hammers if you lose their command tank.

With three company cards you are allowed to take up to three special cards so I decided to take all three. My first choice was a Warhound Titan card (the card and full rules for the Warhound were printed in White Dwarf issue 144). I would usually have taken a Warlord Titan with lots of barrage weapons, but with 2350 points spent already I could not justify the extra cost. The Warhounds were both armed with Turbo-laser Destructors. One had a Plasma Blastgun, while the other had a Vulcan Mega-Bolter.

THE BLOOD ANGEL SPACE MARINES

SPACE MARINE DEVASTATOR COMPANY

A Space Marine Devastator Company consists of 1 HQ unit plus 3 devastator detachments.

HQ UNIT + Devastator Detachment 1 | Devastator Detachment 2 | Devastator Detachment 3

1 Space Marine command stand + 1 Rhino

Each devastator detachment consists of 6 Space Marine devastator stands and 3 Rhinos. Each Rhino carries 2 stands.

POINTS VALUE 1000

SPACE MARINE BATTLE COMPANY

A Space Marine Battle Company consists of 1 HQ unit plus 1 tactical detachment, 1 assault detachment, and 1 devastator detachment.

HQ UNIT + Tactical Detachment 1 | Assault Detachment 2 | Devastator Detachment 3

1 Space Marine command stand + 1 Rhino

Each detachment consists of 6 Space Marine stands of the appropriate type and 3 Rhinos. Each Rhino carries 2 stands.

POINTS VALUE 850

IMPERIAL GUARD STORM HAMMER COMPANY

An Imperial Guard Storm Hammer Company consists of 3 Storm Hammers. No. 1 Storm Hammer is also the company HQ tank.

No. 1 HQ Tank

No. 2

No. 3

POINTS VALUE 500

SPECIAL CARD

SPACE MARINE CHAPLAIN

The Space Marine Chaplain stand is accompanied by its own Rhino carrier.

POINTS VALUE 50

SPECIAL CARD

2 WARHOUND SCOUT TITANS

POINTS VALUE 500 FOR TWO WARHOUNDS

SPACE MARINE BIKE SQUAD

A Space Marine Bike Squad consists of a single formation of 5 bike stands.

POINTS VALUE 150

SPECIAL CARD

LIBRARIAN

Every Space Marine Chapter has powerful psykers called Librarians. These potent warriors use their psychic abilities to support their brother Space Marines on the battlefield. Librarians are particularly useful when fighting other psychically powerful creatures including daemons and some Eldar spirit-stone powered fighting machines.

The Librarian stand is accompanied by a Rhino.

POINTS VALUE 100

IMPERIAL GUARD COMMISSAR

For every Imperial Guard company you automatically receive an extra Commissar card for free. Each card entitles you to field a Commissar stand plus its Rhino transport.

POINTS VALUE - FREE!

GREY KNIGHT DETACHMENT

A Grey Knight Detachment consists of four Grey Knight stands.

POINTS VALUE 400

SPACE MARINE WHIRLWIND SQUADRON

A Space Marine Whirlwind Squadron consists of 3 Whirlwinds.

POINTS VALUE 150

SPACE MARINE DREADNOUGHT SQUAD

A Space Marine Dreadnought Squad consists of 4 Dreadnoughts.

POINTS VALUE 100

SPACE MARINE BIKE SQUAD

A Space Marine Bike Squad consists of a single formation of 5 bike stands.

POINTS VALUE 150

THUNDERHAWK GUNSHIP

POINTS VALUE 50

JOHN BLANCHE

I took the Space Marine Librarian because of his special powers against Daemons. My final choice of special cards was the Space Marine Chaplain. He was there to improve the Space Marines' close assault factor during those nightmare close combats with Daemons and other chaotic creatures.

With only 1000 points left for support cards I had to choose very carefully. The obvious choice was a Grey Knight Detachment, a must when fighting Daemons. Even at 400 points their Daemon destroying-abilities are easily worth the cost.

Adding a Space Marine Whirlwind Squadron gave me some badly needed barrage weapons to bring down a hail of destruction onto the Chaos hordes. I also took two Space Marine Bike squads. Hopefully they would be able to race forward and snatch any exposed objectives. I had already bought a lot of troops to stand back and fight with long range weapons, so I needed something to raid into enemy territory.

Although the bikes should be good for raids up to half way across the table, for deep strikes I picked a Thunderhawk Gunship. These are very cheap and well armed, but they can be smashed to the ground with ease so great care must be taken when using them. With only 100 points left, my last card just had to be the reliable Space Marine Dreadnought Squad, with its good fire power and high saving throws.

Once I'd chosen my force, I rolled a dice for each Space Marine detachment to see whether any of their members would be gripped in a frenzy of fearlessness and band together to form the Death Company. On a roll of 5 or 6 a stand is removed from each detachment in your force to build up a special company of Blood Angels who never check morale, cannot be broken, and attack with a close assault factor of 4+!

Unfortunately I rolled 4 or under for all but one of my detachments. With only one stand available, Mark and I agreed not to bother with the Death Company for this game. This was a great shame as these fearless and heroic troops would have proved extremely useful.

THE IMPERIAL PLAN

First of all I decided to keep the Grey Knights and Thunderhawk dropship off the table. My plan was to bring these on later when I got the initiative and when the Daemons were out in the open. This would give the Grey Knights a good chance of destroying those warp-spawned abominations.

I set up the main body of my Devastators on the two hills, in the two large buildings and on the bridge. The Devastators in the buildings might prove vulnerable to the buildings collapsing, but, like the Devastators on the the hills, they could at least get a clear view of the battlefield. I decided the reward balanced the risk.

The Devastators on the bridge fulfilled a number of valuable uses. They were immediately in possession of objective six. They had an excellent field of fire across a large empty area, and they had the protection of the bridge which counted as a -1 to hit for cover! (The last was a house rule that Mark and I agreed upon before the battle. While it is not in the actual Space Marine rulebook, it seemed logical that the mighty plasteel structures of the bridges would provide some cover from incoming fire.)

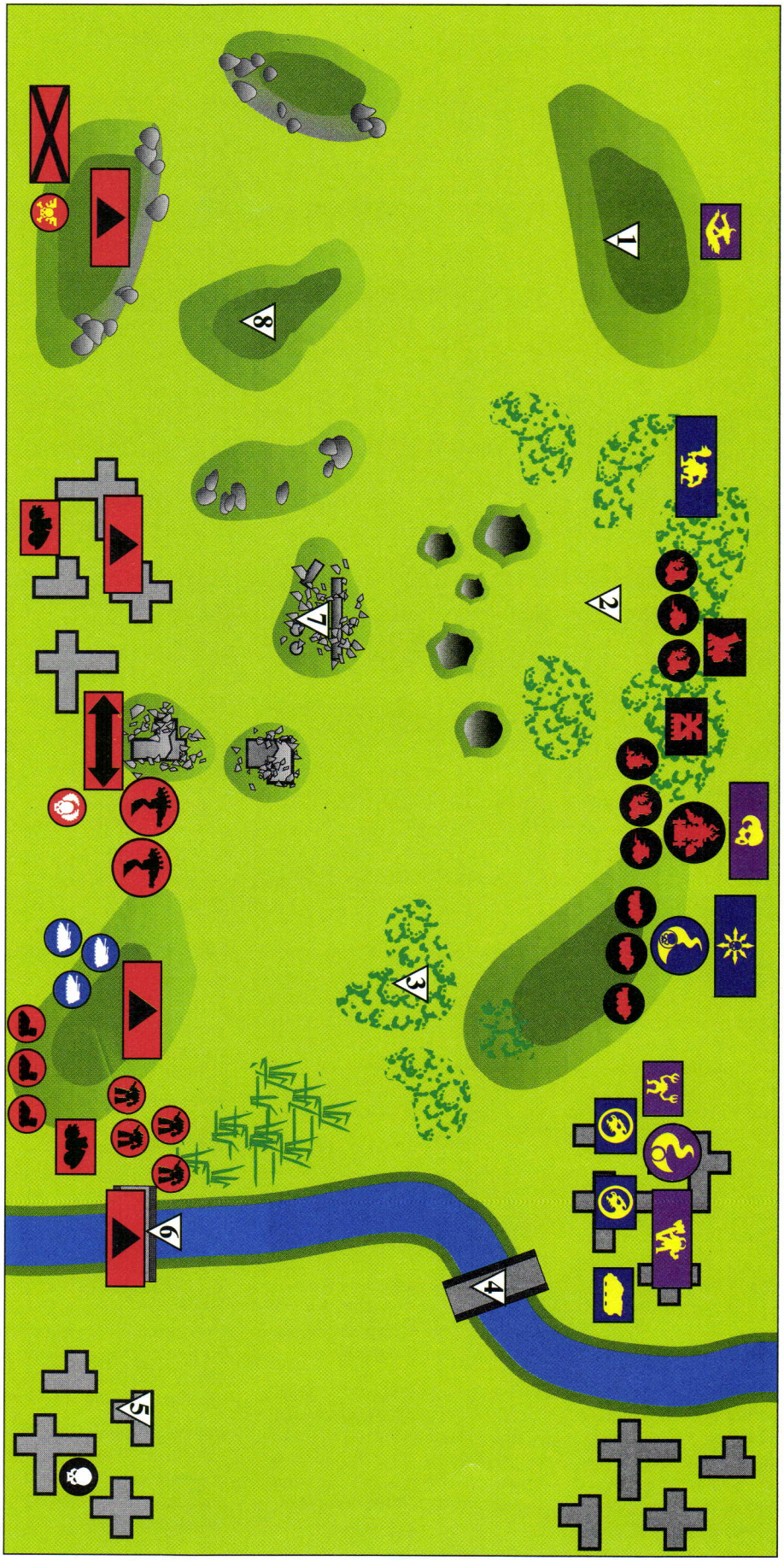
The basic plan with the Devastators was to stand and blast any of the Chaos forces that dared advance on our position. This was also the plan for the Whirlwinds, the Storm Hammers and the Dreadnoughts; as far as I was concerned, the longer I could keep the Chaos army under bombardment the happier I'd be.

Both bike squads were deployed as close as possible to objectives three and eight, so that they could race forward and secure them. The sooner that was done the better. I had to be ahead on victory points by the end of the first turn in order to stop those Chaos War machines having a bonus from being ahead on victory points.

I placed the Space Marine assault detachment and the Space Marine Chaplain behind the hill on the far left with the intention of taking and securing objective 1 then, if possible, moving on to objective two. The Space Marine tactical detachment was placed with the Space Marine Librarian in a central position. They intended to advance on objective 7 and the surrounding ruins.

The Warhounds were also placed centrally so that they could quickly react to any threat. Last of all, I positioned the Commissar and his Rhino. I had already decided not to bother placing him with the Storm Hammers, who did not need his leadership, so I placed him behind the right hand buildings with the aim of taking objective five. Although the Commissar was on his own, the Devastators on the bridge would, hopefully, be able to stop anyone racing across the open ground to reach their objective.

The Imperial troops now stood ready to see off those Chaos-worshipping scum.

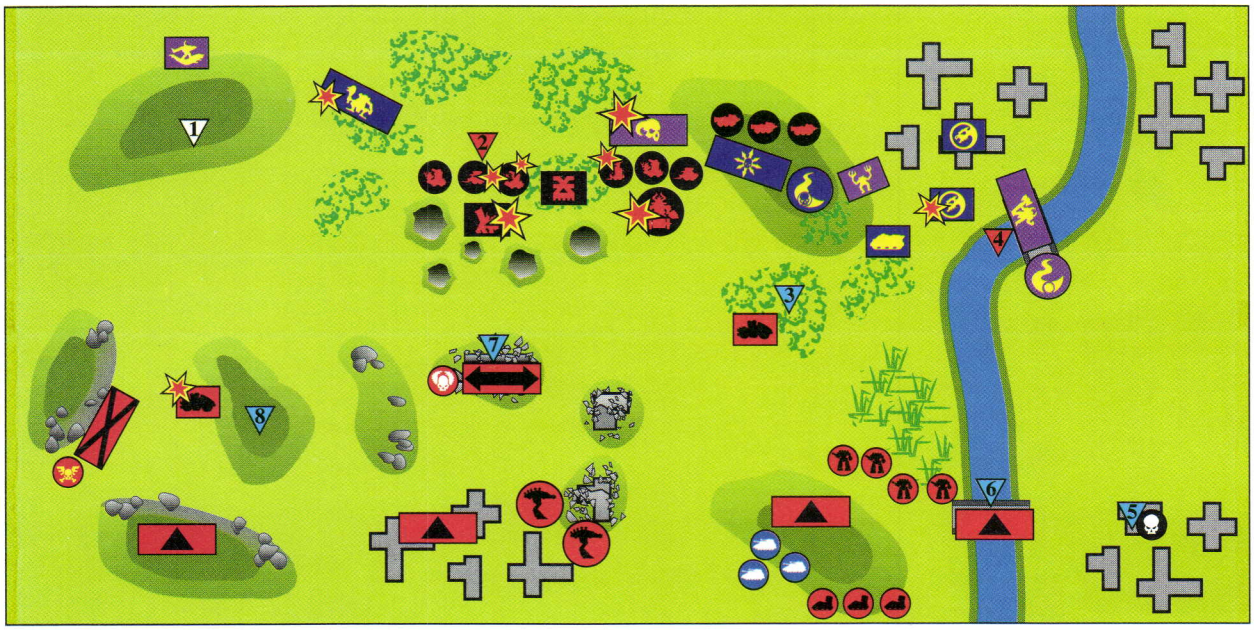


THE HORDE OF CHAOS

- Cannon of Khorne
- Cauldron of Blood
- Khorne Jugger
- Greater Daemon Khorne's Lord of Battles
- Death Dealer
- Tower of Skulls
- Khorne Bloodletters
- Space Marine Legion Thousand Sons
- Chaos Cultists
- Greater Daemon Magnus the Red
- Chaos Space Marine Rhino Squadron
- Troll Warband
- Tzeentch Horrors
- Minotaur Warband
- Greater Daemon Tzeentch Lord of Change
- Tzeentch Disc Riders
- Beastman Warband

BLOOD ANGELS SPACE MARINES

- Space Marine Assault Company
- Thunderhawk Gunship
- Space Marine Tactical Company
- Space Marine Chaplain
- Warhound Scout Titan
- Space Marine Devastator Company
- Space Marine Librarian
- Space Marine Whirlwind Squadron
- Space Marine Bike Squad
- Commissar
- Grey Knight Detachment
- Imperial Guard Stormhammer Company
- Space Marine Dreadnought Squad



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TURN 1

The battle opened with a roar of engines as the Blood Angel biker detachments surged forward to capture objectives three and eight. On the right flank the Imperial Commissar sped through the deserted streets to to seize objective five, while the rest of the army advanced into good fire positions or fortified themselves in cover. A braying howl from the Lord of Change chilled the blood of all who stood on the battlefield and in response, the forces of Chaos screamed forth their battlecry and swept forward towards the city.

The Lord of Change, accompanied by his band of Minotaurs, stormed across the bridge to capture objective four, while a detachment of Thousand Sons Chaos Space Marines and the horde of cackling Pink Horrors moved up in support.

As the Chaos Space Marines advanced, their warcries turned to screams of pain and despair as an unerringly accurate hail of missiles launched from the Space Marine Devastator squad positioned on the bridge at objective six burst among them. In an instant, the air was riven with exploding missiles and when the smoke cleared, the Thousand Sons had been completely wiped out.

Witnessing the annihilation of his Marines, Magnus the Red was driven into such a paroxysm of fury that his Beam of Power went completely wide and failed to hit anything.

In the centre, the Lord of Battle, Beastmen and Daemon Engines charged forward into a furious barrage from the Whirlwinds. The screaming projectiles missed the towering Daemon war-engine and burst amongst the Beastmen. Bloodied but unbowed, they pushed on, heedless of their casualties.

The two giant Warhound Titans and the second detachment of Space Marine Devastators positioned on the hill, now focussed their fire on the advancing Chaos horde. Incandescent death blazed around the Lord of Battle and burst among the Khorne Juggers. Many of the missiles bounced off the Lord of Battle's armoured chest but one shot ripped off his chain-fist. A second well-aimed projectile burst against his head, temporarily blinding him, and causing him to run amok in frenzied rage. The Juggernauts fared no better, and even their Chaos mutation of brightly patterned skin failed to stop them from being almost wiped out.

As the Daemon Engines of Khorne advanced past objective two, they ran into a storm of fire from the Devastators dug into the buildings overlooking the centre of the battlefield. As the missiles struck, several of the engines were engulfed in fire and sent crashing to the ground amidst a sea of flames.

The Blood Angels move into position and ready themselves for battle.

Enraged by this destruction, the Cannon of Khorne burst forth their shrieking meteors of flame. The nightmare missiles cut blazing trails through the smoke filled sky, but failed to find their mark against any of their targets.

Dazzled by the smoke and flame, the Trolls on the Chaos right flank became confused and wandered from the cover of the woods out into open ground. As they emerged from the trees, they were spotted by the fourth Space Marine Devastator squad positioned high up on the hill at the end of the Blood Angels' line. As the missiles struck home several of the Trolls were killed before they even knew what had hit them.

Seeing the Space Marine bike detachment racing forward to capture objective eight, the Tzeentch Disc Riders hidden on the far flank abandoned their plan to seize objective one in favour of making a pop-up attack against the exposed bikers. With a howling scream of hatred, the riders appeared over the crest of the hill to pour fire down on the Marines, but only succeeded in killing one.

By the end of the turn, doubt seeped into the minds of the minions of Chaos. Had their dark gods deserted them? The casualties on the Chaos side had been horrific while they had only succeeded in killing two Blood Angels bikers.

Surely the Blood God was displeased!

"Die, loyalist scum!" snarled Karlsen, impotently snapping off a shot at the distant Devastator detachment. He strode forward unhesitatingly while bolter shells and heavy rockets whistled all about him. To his left Brother Steiner went down, one taloned hand clutching a gaping wound in his chest. To his right Brother Torvarl fell, a bolter blast catching him in his single glowing eye. Chained lightning flickered round Torvarl's head as he stumbled. The smell of burned meat and ozone filled the air. Knowing the warding power of Chaos, Karlsen doubted that either wound was mortal. There was no easy escape from damnation.

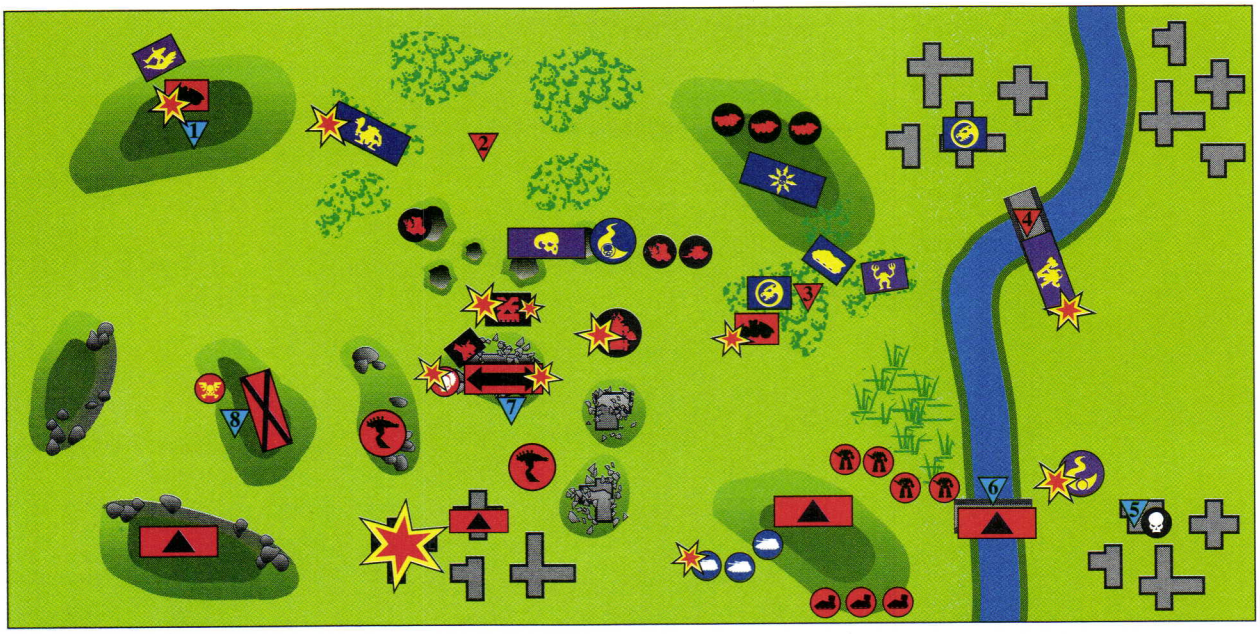
Torvarl falling was a bad omen though, Karksen decided. Old Single-eye had been particularly favoured by the Primarch. He muttered the charm against incoming fire that Magnus had taught him ten millennia ago, before the thrice-accursed Space Wolves had levelled their homeworld of Prospero.

An explosion ripped the ground at Karlsen's feet. Dirt splattered stingingly against his faceplate. He swayed but refused to fall. On the distant bridge the muzzle flash of heavy bolters was evident. Karlsen decided he would kill every one of them. Confident of his Primarch's protection the Chaos Space Marine marched on.

TURN 1 VICTORY POINTS TOTAL

SPACE MARINES: 30

CHAOS: 10



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TURN 2

Encouraged by the success of their long-range fire and grip on five of the eight objective markers, the bulk of the Blood Angels settled down on first fire orders.

The only exceptions were on the left flank, where the Space Marine assault detachment and Chaplain moved up to take secure control of objective eight. This had been captured by the Space Marine bikers who now revved up their machines and roared forward to engage the Disc Riders at objective one. However, as the bikers crested the hill, the Champions of Tzeentch took to the air, and poured a hail of fire into the vainly weaving Space Marines, killing four of them.

The Space Marine bikers are ambushed as they charge home.

On the opposite flank, the Lord of Change broke away from the Minotaurs in an attempt to silence the Devastators on the bridge. His deadly Bolt of Change missed its target and the Devastators replied with a volley of shots that sent the Greater Daemon reeling back in pain. As the Minotaur warband poured off the bridge, a barrage from the Whirlwinds descended upon them with a screaming roar. The ground was rent by great explosions, which ripped apart three of the great brutes, but the rest pressed determinedly on.

On the other side of the river the Pink Horrors moved forwards into the cover of the woods. With them were a detachment of Thousand Sons, who disembarked from their Rhinos and in a brief but bloody fight, captured objective three from the Marine bikers. In the centre of the field the rest of the Chaos Horde charged forwards.

The Lord of Battle, still blinded by the head shot, was blasted by the Warhound Titans and tactical squad dug into the cover of the ruined temple. Concentrating its daemonic powers, the Lord of Battle absorbed the few shots that managed to penetrate its armour. Behind the Lord of Battle, the other

Daemon Engines clanked forward through the hail of fire that burst around them, rattling off their armour but causing no damage. Their return fire was also mostly ineffective with the exception of a few shots from the Deathdealer which slew a couple of Space Marine bikers positioned at the edge of the woods near objective three.

In the centre, the Beastmen emerged from the woods and, making use of the cover provided by the craters, continued their advance. Seeing his followers in difficulty, Magnus the Red swept down from the hill to join the Beastmen. Turning his gaze to the Storm Hammers he unleashed his Beam of Power, instantly vapourising one of the mighty tanks.

The Blood Angels Librarian, who had been entrenched with the tactical detachment at objective seven amidst the ruins of the temple, decided on a direct course of action. Faced with the danger of the advancing horror of the Thousand Sons' Primarch, he initiated a psychic battle with Magnus the Red. Sensing the danger, Magnus called upon all changing powers of Tzeentch and sent a wave of psychic feedback boiling into the Librarian's mind, melting his brain and killing him instantly.

Before the Marines could recover from the loss of their Librarian, the Juggernauts of Khorne bulldozed through the rubble and came crashing down on them like a brass avalanche. In the bitter hand-to-hand combat that followed the desperate Marines brought down one of the two surviving Juggernauts.

Inspired by the carnage, the Bloodletters charged across the open ground to join in the combat at the temple, determined to pollute the hallowed ground with the blood of Space Marines. The ground erupted around them and the Daemons were flung about like rag dolls by a hail of mega-bolter fire from a Warhound. To the horror of the watching Marines several of the Bloodletters hauled themselves to their feet and threw themselves forward, chanting oaths to the Blood God. Laser beams burned through the air around the ruins as the Chaos Cultists successfully picked off some of the unengaged tactical squad.

Amidst the roar of battle, a towering building to the rear of the Imperial line came crashing down as a burst of warp energy from one of the Cannon of Khorne struck home. Half the detachment of Devastators were left smashed, dead and buried amidst the ruins.

Finally, over on the Chaos right flank, the Trolls continued to mill around the woods confused and dazed by the furious battle and the sudden deaths of their brothers. As they tried to make sense of their situation, a few more of the hapless beasts fell prey to fire from the distant Devastator detachment.

TURN 2 VICTORY POINTS TOTAL

SPACE MARINES: 32

CHAOS: 20

The Thousand Sons and Pink Horrors advance under cover of the woods, supported by the Chaos Cultists and Cannon of Khorne.

TURN 3

For the first time the Space Marines won the initiative. Sensing the presence of the Grey Knights, something akin to fear flickered through the Lord of Change's mind. Psychically he called out to his minions for support. Bellowing their response, the Minotaur warband rushed over to form a circle around their lord and master.

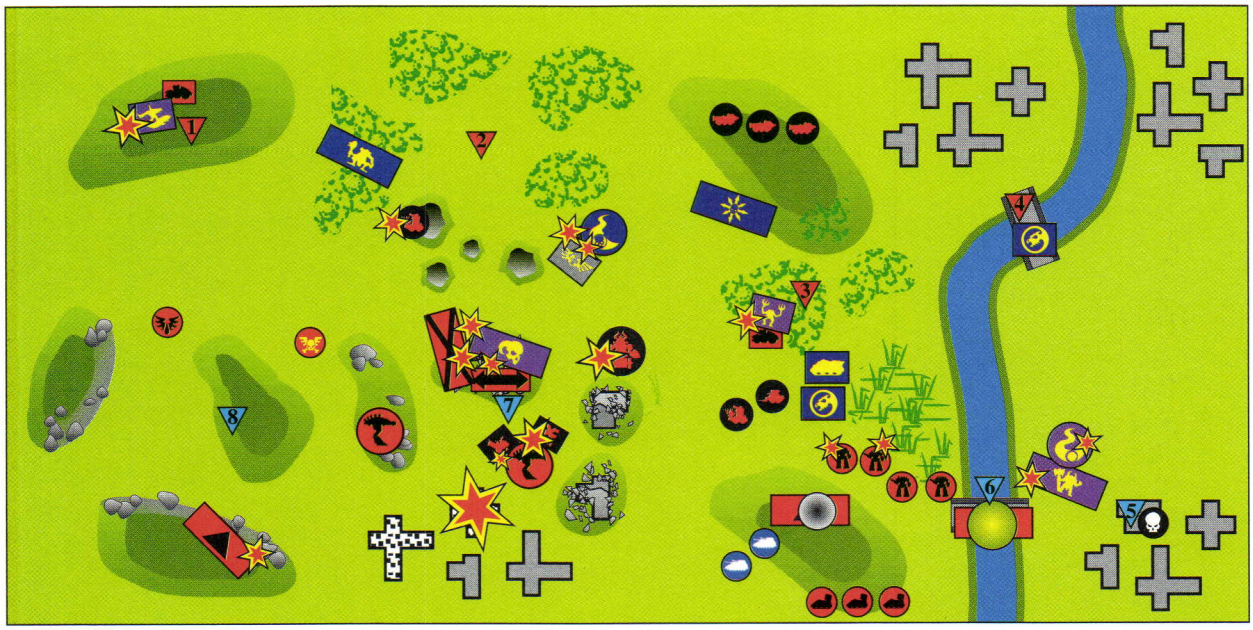
Before the Devastators on the bridge could take advantage of these sitting targets, a Bolt of Change from the Greater Daemon struck a stand of Space Marines in the centre of the detachment. Quicker than mortal eye could see, the bodies of the agonised warriors were burst asunder by hideous, thrashing tentacles and razor-sharp pincers that rapidly attacked and consumed the remainder of the unit.

On the left of the Chaos line, a detachment of Thousand Sons Space Marines dashed from the cover of the buildings onto the bridge to safeguard objective four from any possible surprise attack. To their right, the Pink Horrors moved to the edge of the woods surrounding objective three and fell on the last two Space Marine bikers. Cackling maniacally the Horrors ripped the desperate Blood Angels to pieces!

Just ahead of them, a Thousand Sons detachment with their supporting Rhinos moved up alongside two of the Daemon Engines, while in the centre, the Bloodletters and the last Juggernaut dashed past the beleaguered Tactical Marines to engage one of the Warhound Titans. In their wake, the Beastmen swarmed from the cover of the craters and scrabbled through the ruins to fall on the now outnumbered Space Marines. Seeing their brothers about to be overwhelmed by the bestial horde, the Assault Marines launched themselves off the hill and dropped down into the swirling combat.

Smashing aside the Rhinos speeding to rescue the Warhound, the Bloodletters and Juggernaut frenziedly attacked the towering war machine, causing the Titan's reactor to go critical and shut down. Behind them in the ruins of the temple the ground became slick with the blood of both sides.

As Magnus the Red searched for another victim for his Beam of Power, the air around him began to hum and the shimmering forms of the teleporting Grey Knights took shape. As they solidified and charged forward, Magnus's burning gaze struck down one squad of the Daemonhunters, but the others pressed determinedly forward. In an instant Magnus was surrounded and with a combination of Force swords, Nemesis weapons and psychic attacks the Grey Knights overwhelmed the Primarch and cast him back into the warp.



THE HORDE OF CHAOS

- Cannon of Khorne
- Cauldron of Blood
- Khorne Jugger
- Greater Daemon Khorne's Lord of Battles
- Death Dealer
- Tower of Skulls
- Khorne Bloodletters
- Space Marine Legion Thousand Sons
- Chaos Cultists
- Greater Daemon Magnus the Red
- Chaos Space Marine Rhino Sqaudron
- Troll Warband
- Tzeentch Horrors
- Minotaur Warband
- Greater Daemon Tzeentch Lord of Change
- Tzeentch Disc Riders
- Beastman Warband

BLOOD ANGELS SPACE MARINES

- Space Marine Assault Company
- Thunderhawk Gunship
- Space Marine Tactical Company
- Space Marine Chaplain
- Warhound Scout Titan
- Space Marine Devastator Company
- Space Marine Librarian
- Space Marine Whirlwind Squadron
- Space Marine Bike Sqaud
- Commissar
- Grey Knight Detachment
- Imperial Guard Stormhammer Company
- Space Marine Dreadnought Squad

The Horde of Chaos drive home their attack as Magnus the Red is struck down by the Grey Knights.

A wave of panic passed through his minions as his psychic howl of rage echoed over the battlefield. The Cultists who had witnessed this terrible event broke and fled down the hill into the woods. The Trolls followed suit, lumbering back into the dark sanctuary offered by the trees, while the Thousand Sons' support Rhinos abandoned the Chaos Space Marines to their fate.

Filled with rage at the defeat of their Primarch, the Thousand Sons' thoughts now turned only to vengeance. The opportunity for retribution came quickly. At the forefront of the attack, the Chaos Space Marines advancing with the Daemon Engines called upon the magical energies of Tzeentch and cast a Vortex at the Devastators on the hill. With an ear-splitting roar, a maelstrom of utter blackness appeared amidst the terrified Space Marines, sucking dozens of Blood Angels into the warp. The Thousand Sons' missile launchers then sent a hail of projectiles into the Dreadnought detachment, causing two of them to topple over and disappear into the marsh.

Once again the Cannon of Khorne rained down flaming ruin on the foe. Under their unerringly accurate fire another building crashed to the ground, killing all of the Devastator squads contained within.

Though spared from the Grey Knights' attack the Lord of Change took a hail of fire from the surviving Devastators on the bridge, as well as from the remaining Dreadnoughts and a barage from the Whirlwinds. Several of the Minotaurs fell protecting their Lord and once more the Greater Daemon was forced to call upon the power of Tzeentch to save himself from being cast back into the warp.

Back in the centre the Lord of Battle finally got to fire at its tormentors but failed to hit anything. Had the power of the Blood God deserted it? A Daemon Engine on the right crashed to the ground a burning hulk, while the remaining two Daemon Engines continued their relentless advance towards the Marines.

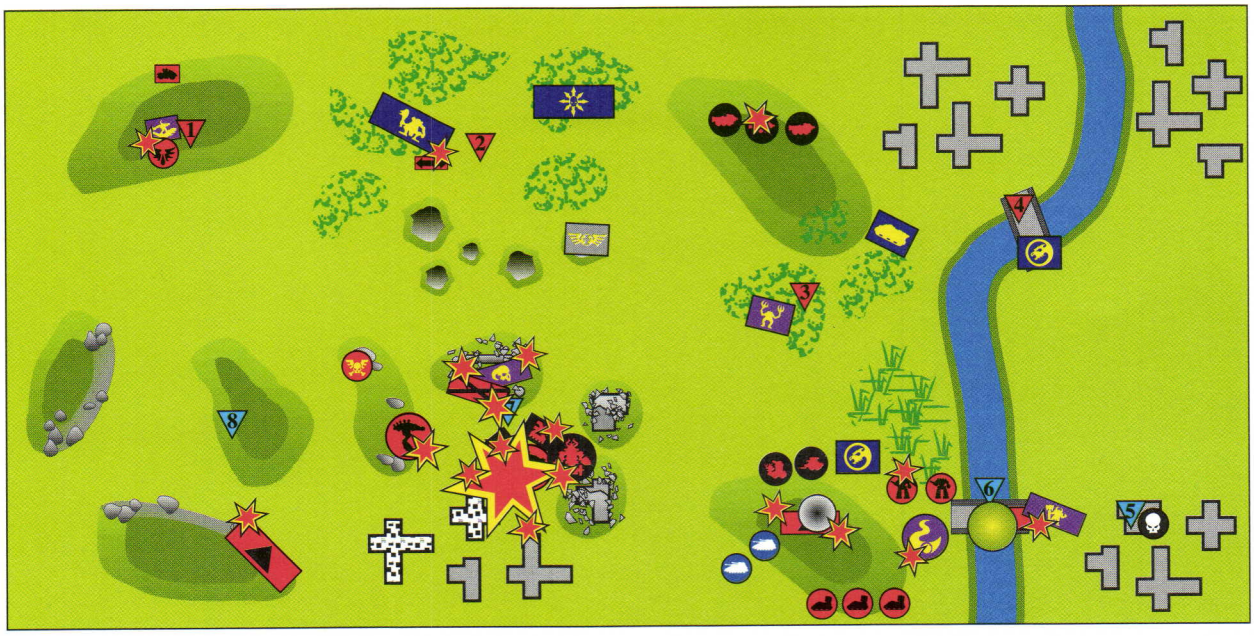
As the triumphant Disc Riders finally captured objective one, several of them dived down to finish off the demoralised and shattered bikers. Down but not out, one of the bikers managed to fight back, sending a Champion of Tzeentch tumbling from his mount. As the two sides struggled to the death, a Thunderhawk Gunship sped along the valley in an attempt to even up the odds by opening up with its rockets and battlecannon on the unengaged Disc Riders.

It looked like the tide of battle had turned in favour of the dark ones.

TURN 3 VICTORY POINTS TOTAL

SPACE MARINES: 31

CHAOS: 37



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- Space Marine Dreadnought Squad

TURN 4

Both sides realised that the end of the battle was near. Now the time for subtlety had passed and only bold actions could win the day. As the Chaos Gods fed energy from the warp into their followers, giving them greater potency and new heart, it looked like the Forces of Chaos might prevail.

Snatching an opportunity, the last remaining Tactical Squad clambered into a surviving Rhino and sped off in a desperate attempt to capture the unguarded objective two. Only a lone Chaos Champion from the broken Troll warband stood in their way, but the ensuing combat ended in a stalemate with neither side able to gain the advantage.

In the ruins of the temple there was no pause in the blood letting. The wild fury and animal cunning of the Beastmen was met with disciplined determination by the Space Marine assault squads. The advantage finally lay with the Blood Angels as only two Beastman packs remained at the end of the combat. The sacred ground of the temple, and with it objective seven, was still in Space Marine hands.

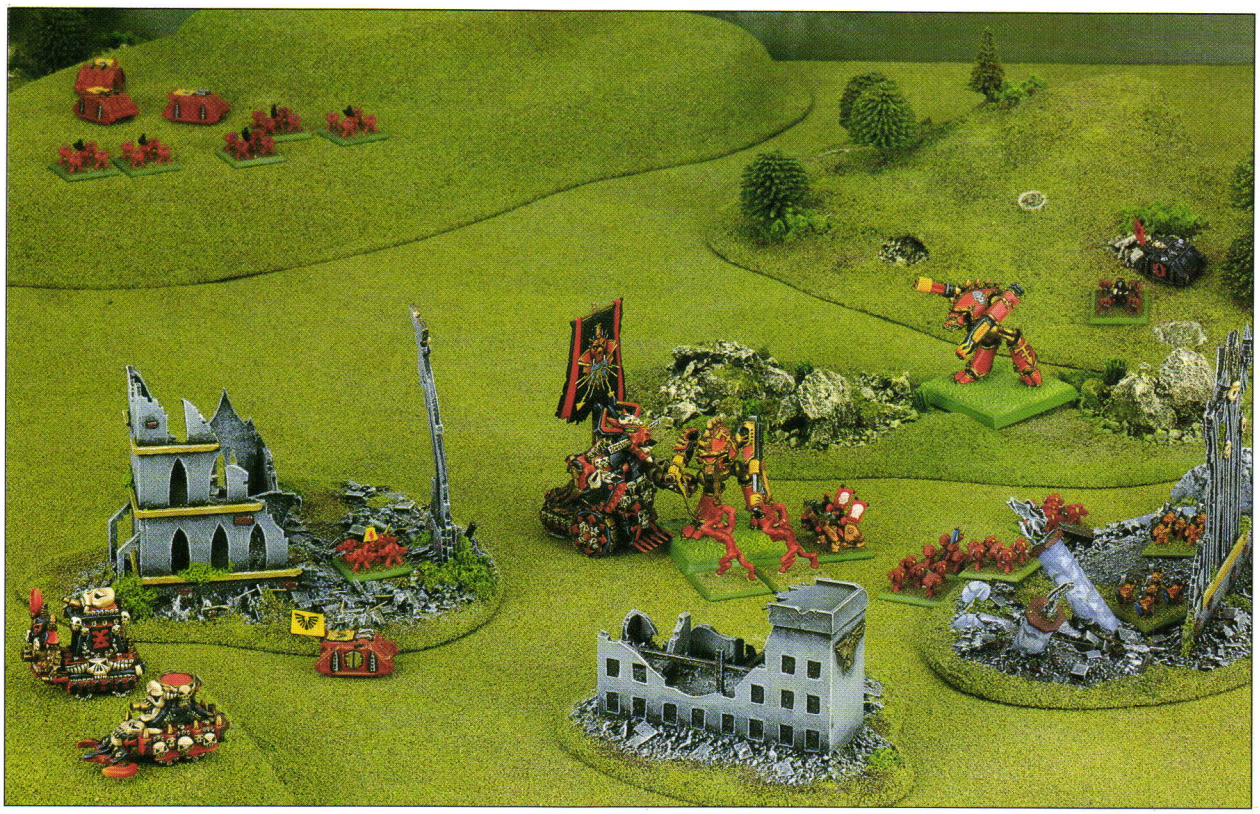
Deciding that the only way to win back favour with Khorne was to bring about the death of its enemies in hand-to-hand combat, the Lord of Battle charged forward to attack the already disabled Warhound. With its reactor off-line the Warhound stood defenceless against the combined attacks of the Bloodletters, Juggernaut and Lord of Battle and they tore it to pieces with the fury of frenzied beasts.

As the Titan was ripped apart, its reactor overloaded and the mighty war machine disappeared in a blinding ball of plasma. The white hot sphere burst outwards, striking the Lord of Battle and the undamaged Warhound, vapourising the Bloodletters and Juggernaut and destroying all but one of the Blood Angels squads left fighting in the shattered temple.

As the incandescent gas engulfed the Lord of Battle, it triggered a massive internal explosion and the monstrous Daemon Engine toppled slowly to the ground. The other Warhound was also almost liquefied. The blast wave breached its reactor and the crew fought desperately to prevent their Titan suffering a similar fate to its brother. Deep in the warp, Khorne howled deep and long with the pleasure of so much death and blood.

With the deadly plasma ball stopping just short of them, the Beastmen now found the ruins almost scoured clean of Marines. However their jubilation was short lived. With a staccato blast, the Storm Hammers opened up on them with their Battlecannons, reducing the foul mutations to little more than a fine red mist. The battle for the temple had truly become bloodbath.

Continuing their advance, the remaining Daemon Engines at last found themselves in range of the Devastators positioned on top of the hill. Gatling cannon fire from the Deathdealer and molten ichor from the Cauldron of Blood seared through



The Lord of Battle, Bloodletters and Juggernaut launch their savage attack against the crippled Warhound Titan.

the Blood Angels, practically clearing the hill. On the far flank the Thunderhawk Gunship hovered over to Disc Riders in an attempt to take objective one. In the short, deadly dogfight it succeeded in killing only one Disc Rider before it was sent spiralling into the hillside. However, the distant Devastators brought the Disc Riders' short lived victory to end. The sky about Tzeentch's riders rippled with missiles and heavy bolter fire until the last Tzeentch warrior lay broken or dead on the hillside.

Attempting to return fire one of the Cannon of Khorne misfired and exploded in a massive blow-back. The shots of all the others deviated from target and inflicted only minor casualties.

Over at the bridge the Minotaurs finally got to grips with the Devastators who had been cut off on their side of the river by the amorphous Chaos Spawn now blocking the bridge in a bubbling, tentacled mass. Holding their fire until the Minotaurs were right on top of them, the Devastators slaughtered nearly half the remaining warband.

Despite these appalling casualties the Minotaurs continued their unstoppable charge, ripping the armour from the hulls of the Rhinos and rending their opponents limb from limb in a fury of bloodlust. At the end of the carnage only a lone Blood Angel Rhino remained intact on that side of the river.

Leaving his followers to their gruesome work the Lord of Change flew across the other side of the river where he unsuccessfully cast a Bolt of Change at the Whirlwinds.

With a heroic effort, the crew of the damaged Warhound managed to repair the damaged reactor and regain full control of their machine. As the vapour cleared from around the melted mass of the destroyed Titan and the shattered Lord of Battle, a lone Bloodletter heaved itself up from the scorched earth. Gazing out across the battle, the daemon bellowed out in pleasure at the carnage it surveyed.

Each side had suffered horrendous casualties, but in this final turn, both sides had passed the victory total of forty five points. The battle was all but over, and there was nothing left to do but count the cost…

The bitter hand-to-hand struggle between the Minotaur warband and Blood Angels Devastators.

TURN 4 VICTORY POINTS TOTAL

SPACE MARINES: 47

CHAOS: 55

CONCLUSION

Both sides had fought to a bloody climax and at the end there was very little left that hadn't been either completely annihilated or broken.

With two out of three of the Greater Daemons banished back to the warp and the Lord of Change with no Chaos cards left to protect himself with, the uprising had been effectively broken. The remaining Thousand Sons and the other daemonic creatures returned to their Space Hulk, leaving their mortal followers to their fate. There would be other planets where corruption lurked beneath the surface waiting to summon their aid. In time the opportunity for vengeance would come.

Their daemonic enemy either purged or fleeing, the Grey Knights picked up their fallen brothers and teleported back to the orbiting warpship. Having sustained grievous losses in successfully breaking the back of the rebellion, the Blood Angels too returned to their starship, leaving the planetary forces the grim task of exterminating the remaining deviants and Chaos Cultists who had fled to the sanctuary of the dark forests.

CHAOS DEBRIEFING

Well, after a difficult start I had victory snatched away from me by the dogged resistance of the Space Marines. Putting aside things like lucky or unlucky dice rolls, I stuck to my plan fairly closely.

The losses I suffered in the first and second turns took some of the punch out of the attack in the centre. I made the classic mistake of an attacking army by putting the Lord of Battle and a unit of Daemon Engines on advance orders instead of charge orders in the first turn. As a result of this I had to keep them on advance orders for a couple more turns to bring them into range of the Space Marines when they could have just rushed forward and gone onto first fire.

The Beastmen, Bloodletters and Juggernauts of Khorne performed admirably. Despite the early heavy losses they suffered, they still managed to inflict damage on the enemy. The Trolls were always a bit of a gamble, one that could have gone either way. As it was they spent the whole of the battle ambling around and getting nowhere right up to the point where they ran away.

Apart from squashing a couple of Space Marine bikers, the Pink Horrors didn't get the opportunity to really prove themselves but the Disc Riders worked to perfection, fulfilling all their aims. My only regret is that I didn't have more of them. With a couple more mobile units on the table I could have stolen the easy objectives that the Marines left unguarded in the later stages of the battle. I might even have used them to dive down and assault the Whirlwinds.

The Thousands Sons were a little redundant in the battle since, from the almost defensive position I set them up in, the enemy were out of range of their missile launchers. A more aggressive role, and a couple more Rhino detachments to get them where they wanted to go, would have greatly increased their contribution to the bloodletting. In a way this was my own fault. One of my constant fears when playing against an Imperial army is that Space Marines in Thunderhawk gunships will descend from the sky and seize any unguarded objectives. I positioned some of the Thousand Sons with this possibility in mind, hoping that they could cover any abandoned objective markers.

In the past the Cannon of Khorne have proved very successful at demolishing buildings containing infantry and this battle was no exception. Despite their inaccuracy in the first few rounds, they managed to dispose of an entire Devastator detachment.

With the exception of the Lord of Battle the Greater Daemons worked well at dealing out destruction and inspiring a suitable amount of fear in the enemy. Both the Lord of Change and Magnus the Red were unlucky not to hit more than one target each with Bolts of Change and Beams of Power respectively. I was fairly certain that one of them would be cast back into the warp once the Grey Knights arrived so Magnus's loss came as no great surprise.

On Turn 3, I was faced with a dilemma when the Lord of Change had the opportunity to take objective five from the lone Commissar defending it. This would have meant leaving my exposed Minotaur warband to face the firepower of the Devastator detachment on the bridge, and as I have learnt from bitter experience, it only takes a lucky dice roll to inflict crippling damage. I decided to let the Lord of Change lead the assault, hoping that his Bolt of Change could destroy enough Devastators to considerably reduce their firepower.

I must admit that all my plans for the Lord of Battle went completely astray. From the first lucky shots that blinded it and prevented it from firing for two turns, to the appalling dice rolls I made when it could fire, fate, or the Emperor, conspired to make the Lord of Battles' effect on the outcome of the battle minimal.

I could have kept on playing Chaos cards to keep it out of trouble but it used up more than its share anyway, and I was

The bloody struggle between Beastmen and Space Marines amidst the ruins of the Temple of the Emperor Triumphant.

much more concerned with keeping the Lord of Change and Magnus the Red in play. By the end, out of desperation and goaded by my previous inability to hit anything, I charged into the combat against the Warhound. By sheer bad luck the Lord of Battles took an unlikely damage result from the meltdown of the Titan's plasma reactor and was destroyed.

Curses, victory just slithered out of my tentacled grip. Still, another day Khorne may smile upon me. The world shall hear from me again!

SPACE MARINE DEBRIEFING

My plan worked out fine for the first turn with, of course, a few exceptions. The Devastators were probably the greatest success. I've relied on their firepower before and, once again, they excelled themselves. When a Chaos Horde is slowly lumbering towards your position, these are the troops to have. The Tactical and Assault Marines were involved in some of the most bloodiest fighting on the whole table, but they did everything asked of them. When the dust cleared there may have been only one stand left on the objective marker but that was all I needed.

The Grey Knights were the most potent force I had against the Daemons and the timing of bringing them on to the table had to be precise. It had to be on a turn when I had the initiative, and when the target Daemon was alone. On the third turn everything came together nicely. Winning the initiative at last, the Grey Knights came down right on target, surrounded Magnus the Red and let him know his end was at hand.

As most of my troops did as intended, what went wrong? Why the great turn around half way through the game, after such a brilliant first two turns? The first mistake was with my deployment. It was foolish to put the Chaplain with the assault detachment. I was hoping to reach objective one but had to give up my advance and the objective in order to race to the support of the tactical detachment in the the centre of the table. The Chaplain, not wanting to arrive inside his Rhino, and unable to keep up without a jet pack, was forced to walk and so never made it into battle.

I should have brought the Storm Hammers forward on turn three. Their armour saving throw is good enough to withstand most incoming fire and I would have got the benefit of their fourteen bolters apiece which could have tipped the balance in the great hand-to-hand struggles.

If I were playing the game over again, I would probably place the Assault Marines in the Thunderhawk gunship, and would have attacked one of the Daemons in close combat much sooner. It is almost impossible to kill Greater Daemons with firepower. However many good shots my Devastators got, the Daemons just expended more Chaos cards and got up again. It was very frustrating. Death is almost certain for a Daemon in close combat.

Actually, much of what went wrong can be laid at the door of my handling of the Greater Daemons. If I'd concentrated on them a little sooner, instead of being disheartened by their apparent invulnerability, then they would not have lasted out the game. As it was, their Chaos cards kept them alive right to the bitter end. If I'd hit them harder and sooner then they would have died. As it was, by the last turn Mark had exhausted his Chaos cards and a Greater Daemon, worth 3 victory points, was tottering on the edge of the warp. Ah, if only I had realised sooner.

It had been an incredibly exciting game. Frustrating as it was, we both deserved a draw for the way we played. Each time I play Space Marine I learn something new and in my next clash with the forces of Chaos, I'll know better.

Brother-Captain Karlsen surveyed the carnage wearily. His wounds pained him. His armour hurt as if it were bruised skin. The weight of his ten thousand years pressed heavily on him. He almost envied those who had died. He ran his metal-clad tentacles over the fused remains of the Lord of Battle. It was still warm from the reactor meltdown that had sent its spirit tumbling back into the warp. Nearby the head of the slain Warhound lay in a pile of ash and slag. Its sightless eyes gazed mockingly on the Chaos Space Marine. Karlsen sent a blast from his bolter ricocheting off the giant metal skull. The sound was shockingly loud in the battle's quiet aftermath.

Karlsen watched the triumphant rebels swill sour wine from dirty bottles and listened to their babbled jokes and monkey chatter. The few remaining cultists who danced and sang amid the rubble did not realise it yet but they were dead men. Their patron daemons had been cast back into the warp. The back of the rebellion on this world was broken. It did not matter. There would be other worlds.

From the rubble of the ruined temple he heard a groan. A figure staggered from the fused innards of the building and fell on his face. Karlsen watched clinically, surprised that a Blood Angel still lived. The man was terribly burned. The red of his armour had peeled and bubbled away from the heat of the blast. The rock around him was scarred black by nuclear fire. All around him lay charred skeletons and melted armour. The Space Marine looked at Karlsen with feverish, hate-filled eyes. Frantically he tried to rise to his feet, to bring his half-melted weapon to bare.

"Traitor. Heretic. Abomination," the Space Marine muttered. Karlsen found himself staring down the barrel of the weapon into final darkness. Part of him wanted the Blood Angel to pull the trigger.

Karlsen's bitter laughter bubbled from his ruined and horribly mutated throat. Speech was difficult now. He tried to find the word to articulate his loathing. He searched his corroded soul for the single word that would embody his ten thousand years of hate.

"Brother." he said eventually.

A hint of fear played over the Blood Angel's blistered features. He made to pull the trigger on his bolter. Sight-blurringly swiftly Karlsen brought his own weapon up. A single shot tore through the Blood Angel. The man fell, uttering not a sound. Karlsen kept firing, unloading a full magazine into the twitching corpse, wanting to hear the dead man scream.

At that moment, he wished that he had every Space Marine in the galaxy in his sights. So boundless was his hatred, so great was his rage, that he would have killed them all without mercy or compassion. At that moment, he knew he would fight forever until all was ruination and the entire galaxy was dust. For him there could be neither rest nor peace.

The Long War would go on.

SPACE MARINE®

THE BATTLE FOR GOLGOTHA

By Andy Chambers and Jervis Johnson

On the arid world of Golgotha, Ork Warlord Ghazghkull Thraka is once again preparing his forces for an assault on the Imperium... Those of you who've been along to the recent Chaos Roadshows may have seen Andy and Jervis battling it out with the Studio Ork and Squat armies. In this Space Marine battle report we recount the first encounter between these two mighty forces.

The old man was tired. He had not slept properly for a long time. He was sick of the long pursuit and weary of the unending war. The Ork Warlord seemed to know neither doubt nor fear and was all the more frightening because of it. Defeat did not shake his confidence. Uncertainty did not enter his mind. He had taken the destruction of the Ork armies on Armageddon in his stride, and immediately and ruthlessly started rebuilding his power base here on the arid world of Golgotha. Already he'd welded a disparate coalition of tribes into a force powerful enough to conquer the western continent. This was the last chance to stop him. "By the Emperor, where did the Warlord find the strength?" There were times when the old man almost admired Ghazghkull Thraka.

"Almost," he thought, savouring his hatred – "almost." The old man had many reasons to hate the Ork. He'd seen too many good people die because of Thraka's mad ambition. He had seen cities plundered, populations annihilated, and a world laid waste by war, all because Thraka suffered the delusion that his daemon gods had chosen him to rule the galaxy.

The old man leaned forward and braced himself on the Baneblade's huge turret. Overhead, the two fading moons looked down on the dawn-silvered land. He raised the magnoculars to his eyes and touched the focusing runes. The Ork horde leapt into view. Instantly he was transported back to similar dawns on Armageddon, when he had looked out the great view port of Hades Hive and seen a sea of bestial green faces. He recognised the silhouette of a great gargant. It towered over a smaller kustom gargant. Around their bases were hundreds of other crudely constructed vehicles and war-machines. As the old man watched, thousands of green warriors broke camp and made ready for battle.

The horde out there was but a fraction of the size of the army Ghazghkull had once commanded and would command again, if he was not stopped. It was a puddle compared to an ocean but the sight of it brought back the unwanted memories that haunted the old man.

He remembered the giant gargants, their guns blazing from behind miles of earthworks, as they pounded his home-city to rubble. He remembered the terrible wave attack by the uncountable frenzied horde that had finally broken the will of the defenders. He remembered the men he'd led, and the people who had believed in him. Dead now, their faces seen only in the nightmares that drove him from his sleep.

He remembered the cries of the wounded and the pleas of the starving and the gibbering of those who had gone mad with fear. He recalled the shudder of the Hive as shells from the distant gargants ploughed into its armoured walls. He remembered faces gaunt with hunger and eyes dull with weariness as tired men looked to him for leadership. They trusted me, thought the old man, and I failed them. They asked me for leadership and I gave them lies. I promised them salvation and you gave them death. For that you will pay, Ghazghkull Thraka, this I promise you.

The bellow of monstrous engines filled the air as the Squat Warriors tested the motors of their Landtrain. As if in answer to the challenge, the engines of the Ork warbuggies roared to life. He heard the smooth whir of turrets rotating on the Landtrain's side. The running lights of Iron Eagles flashed overhead as they moved to strafe the forward Ork positions. Soon the sun would rise and the battle would begin in earnest. Squat trikes bounced over the hill, skidding round deathcactus trees as they took up position. A bearded warrior turned in his seat and saluted as he passed. The old man saluted back.

For all the Squats' bravado and the dour boasts of their chieftains, the old man knew this was their last throw of the dice. They had mustered all their remaining might for this battle. Arrayed here were all of their ancient, ingeniously constructed death-machines. Tracked mobile fortresses, Goliath Megacannons, Attack Gyrocopters, massed artillery. stalwart infantry. They had brought all the warriors they could. It would be enough, thought the old man. It had to be enough...

"I have followed you too far to fail now Ghazghkull Thraka," thought the old man. "I bear the gift of death. You cannot outrun me. There's no place in this universe where you can hide. I have waited a long time for vengeance. I'm tired but not so tired I cannot kill you. Maybe then I won't see the faces of the dead. Maybe then I'll be able to sleep."

The old man put down the field glasses and dropped down into the Baneblade's turret. Captain Yateman sat asleep in his command chair, his legs stretched out, his feet resting on the gunnery console. Gently the old man woke him.

"Make ready, Captain. It's time to move." Yateman rubbed the sleep from his eyes and gazed up trustingly at the old man.

"Yes, sir, Commissar Yarrick!"

THE GAME BACKGROUND

The recent release of the Ork and Squat Warlords supplement for Space Marine resulted in a lot of exciting battles being fought at the Design Studio. So many of you have written in to say just how much you've enjoyed the battle reports we've been running in the last few issues of White Dwarf that we thought it would be an excellent time to write up a report about a battle between our magnificently painted Orks and Squat armies.

We decided to choose armies to a value of 4000 points for this battle, giving us slightly larger forces than we normally use (which are 3000 points - quite a good size for a competition style game) but still giving us a game we could comfortably finish in an afternoon. This meant that in order to secure victory either Jervis or myself would have to gain 45 or more victory points through breaking the enemy units and holding objectives. Of course, 4000 points is a fairly conservative size for a game. For anybody who wants a real challenge I'd thoroughly recommend allying with some friends and trying a game with 10,000+ point forces for a truly apocalyptic experience!

Jervis chose to play the Squats, an excellent choice now they've got a selection of new and awesomely effective models like the Overlord Airship and the Goliath Mega-cannon at their disposal. This meant I played the Orks which suited me fine because I really like the hugely varied selection of troops and tanks available to them, and I find the unpredictable Mekboy weapons endlessly entertaining.

We decided that it would be fun to include the Ork Warlord Ghazghkull and Imperial Commissar Yarrick in our forces, the two characters who were instrumental in the Battle for Armageddon. We recently published Space Marine rules for Commissar Yarrick and Warlord Ghazghkull in White Dwarf and we've developed their history into a narrative campaign through battles fought at Chaos Roadshows up and down the country. In our continuing story Ghazghkull is attempting to crush the Squat mining colony on Golgotha to gain prestige amongst the local Ork Warbosses and weld together another Waa-Ork. Commissar Yarrick has pursued Ghazghkull to Golgotha where he is helping the Squats and trying to kill Ghazghkull once and for all. Yarrick wants vengeance for the bloodshed and destruction caused on the hive world Armageddon by Ghazghkull's crusade and to prevent the Ork Warlord 's ambition bringing more death and destruction down on the Imperium.

We set up the game on one of the 8' x 4' tables at the Studio, using the terrain set-up rules from Space Marine. Once we'd rolled for table edge we replaced two towns on Jervis' table edge for the Squat fortress and tower from our scenery collection. This neatly tied the terrain we were fighting over to the protagonists, the Squats would be defending their stronghold from the ravaging Orks! We placed two objective markers on the fortress and another one on the tower to show their importance in the battle. This is a good example of how you can bend the normal rules on placing terrain and objectives to give a story to your Space Marine games.

We've written up the battle itself as a story and limited our own comments to our respective sections on planning, deployment and conclusions. We used a polaroid camera to take pictures of the game as it was fought and kept notes of moves and events for later reference. Because of the practical problems of getting good photos while a game is in progress I used the polaroids and notes to help me re-shoot the pictures for this article later on with proper lighting and cameras.

WAAAGH GHAZGHKULL! (Andy Chambers)

Over the course of writing Ork and Squat Warlords the Orks have become one of my favourite forces in Space Marine. They have such a massive selection of troops and vehicles to choose from that the forces you can field are almost infinitely variable, and because the bulk of their army cards are cheap you can put together a fearsome swarm of greenskins even with relatively few points to spend. The Orks are almost exclusively geared up to fighting at short range and close combat so one of the most important parts of selecting an army is to try and ensure that you select the right combinations of clan cards and support cards. You need to aim at producing massive combined break points for your clans so you can steamroller your opponent before he can break enough of your clans to win the game. I've found it's vital for the Orks to use their numerical superiority to maximum effect by piling into the foe at one point in the line and overwhelming them in close combat.

Of course the Ork command rule forces the clans to stick together in dense clumps so too much concentration on manoeuvring to grab objectives tends to lead the Orks into getting picked off piecemeal at long range where they can't hit back. This problem is particularly apparent against the Squats who have plenty of artillery (the bane of the Orks) as well as sturdy infantry and well 'ard bikers to throw back anything which survives the barrages and withering firepower of their giant war machines, so overwhelming them needs a concerted effort with the best boyz available for the job.

I started out by picking the clans which would form the core of my force for the game. I reckoned I could afford about three clans and I definitely wanted one of these to be a Kult of Speed. These would give me some fast nutters to flank the slow moving Squats, distract their fire from my main assault and possibly overrun vulnerable artillery and isolated pockets of foot troops.

The second clan I picked was the Goffs, an Ork clan which is so stompy that in my opinion it forms an absolutely vital part of any Ork army. This is because the Goff boyz have a hefty close assault factor and twice as many Nobz stands as any other clan, making them exceptionally mean and deadly when it finally comes down to the nitty gritty of stickin' the boot in in close combat. The third clan I went for was the Death Skulls, partially because they're cheap but mainly because they're allowed to choose support cards which are ordinarily restricted to other clans (they can 'borrow' them - usually without asking the owners first!). This meant I could use anything specific to a different clan, like Snakebite Squiggoths for instance, if I wanted to.

So, with my main force sorted out it was time to turn my attention to picking some special cards before I finally filled out my ranks with support cards. Having three clan cards I could pick up to three special cards. I usually take a Warboss and retinue because the extra Nobz in battlewagons are incredibly useful for keeping an attack moving by herding errant Ork mobz back into battle and blasting massive holes in the enemy. Of course in this game I would be using Warlord Ghazghkull and his retinue to fulfil the same role instead. Ghazghkull's morale bonus and special ability to invoke the power of the Waaagh! would come in particularly handy when it came down to close assaulting the Squats, giving me an extra edge when I needed it most.

The second special card I chose was a Mekboy Gargant, partially influenced by the fact that the new model looks so great and partially by the fact that its kustom force field makes it almost impervious to fire for at least a couple of turns, something which would be very handy in trying to close in with the Squats. The Mekboy Gargant was armed with with a deluxe kustom kannon and a krusha arm, a close combat weapon good for tearing down buildings and picking up vehicles to throw at the enemy.

The third special card I picked was a Great Gargant, obviously a survivor from Ghazghkull's Gargant Bigmobs on Armageddon. Great Gargants, like Goff clans, form one of the essential components of a potent Ork army: they're very hard to kill and carry a meaty selection of guns in addition to the dreaded gut-buster mega cannon. I knew that Jervis was bound to use a Land Train and probably a Squat Colossus as well. These two war machines are very hard to kill with normal fire but a single ball round from the Gargant's belly gun should be sufficient to destroy such heavily armoured targets.

Many people make the mistake of sitting their Gargants at the back of the forces on first fire orders when to be really effective they have to keep advancing forward with the main body of the Orks. This is because the Gargant's longest ranged guns have a range of 75cm and the all-important gatling cannon has a range of 50cm, hence lurking around at long range renders most of a Gargant's weapons useless. The other thing to remember about Gargants is that if they are fitted with a Gork or Mork head they will keep the Ork's morale intact even in the most extreme circumstances.

With all three special cards chosen I was just left with the support cards to worry about. I knew that the Kult of Speed was bound to take the most casualties early on as they tried to hurtle round Jervis' flank, and they also had the lowest break point. I decided to heavily reinforce the Kult of Speed and push up its break point as much as possible, preferably with relatively cheap stuff so I could afford some support for the Goffs and Deathskulls. Anything included in the Kult of Speed would also have to be quite fast just so they could keep up! To start with I cast my eye over Evil Sunz vehicles (which can be included in a Kult of Speed) and came up with a Gobsmasha squadron and a Bowelburna squadron, both of which are cheap, fast and numerous. I also decided on a Scorcher squadron and a Wartrak squadron on the same criteria and to round out the support for the Kult to a full five cards I also picked a battery of Hop-Splat guns. The Hop-Splats may seem like an odd choice but I reasoned that they could be towed into range by the Wartraks and left to their own devices as the Runtherdz commanding the guns make sure that they fire even if there aren't any Nobz in range to prompt them. The combination of these support cards pushed the Kult of Speed's break point up by a massive 13 points, more than doubling it at minimal cost. This left me with some points to spend on support cards elsewhere.

I wanted to get some Mekboy support cards with my last few points to ensure I got a few kustom repair cards for my force. Now, I said earlier the Ork's real limitation is the range of most of their weapons. There are two Mekboy weapons which are exceptions to this – Shokk Attack Guns and Pulsa Rokkits. Shokk Attack Guns have an unlimited range so if I could position them on a high point somewhere they could launch their Snotling attacks against vulnerable targets like artillery anywhere on the table. The Mekboy Pulsa Rokkits would be handy for trying to drop on big, stationary or slowing-moving targets like the Squat fortress or the inevitable batteries of mole mortars for instance. I assigned the Shokk Attack Guns to the Goffs and the Pulsa Rokkits to the Death Skulls. This

WARLORD GHAZGHKULL THRAKA 'S ORK HORDE

DEATHSKULL CLAN

The Deathskull Clan consists of 1 command unit of 4 Nobz stands, plus 1 Boyz Mob of 15 Boyz stands.

COMMAND UNIT — BOYZ MOB

POINTS VALUE 500

EVIL SUNZ BOWELBURNA SQUADRON

An Evil Sunz Bowelburna Squadron consists of three Bowelburnas.

POINTS VALUE 50

SCORCHER SQUADRON

A Scorcher Squadron consists of three Scorchers.

POINTS VALUE 50

EVIL SUNZ GOBSMASHA SQUADRON

An Evil Sunz Gobsmasha Squadron consists of five Gobsmashas.

POINTS VALUE 100

GOFF CLAN

The Goff Clan consists of 1 command unit of 8 Nobz stands, plus 1 Boyz Mob of 15 Boyz stands.

COMMAND UNIT — BOYZ MOB

POINTS VALUE 650

WILDBOYZ MOB

The Wildboyz Mob consists of four Wildboyz stands.

POINTS VALUE 50

MEKBOY PULSA ROKKIT BATTERY

A battery of Mekboy Pulsa Rokkits consists of three Pulsa Rokkits.

POINTS VALUE 250

SPECIAL CARD
GREAT GARGANT

POINTS VALUE 850

SPECIAL CARD
GHAZGHKULL THRAKA

Ghazghkull Thraka is one of the greatest Ork Warlords of all time. He and his retinue are represented by a single unit consisting of Ghazghkull's stand and 5 Nobz stands with 2 Battlewagons. A Battlewagon can carry up to 3 stands.

POINTS VALUE 350

SPECIAL CARD
MEKBOY GARGANT

POINTS VALUE 450

KULT OF SPEED

An Ork Kult of Speed consists of 1 command unit of five Nob Warbikes, plus two War Buggy Mobz of five War Buggies each.

NOB WARBIKES — WAR BUGGIES

POINTS VALUE 400

WARTRAK SQUADRON

An Ork Wartrak Squadron consists of five Wartraks.

POINTS VALUE 100

HOP-SPLAT BATTERY

The Hop-splat Battery consists of five Hop-splat Guns.

POINTS VALUE 150

MADBOYZ MOB

A Madboyz Mob consists of four Madboyz stands.

FREE

MEKBOY SHOKK ATTACK GUN TEAM

A Mekboy Shokk Attack Gun Team consists of four Shokk Attack Guns.

POINTS VALUE 100

left me with 50 points to spend (Jervis had exceeded his points total by 50) so I picked a Wildboyz mob to bolster up the Goffs – the extra four stands of close combat troops would be most useful to them as I only expected the Death Skulls to move up in a fire support role. I also had a Madboyz mob available, which was free, so I took it and stuck it in with the Death Skulls. Madboyz mobs are effectively independent so I wouldn't have to worry about them staying in command range, something which might come in useful.

Having two Mekboy mobs (the Pulsa Rokkits and the Shokk Attack Guns) I was entitled to four kustom repair cards. I drew *Super Stikkbomz, Rokkit Packs, Cyboars* and *Soundz*. I gave the Super Stikkbomz to the Goff boyz as I expected them to get heavily embroiled in close combat. I could only give the rokkit packs to the Madboyz as I didn't have any Stormboyz in my force (only Madboyz and Stormboyz are nutty enough to use rokkit packs). I didn't have any Snakebites Boarboyz in my force so I couldn't use the Cyboars card – it was just a good idea the Mekboyz came up with and discarded. The Soundz card represents huge speakers mounted on vehicles which blare out Goffik rok and boost the Ork's morale so I gave this card to the Gobsmashas to help keep the Kult of Speed going. I picked the Gobsmashas because there were five tanks in the Squadron and they had a better armour save than most of the other squadrons in the Kult of Speed, so I reasoned that they would probably survive the longest. So, with my Ork force sorted out it was time to come up with an infallible plan.

DA PLAN

I was absolutely certain that Jervis would concentrate his forces in and around the fortress and the tower, probably aiming to turn the open areas around them into a killing zone. He probably wouldn't worry about trying to grab the objectives dispersed further away from the fortress because he wouldn't have enough manpower. I, on the other hand would most assuredly need to pick up all the objectives I could before trying to winkle the Squats out of the tower and the fortress. The trick would be to grab the available objectives without splitting up my forces too much and letting Jervis' artillery to pound me to death or his bikers isolate and destroy one of my clans.

I decided to deploy the Goffs in the woods on my left so they would have plenty of cover to advance through as they moved up to capture objectives 3 and 4. If they ran into little opposition they could then launch an assault on the fortress. I placed the Death Skulls in the centre to advance up the hill and capture objective 6 before moving forward to give supporting fire against objective 5 in the tower. The Kult of Speed would be deployed to the right of the Death Skulls so they could sweep past objective 7 and use the hills as cover to approach the tower before overunning it and charging on towards the fortress. If there were no Squats deployed near objective 8 I decided that I would send a single squadron of vehicles to go and grab it. I knew that the squadron would end up out of command range of any Nobz but, being Speed Freeks they would carrying on charging around and eventually link up with the rest of the Kult of Speed again.

Next I had to decide on where to deploy the two Gargants and the other bits of support for the clans. I placed the Great Gargant between the Goffs and the Death Skulls so it could give both of them plenty of support and be in a central position – the Great Gargant is pretty slow so I didn't want to have to redeploy it unless I had to. The Gutbuster belly gun on the Great Gargant is a very potent weapon but it takes a turn to reload so it would definitely be best to fire it as soon as possible and start reloading instead of holding my fire and risk losing the chance to use it at all if the belly gun got damaged while I hesitated. Hence the Great Gargant started the game with a ball round loaded into its belly gun, which I would fire at the most worthy target as soon as I got an opportunity. I placed the Mekboy Gargant on the far left, next to the Goffs. From here it would move forward as fast as it could and try to engage any Squats on the open plain around the fortress. It would probably draw a lot of fire in such an exposed position but hopefully the kustom force field would protect it from most of the damage and distract Jervis long enough for my other forces to move up unmolested.

I put the Shokk Attack Guns next to the great Gargant so that they could climb the hill in front of them to get a good vantage point, move into the woods for some cover and then settle down to hit anything in range with their weapons. The Pulsa Rokkits would stay in cover behind objective 6 with the Madboyz nearby to protect them. Ghazghkull and his retinue would start off near the Great Gargant and then move to where they were needed most. Obviously, Ghazghkull would wait until a lot of the Boyz were in close combat before he declared a Waaargh! and even then he would wait until after everything on first fire had shot so that they wouldn't get too excited and inaccurate under the wave of Orky high spirits.

THE SQUATS OF GOLGOTHA PRIME (Jervis Johnson)

My only previous experience of playing the Squats was when I used a small contingent of them as allies to a large Imperial army. I was therefore looking forward to giving them a proper 'field-test'. We had decided to play a 4000 point game, and to include Ghazghkull and Yarrick in the two armies. Yarrick would cost me 150 points, and as I would need to include at least one Imperial Company card to be allowed to have him in the army I decided to choose that first. We have a house rule that character stands from Special cards (like Inquisitors, Space Marine Commanders, and, of course, Commissar Yarrick) are allowed to 'commandeer' HQ vehicles from other units to replace their normal mode of transport. Because of this I decided to take a company of Baneblades as my Imperial Company card, so that Yarrick could commandeer a Baneblade to ride around in. Not only would this make it harder for the Orks to harm him, but it would also provide a suitably impressive vehicle for the mighty Commissar Yarrick to take in to battle.

With the Imperial allies chosen and out of the way, I could start picking my Squat army. After subtracting the 650 points for Yarrick and the Baneblades I was left with 3350 points to spend on the Squats. As I had not really used the Squats before, I simply wanted to try out as great a variety of units as possible to see what they were all like. The first thing I decided was that I should have at least one of each of the new models that we have made for the Squats: the Land Train with all four types of carriage, a Colossus, a Goliath Mega-Cannon, an Overlord Armoured Airship, and an Iron Eagle Gyrocopter Squadron. This little lot cost me 1650 points, almost half of what I had left, and I hadn't chosen any company cards yet! Still, I was getting lots of guns for my points, and I couldn't bring myself to leave any of these impressive new models out of the army.

Having rather perversely chosen all of my allies, support and special cards first, I now went on to pick the backbone of the

THE SQUAT STRONGHOLD OF GOLGOTHA PRIME

IRON EAGLE GYROCOPTER SQUADRON

An Iron Eagle Gyrocopter Squadron consists of three Iron Eagle attack gyrocopters.

POINTS VALUE 200

SQUAT GRAND BATTERY

A Squat Grand Battery consists of 1 battery of 5 Thudd Guns and 2 batteries of 5 Mole Mortars.

POINTS VALUE 400

SPECIAL CARD
COMMISSAR YARRICK

Commissar Yarrick is one of the bravest hero's in the Imperium. He is represented by a single unit consisting of a Commissar stand and a Rhino.

POINTS VALUE 150

IMPERIAL GUARD BANEBLADE COMPANY

An Imperial Guard Baneblade Company consists of 3 Baneblades. No. 1 Baneblade is also the company HQ tank.

No. 1 HQ Tank

No. 2

No. 3

POINTS VALUE 500

OVERLORD ARMOURED AIRSHIP

POINTS VALUE 250

GOLIATH MEGA-CANNON

POINTS VALUE 150

SQUAT LAND TRAIN BATTLECARS

Three Land Train Battlecars

POINTS VALUE 200

SQUAT GUILD BIKER FORCE

A Guild Biker Force consists of 2 biker squadrons of 1 Guildmaster stand and 7 Guild biker stands plus 1 trike squadron of 1 Guildmaster and 5 Guild trikes.

POINTS VALUE 600

SPECIAL CARD
SQUAT COLOSSUS

The Squat Colossus is a huge war engine built from the same armoured shell as the Leviathan. Colossi are used to break enemy defences with their devastating firepower or to act as mobile fortresses. Each Colossus also carries a special recon gyrocopter to spot targets at long range.

POINTS VALUE 500

SPECIAL CARD
SQUAT LAND TRAIN

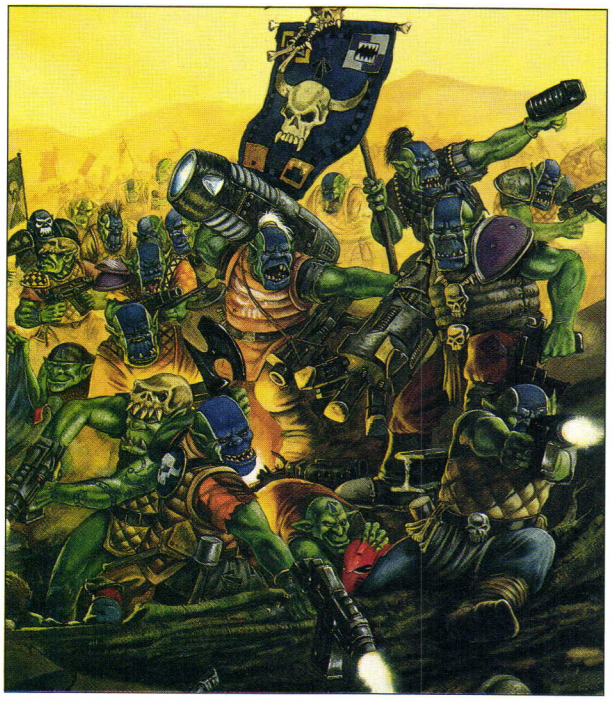
A Squat Land Train consist of 1 Land Train engine and 1 Land Train Battlecar.

POINTS VALUE 350

SQUAT WARRIOR BROTHERHOOD

A Squat Warrior Brotherhood consists of 1 Warrior unit of 1 Warlord stand and 9 combat squads, 1 Thunderer unit of 1 Hearthguard stand and 5 heavy squads, and 1 Berserker unit of 1 Hearthguard stand and 5 attack squads.

POINTS VALUE 750



force, my company cards. The first card I took was a Warrior Brotherhood, as I was going to need at least a few infantry to hold any objectives. This left me with about 1000 points for my remaining troops. I was strongly tempted to take another Brotherhood for 750 points backed up by a support card or two, but in the end I plumped for a Guild Biker Force and Grand Battery. The Grand Battery is a logical choice for any Squat Army, but especially so against an Ork army where the barrages have a chance of inflicting massive carnage amongst the hordes of Ork Boyz. The reason for choosing the Guild Bikers was less tactically sound – I like using massed fast attack troops like Imperial Rough Riders, Eldar Wind Riders or the Orks Kult of Speed, and so I couldn't resist the chance to use the Squat equivalent in their Guild Bikers. Unfortunately, I invariably get carried away and get my fast attack force wiped out very quickly – but at least they die gloriously! Anyway, these two cards took my total to 4050 points, which was just over 4000 point limit, but Andy very generously agreed to up the forces by 50 points and we were ready to set-up.

MAKING THE PLAN

It's always difficult to come up with a sensible plan the first time that you use an army. Still, I had a rough idea of each of my unit's strengths and weaknesses, and bearing this in mind I set about figuring out what I needed to do.

My first step was, as always, to decide on an overall strategy. Once I had got this figured out I could allocate units to the missions that best suited them within my overall plan. I was determined not to make the mistake of spreading my troops too thin on the ground in a misguided attempt to attack each and every objective on the table, and decided I would keep my troops closely grouped so that they could provide each other with supporting fire. As there were three objectives in my set up zone this meant that my army would be have to be concentrated around them on my right flank. Taking a look at the lie of the land on the right, I decided that I would attempt to grab the two objectives that lay to my front on the hill and in the woods (numbers 3 and 4 on the map). I would anchor this attack with a strong force near the small fortress (objective 5), and try to blast the Orks to pieces as they moved up on me across the plain in the centre of the table. The down side of this plan was that it would give the Orks the chance to grab objectives 6, 7 and 8 without any opposition, but I hoped that while they were doing this the concentrated firepower of my Squat army would break enough Ork clans to earn me the victory points to win the game.

Having determined on a plan, I now had to allocate troops to carry it out. I decided that I would split my army into four main groups. The first would be used to garrison the objectives in my set up zone. The second would be an assault force used to grab the objectives 3 and 4. The third would be my 'fire base', positioned on my left flank to pound the Orks, and the fourth would provide artillery support for the other three!

Choosing the garrison was easy – it obviously had to be the Warrior Brotherhood. I put the Thunderers in the large fortress to protect objectives 1 and 2, from which vantage point they would hopefully be able to provide fire support for my assault force, and used the Warrior unit to garrison the tower containing objective 5. The remaining unit of Berserkers was split off to join my assault force

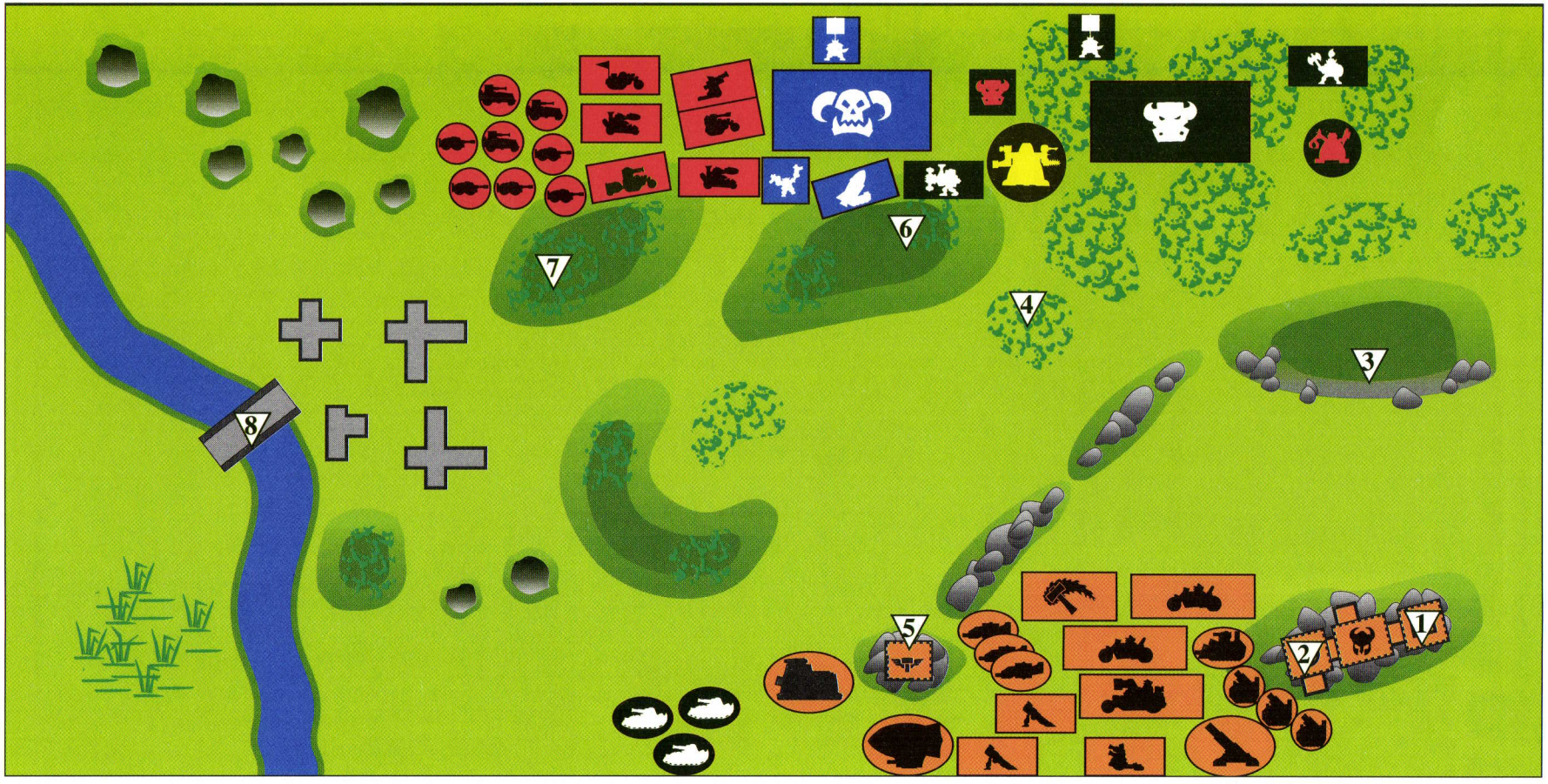
In addition to the Berserkers, the assault force included my other close combat specialists, namely the Guild Bikers! I also decided to include the Land Train in the assault, because it had numerous short range weapons and also had a carriage crammed with more Berserkers! These troops were positioned in between the fortress and the tower, as far forward as I could get them, and as close to the objectives they had to capture as possible. When you have to try to capture anything, there is no point making your troops travel any further than they have to!

My 'fire base' was made up of my shootiest units, namely the Baneblades, Colossus and Overlord Airship, supported by the Squat Warriors in the tower. The Baneblades and Colossus were positioned close to the tower were they could get as good a field of fire at the centre of the table as possible, while the Overlord was placed behind the tower, high in the air where it had a commanding view of the battlefield.

The fourth group was the easiest to pick, as it simply consisted of all of my artillery units. I positioned it to the left of the large fortress, so that it could provide direct fire support at anything that got past my fast attack group, while still being out of the way of most of the Ork long range supporting fire.

This just left the Iron Eagle Squadron, and I have to admit that I wasn't absolutely sure how to use them. They were fast enough to join the assault group and shooty enough to join the fire base. In the end I simply plonked them in between the two groups and decided to wait till battle was joined before I decided which way to send them.

The final step in preparing for any battle is to take a look at your opponent's set-up and see how this affects your plans. The number of Orks massed against my left flank meant that I decided that the Iron Eagles would join my fire base on the left flank rather than taking part in the assault on objectives 3 and 4. I decided that I would try to blow away the Ork's Cult of Speed on the first turn using the massed guns of my fire base and artillery, because otherwise they would over-run my left flank. I would then try to take out his Gargant on the second and third turns with my fire base while my artillery pounded his infantry as they tried to move up. My assault group would move up and capture the objectives as planned.



GHAZGHKULL'S ORK HORDE

Goff Clan

- Goff Nobz
- Wildboyz Mob
- Mekboy Shokk Attack Gun Team
- Ghakghkull Thraka
- Mekboy Gargant

Kult of Speed

- Nob Warbikes
- War Buggies
- Evil Sunz Gobsmasha
- Evil Sunz Bowelburna
- Wartrak Squadron
- Hop-Splat Battery
- Scorcher Squadron

Deathskull Clan

- Deathskulls Nobz
- Madboyz Mob
- Mekboy Pulsa Rokkit Battery
- Great Gargant

THE SQUATS OF GOLGOTHA

- Squat Berserkers
- Squat Warriors
- Squat Thunderers
- Mole Mortars
- Thudd Guns
- Squat Guild Trikes
- Squat Guild Bikes
- Commissar Yarrick
- Overlord Armoured Airship
- Goliath Mega-Cannon
- Iron Eagle Gyrocopter
- Squat Land Train
- Squat Land Train Battlecar
- Squat Colossus
- Imperial Guard Baneblade

TURN ONE

GHAZGHKULL'S ORK HORDE

Goff Clan

- Goff Nobz
- Wildboyz Mob
- Mekboy Shokk Attack Gun Team
- Ghakghkull Thraka
- Mekboy Gargant

Kult of Speed

- Nob Warbikes
- War Buggies
- Evil Sunz Gobsmasha
- Evil Sunz Bowelburna
- Wartrak Squadron
- Hop-Splat Battery
- Scorcher Squadron

Deathskull Clan

- Deathskulls Nobz
- Madboyz Mob
- Mekboy Pulsa Rokkit Battery
- Great Gargant

THE SQUATS OF GOLGOTHA

- Squat Berserkers
- Squat Warriors
- Squat Thunderers
- Mole Mortars
- Thudd Guns
- Squat Guild Trikes
- Squat Guild Bikes
- Commissar Yarrick
- Overlord Armoured Airship
- Goliath Mega-Cannon
- Iron Eagle Gyrocopter
- Squat Land Train
- Squat Land Train Battlecar
- Squat Colossus
- Imperial Guard Baneblade

The battle opened with the roar of engines as the Guild bikers and trikes deployed before the fortress sped forward to the edge of the woods, seizing objectives 3 and 4 under the noses of the Goff boyz and the Mekboy Gargant crashing through the dense woodland. The Land Train *Gotreks Anvil* snaked forward after the bikers like a great crimson serpent. To the right the Death Skulls surged forward like a green tide, swarming around objective 6, heartened by the presence of the Great Gargant at their flank which clanked forward with giant, earth-shaking strides.

Raising huge plumes of dust the Kult of Speed swept through the valley to their right, using the folds of the land to conceal their approach from the waiting Squat guns. A trio of Bowelburnas split from the horde and drove through the ruins toward the distant bridge. The huge, heavy forms of the Baneblades rolled forward on rattling tracks to protect the Squat flank from the onrushing horde even as the Colossus swivelled majestically to bring the great maw of its Doomsday cannon to bear on the hidden foe. Before the tower a squadron of Iron Eagles droned forward as the long cylindrical form of an Overlord armoured airship drifted high above.

Moving low and fast, a single Iron Eagle gyrocopter lifted from the landing pad slung low on the Colossus' back and sped forward, over the seething mass of buggies and Wartraks, pirouetting neatly above objective 7 to view the Orks in the valley below. The input data-link between the Iron Eagle and the Colossus pulsed briefly with coordinates and targeting priorities. Then, with a mighty roar, the Colossus unleashed its full fury against the densely packed column. Plasma missiles and monstrous shells rained down, smashing Orks and machines like children's toys, turning the valley into a flaming cauldron of death and destruction. The distant Goliath spoke, adding its devastating cargo to the storm. Clods of earth burst from the ground and shrapnel whickered across the valley as tunnel torpedoes burst upwards like malevolent jack-in-the-boxes. The manic Orks came on regardless, speeding through the maelstrom of fire and wreckage, unshakeable in their fury and determination. The Speed Kult Nobz blasted wildly at the hovering Gyrocopter. Most of their shots went wide but one volley wrecked the Gyrocopter's delicate turbofans and sent it tumbling to the ground.

The Great Gargant ground to a halt and turned to face the Colossus. A salvo of battlecannon fire from the Colossus exploded against the Gargant's power fields without effect. The massive gutbuster swivelled, screeching on rusty bearings, to point at the foe. A thunderous rumbling issued from the bowels of the Gargant before a huge tongue of flame

The Kult of Speed races forward as the Squats prepare to launch their devastating barrage.

flashed from the gun and the dark blur of a huge cannonball flew through the air to crash down in front of the Colossus. Skidding forward, the ball smashed through the Colossus' shields one after another before hitting its hull and cracking it open with awesome force. The carnage was hidden in a bright mushroom cloud of incandescent flame as the Colossus' plasma reactor went critical. The green horde yelled and cackled in triumph over the pyre as licking tongues of plasma fire burned nearby Squat warriors and triggered the ammo of one Baneblade, wrecking it with internal explosions barely contained by its thick armour. A return salvo of battlecannon fire from the surviving Baneblades rocked the Gargant but failed to find a chink in its power fields.

The crest of the hill beside the Gargant was ripped apart by cannon fire from the Iron Eagle squadron, cutting down Snotlings and Mekboyz lugging their huge Shokk Attack Guns onto the summit.

In response the Gargant opened fire with its battlecannon. The air around the Gyrocopters rippled with shockwaves as the shells burst amid them and punched one Gyrocopter out of the sky. On the left a salvo from the Land Train crashed against the Mekboy Gargant, but its shields held and pushed aside the shells with a mass of crackling blue sparks. More heavy shells burst amongst the woods, blasting apart mobs of Goffs unlucky enough to be in their path. From behind the hills a Pulsa Rokkit soared skyward on a tail of flames and sparks, arcing high above before plummeting down to impact in front of the Thudd guns and Mole Mortars lined up beside the fortress. Ripples of greenish light began to radiate from the battered form of the Rokkit accompanied by an ominous, rising hum.

TURN 1 VICTORY POINT TOTALS

ORKS: 20 VP

SQUATS: 25 VP

TURN TWO

The battered survivors of the Kult of Speed raced onward over the hill to burst upon the Baneblade's unprotected flank in a storm of hurtling machines and howling Orks. The Iron Eagles wheeled about and scudded back to help the Imperial tanks, only to fall into the trap as the waiting Speed Kult Nobz blasted them out of the sky with a devastating crossfire. The Guild bikers gunned their engines and roared out of hiding to crash into the oncoming Goff clan and the Wildboyz whooped with glee as they leapt into the fray. The Guild trikes bravely dashed out to face the towering Great Gargant as it rumbled forward but were devastated by a burst of fire from the Death Skulls Nobz around objective 6. The survivors let rip at the Gargant with their multi-meltas and skidded away.

The Overlord armoured airship slid over the valley full of burning Ork vehicles, dogged by ineffectual fire rising up from Ghazghkull and his retinue. By way of return, its guns smashed the retinue's battlewagons into junk and cut down Death Skull boyz as they swarmed down the hill towards the tower. Amongst the Squat artillery batteries confusion reined momentarily as the pulsa field in front of them suddenly expanded, tossing aside Mole Mortars and Thudd Guns with powerful ripples of energy. Far away the Ork's Shokk attack Guns whirred into life and hordes of crazed Snotlings appeared from nowhere, swarming in to attack the Squat gun-crew under the shadow of the Goliath mega-cannon. The Squat artillery tenaciously clung onto their positions and sent barrage after barrage against the advancing Death Skulls.

The Mekboy Gargant halted and raised its rapid-fire kustom kannon, rattling off a salvo of shots against the distant Land Train and battering down half its void shields. A detachment of Squat Thunderers stationed in the fortress replied, hammering the Mekboy Gargant with missile launchers and lascannon. The kustom force field caught most of the rounds and shunted them aside, some rounds penetrating only to ricochet off the Gargant's patchwork armour. The Squat Land Train thundered on towards the pass and unleashed its own barrage against the battered Death Skulls advancing down the slope of the hill. The slope was a scene of bloody carnage with Death Skulls scuttling from shell hole to shell hole seeking shelter from the storm of shells. Dozens of boyz burned in the dazzling flare of a rad-bomb, and others were blown apart in a chain of huge explosions as the giant siege mortar and Doomsday shells struck home.

Behind the hill the Madboyz finally worked out which levers to press on their rokkit packs and leapt into the air with howls of idiot laughter, cork-screwing wildly before they came to earth again with resounding thump halfway up the hill.

GHAZGHKULL'S ORK HORDE

Goff Clan

- Goff Nobz
- Wildboyz Mob
- Mekboy Shokk Attack Gun Team
- Ghakghkull Thraka
- Mekboy Gargant

Kult of Speed

- Nob Warbikes
- War Buggies
- Evil Sunz Gobsmasha
- Evil Sunz Bowelburna
- Wartrak Squadron
- Hop-Splat Battery
- Scorcher Squadron

Deathskull Clan

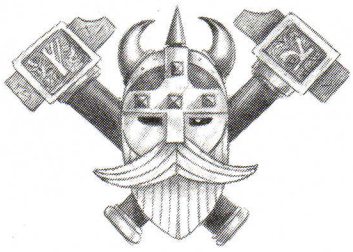
- Deathskulls Nobz
- Madboyz Mob
- Mekboy Pulsa Rokkit Battery
- Great Gargant

THE SQUATS OF GOLGOTHA

- Squat Berserkers
- Squat Warriors
- Squat Thunderers
- Mole Mortars
- Thudd Guns
- Squat Guild Trikes
- Squat Guild Bikes
- Commissar Yarrick
- Overlord Armoured Airship
- Goliath Mega-Cannon
- Iron Eagle Gyrocopter
- Squat Land Train
- Squat Land Train Battlecar
- Squat Colossus
- Imperial Guard Baneblade

The Guild bikers struggle to the death with the Wildboyz and Goffs.

Another giant pulsa rokkit shot skywards, this time crashing down squarely on the low roof of the tower. The tower shook as it exploded, unleashing a single pulse of force which tossed Squat warriors over the battlements to their death on the rocks below. The remaining Squat warriors angrily blasted at the shattered remnants of the Death Skulls on the distant slopes, but clouds of smoke and explosions hid their targets too well to cause any damage.



Ghazghkull gazed down from his lofty position and saw his followers embroiled in combat on left and right. He saw the Death Skulls wavering before him and decided the time was ripe to call on the Ork gods Gork and Mork and unleash the power of the Waaagh! Ghazghkull let out a mighty howl which echoed and re-echoed down the valleys, being returned and redoubled by the answering yells and screams of the horde as they ripped into their foes with reckless abandon.

Already hard pressed, the Baneblades were rapidly overrun by a torrent of red-painted vehicles, surrounded by churning clouds of dust. A Wartrak skidded to a halt beside one slab-sided Baneblade, a frothing Ork leapt aboard and pushed a bundle of Stikkbomz under the turret rim, cracking open the mammoth tank with a gout of smoke and flames. The black-clad form of Yarrick leapt from the cupola of his Baneblade to meet the oncoming horde. With a sweep of his power claw he decapitated the driver of a speeding buggy, it skidded, rolled and burned. The surviving Baneblade cut down the offending Wartrak in a hail of bolter fire and crushed another war buggy beneath its broad tracks before slamming two more battlecannon shots into the distant form of the Great Gargant. The Kult of Speed whirled away for a moment on the verge of retreating but the power of the Waaagh! was on them and they drove back into the fray with renewed vigour.

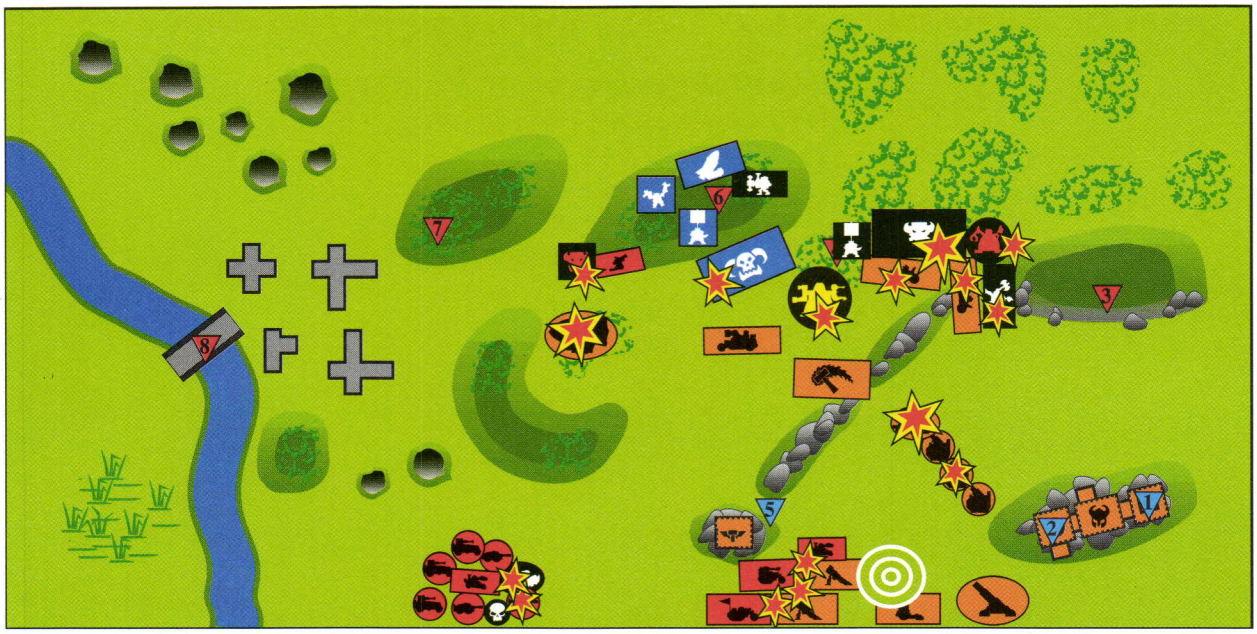
In the woods mobs of Goff boyz readied their super stikkbomz. Some ambushed the Guild bikers as they sped down the narrow paths and others were caught unawares and wiped out in a blur of flashing chrome and chattering bolters. Many were blown apart by the dangerously unstable stikkbomz as they prepared to throw them, but everywhere the spirit of the Waaagh! drove the Orks onward in a killing frenzy. Towering like a metal mountain Great Gargant reared above the melee, crunching through the trees and shattering them like matchsticks. Its gatling cannon swung in an arc, riddling the area with shells and hosing it clear of bikers. The Squats were driven back from objectives 3 and 4 and victory seemed within Ghazghkull's grasp.

TURN 2 VICTORY POINT TOTALS

ORKS: 37 VP

SQUATS: 24 VP

TURN THREE



GHAZGHKULL'S ORK HORDE

Goff Clan

- Goff Nobz
- Wildboyz Mob
- Mekboy Shokk Attack Gun Team
- Ghakghkull Thraka
- Mekboy Gargant

Kult of Speed

- Nob Warbikes
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- Wartrak Squadron
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- Deathskulls Nobz
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THE SQUATS OF GOLGOTHA

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- Squat Guild Trikes
- Squat Guild Bikes
- Commissar Yarrick
- Overlord Armoured Airship
- Goliath Mega-Cannon
- Iron Eagle Gyrocopter
- Squat Land Train
- Squat Land Train Battlecar
- Squat Colossus
- Imperial Guard Baneblade

Sallying forth once more, the surviving Guild bikers charged in amongst the remaining Goffs lined up at the edge of the wood. The Mekboy Gargant, its shields crackling with pent-up energy, whirled about and clattered down the hill to smash into the fresh wave of bikers. Squat Berserkers stormed through the pass with the Land Train close on their heels but arrived too late to save the Guild. Surrounded and outnumbered the bikers fought and died, their bolters stitching red ruin through the Goff horde until both sides had virtually wiped each other out. Mobs of cheering Wildboyz that had spilled out onto the plain suddenly disappeared in a torrent of flames belched from the Land Train. The Mekboy Gargant staggered under another volley of fire from the Squat Thunderers, its force field generator whined and smoked as it struggled to deflect the excess energy but still held against the onslaught. The Goffs dived back into the woods and wavered for a moment on the verge of full flight. They took fresh heart and turned back as the earth shook beneath the approaching tread of the Great Gargant tramping toward the pass.

High-arcing shells crashed down and the Gargant's power fields shook visibly as artillery pounded it from afar. A salvo from the Land Train smashed away the remaining fields and tore great rents in the Gargant's iron hide. Gouting great clouds of steam from its breached boiler, the Great Gargant ground to a halt as it turned to face its tormentor. Grinding on its tortured bearings, the massive gutbuster gun angled round to level at the foe.

The gun shuddered with a deafening report and a ball round smashed into the Land Train Engine, bursting through its shields before ricocheting off its sloping, armoured prow. The shrieking metal sphere bounced up into the air before crashing down on one of the battlecars further down the train. The Great Gargant turned all its remaining guns on the Land Train, pounding it with salvo after salvo until it was reduced to fragments of twisted metal.

Fusion fire fell on mobs of Death Skulls as they tried to scuttle for cover, the two surviving Guild trikes had dodged around the Great Gargant while its guns were engaged and now hammered at the decimated Death Skulls. The Death Skulls would have vacated the hill then and there but under Ghazghkull's stern eye they dared not. Half of Ghazghkull's retinue were cut down in a lashing storm of shells as the Overlord airship swung towards the Death Skulls and Ghazghkull's retinue, guns blazing along the length of its hull, spitting death at the Orks below. The air filled with a crisscross tracery of fire as the Nobz opened up on the drifting

airship, shells drummed against its armoured hull until a lucky shot found its mark and tore a ragged hole along its length. Wallowing with deceptive grace the airship tumbled out of the sky trailing fire before crashing onto the hillside below in blazing ruin.

Near the tower there was a momentary lull as the wartraks and Nobz of the Kult of Speed veered away from Yarrick and the last Baneblade to race past to the artillery batteries. The Speed Freeks rampaged through a battery of Mole Mortars with reckless abandon, gunning down the Squat crews and crushing them under their tracks.

Suddenly another mob of Speed Freeks swept down on the beleaguered Commissar. One speeding buggy crumpled against the armoured flank of the Baneblade. A Gobsmasha charged at Yarrick with its wheels spinning on the soft turf. He hurled a krak grenade and its blocky hull seemed to collapse in on itself with the impact. Yarrick turned to fight his way back to the Baneblade only to see it explode with dull roar. As he tried to dodge another rushing Gobsmasha it smashed into him him as it slewed past, knocking him back with the bone crushing impact. Yarrick struggled to stand, battling against the blackness that was engulfing him before falling back unconscious.

The Orks were triumphant, everywhere across the shell scarred battlefield they howled in triumph. Though virtually untouched the Squat Warrior Brotherhood had no hope of driving the foe back. But the fortress still stood and the Orks had suffered most of their casualties amongst their boyz, which ruled out an immediate assault. The Squat Warlord grimly ordered his warriors to retreat and defend the fortress. Ghazghkull's boyz settled in for a lengthy siege.....

TURN 3 VICTORY POINT TOTALS

ORKS: 52 VP

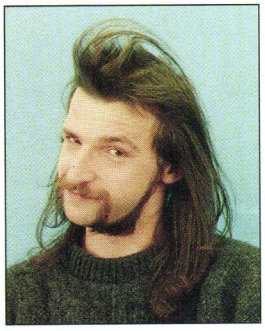
SQUATS: 42 VP

The victorious Goffs mop-up the last of the Guild bikers, while in the distance, the Kult of Speed crashes into the Squat Grand Battery.

CONCLUSION

So – glorious victory for the Orks and miserable defeat for the Squats. We decided that Ghazghkull would definitely take Commissar Yarrick prisoner and try to persuade him to join his retinue, Yarrick being one of Ghazghkull's *Grodz* (an Ork term meaning best friend or favourite enemy, to an Ork these are often the same thing!). Yarrick would, of course, rather die than join Ghazghkull and will attempt to escape at the first opportunity. Now we'll go on to play a Warhammer 40,000 game based on Yarrick attempting to escape from Ghazghkull's dungeons – the plot thickens!

'ERE WE GO 'ERE WE GO 'ERE WE GO! (Andy Chambers)



Hah! Gave those damnable stunties the drubbing they deserved. Of course it was a tight run thing, and it's worth noting that I lost the initiative roll on every turn, which combined with getting constantly clobbered by artillery and first firing units made life very uncomfortable. However, I resisted the temptation to hunker down and try to fire back because the Squat artillery would have just annhiliated me. Remember that Orks faced with artillery do best to get as close to the enemy as possible, preferably into close combat. That way at least he has to risk dropping barrages on his own men by accident! Still, if I hadn't been lucky enough to have Ghazghkull around I probably would have taken such a severe beating in turn two that I would have lost the game. Not only did he give all the Goffs and Speed Kultists in close combat an extra dice to roll at a vital time but the Waaagh! also kept the Kult of Speed in the fight at a point when they probably would have gone onto fall back orders and failed to carry through their attack. So Ghazghkull was well worth the extra 100 points he cost. How about everything else?

Well, the Kult of Speed more or less won the game for me by attracting so much attention as they swept round Jervis' flank. I was lucky that they weren't broken on the first turn of the game by the huge amount of artillery that was dropped on them – they lost twelve vehicles in those initial barrages! Fortunately I'd known this would probably happen and reinforced them enough to absorb the damage. The Great Gargant also served me very well by destroying the Colossus and the Land Train as well as absorbing a lot of firepower. The fact it had a Mork head also kept the Goff's morale intact even when they were broken. I kept the Gargant on advance orders throughout the game so it could move up and bring all of its guns into range, putting more pressure on Jervis to try and take it out.

Yarrick is overrun and captured by the Kult of Speed

I didn't use the Mekboy Gargant quite so well. I had intended to keep it racing forward on charge orders so it could get into close combat as soon as possible, but on the second turn I wimped out and put it on first fire orders because I was worried about it being assaulted by the Guild bikers. In retrospect it would have been better to draw some of the bikers off the Goffs anyway. As it was, it did draw plenty of fire from the Thunderers but achieved little else. The Goffs did reasonably well, even though they suffered a lot of casualties, mainly from their own super stikkbomz!

The Death Skulls got a very raw deal because I deployed them stupidly. I should have placed them further to the left so they could use the cover offered by the woods. Caught on the exposed hillside they suffered horrendous casualties, a lot of them because the Land Train and Mole Mortars could see them and used direct fire barrages to punish them for my mistake. I also put them on advance orders on the second turn so they could shoot, always a dumb thing to do with Ork boyz. You should either first fire or charge like hell. Messing about on advance orders just leads to firing back after you've suffered loads of casualties from the enemy who are invariably on first fire orders themselves.

Ghazghkull would probably have been better off staying on the left as well, to throw some more weight into my assault – he and his Nobz didn't get to shoot anything much apart from the Overlord. Initially I had moved them over to try and deal with the Baneblades but much to my surprise the Baneblades were overrun by the Kult of Speed in short order. As a result, Ghazghkull and his Nobz were left with nothing to do unless they wanted to risk the same dash across open ground that the Death Skulls were attempting and dying in droves.

The Pulsa Rokkits and the Shokk Attack Guns did a reasonable job. The Pulsa Rokkit that landed in front of the artillery caused some disruption and the one which landed on the tower would've have been excellent if I hadn't rolled a 1 for its effect. I mucked up on the third turn by letting the Nobz get too far away to give orders to the the Mekboys, though another Rokkit would probably have made little difference at that stage. The Shokk Attack Guns got too badly shot up to do much but they kept the Goliath busy for a bit with Snotling attacks. Hop Splats just died horribly. And the Madboyz? Well they did absolutely nothing but they were free!

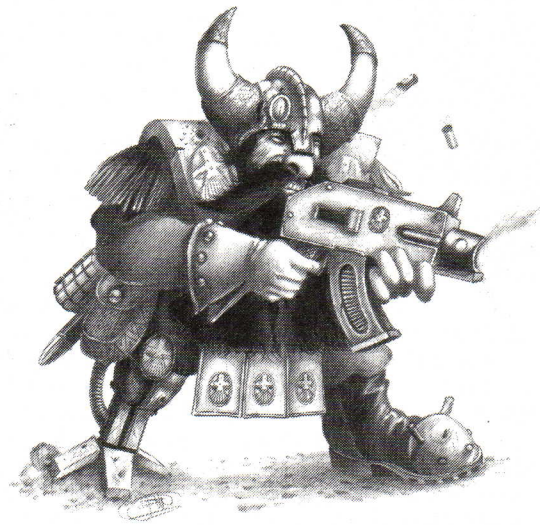
As for Jervis, I think that his deployment was just a little bit too predictable for once. He should have definitely put something out to contest objectives 7 and 8, probably the Iron Eagles or the Trikes – both of these units were destroyed pretty quickly when they were stuck in the front line. Placing some sort of opposition on my flank would have given me something else to worry about and might have stalled me longer. The Colossus and the Land Train should have taken great pains to stay clear of the Gargant's belly gun. They're both very vulnerable to it but are not too big to use cover in order to stay out of sight. Jervis also made the mistake of wavering for a while about whether to try and knock out the Great Gargant or not. This led him to waste a lot of his shots – he damaged the Gargant eventually but it was too little, too late.

SQUAT DEBRIEFING (JERVIS JOHNSON)

Oh well, another brilliant plan down the tubes... So what went wrong? On the whole I'm not that upset with the way that the battle went – apart from losing of course! My main failing and its one that I often make, was not maintaining my concentration all the way through the battle. This led to me making a number of stupid mistakes, like forgetting to fire the Thunderers on the first turn and forgetting to move the Berserkers on the second. You never know, the Thunderers might have got lucky and taken out the Mekboy Gargant, while the Berserkers would have been in position to attack on the third turn and maybe even grab an objective counter off the Orks. Either of these events would at least have given me a draw, if not an outright win. One of Andy's main strengths as a player is that he rarely, if ever, makes mistakes of this kind because his level of concentration is so good.

This being said, there are a couple of changes to the way I'd have set-up and executed my plan if I was starting all over again. My use of the Iron Eagles was very poor, and I realise now that I should have used them to harry the flanks of the Ork advance, sending them round wide to my left so that they could also be used to threaten to capture the objectives on the left hand side of the table. Launching them into the middle as I did just resulted in their being shot down quickly. The same could be said of the way I used the Overlord Airship, although because it's slower it is less useful in this role. The other thing I would change is my positioning of the Land Train. Where it was, it had few targets to shoot at, and it would have been far more useful in the fire base on my left flank. I could have debusssed the Berserkers at the start of the game and sent them off to join in the assault any way, and the short range firepower of the Land Train – the main reason for including it in the Assault Force – was never used anyway!

Turning to Andy's side of the table, it's difficult to find much to fault. The Pulsa Rokkits could have been used more effectively (I'd have kept on shooting them at my artillery), and the Death Skulls would probably have been better off moving through the thick woods with the Goffs rather than advancing in the open as they did. As it was the Death Skulls got clobbered without having very much effect on the game at all. Still, when all's said and done, Andy's plan worked and mine didn't, so I can't go on too much about the mistakes he made! Instead I'll just have to figure out a way to get Yarrick out of that Orky dungeon....



The Overlord Armoured Airship looses a hail of fire into Ghazghkull's retinue positioned on the crest of the hill.

SPACE MARINE®

THE ASSAULT ON BARBARIUS

By Mark Watts and Richard Helliwell

This month's battle is a bitter struggle between an Imperial Guard army commanded by Mark Watts, and an Eldar Warhost led by Richard Helliwell. The battle took place near to the now devastated city of Barbarius Prime...

For a moment, after the preliminary bombardment ended, it was uncannily quiet. Now that the thunderous roar of the Basilisks had stopped, the silence seemed almost to ring in Kaminski's ears. He raised his lasgun nervously to his shoulder and, leaning forward against the rim of the foxhole, sighted along its barrel. As he scanned the open area between the city's edge and the rubble his stomach tightened with a mixture of fear and anticipation. The enemy were out there. He could sense it.

Behind Kaminski the air suddenly vibrated with the roar of engines as the crews of the Shadow Swords and Storm Hammers drove their super-heavy tanks into position. A hideous grating sound assaulted his ears as the vehicles crushed and powdered the rubble beneath their great tracks. The earth shook beneath the monstrous tread of a Reaver Titan. The canteen that Corporal Strega had left balanced precariously on the foxhole's edge tumbled and fell back into the pit. The little man cursed as his supply of purified drinking water puddled in the cold hard earth. Kaminski refused to be distracted. He continued to stare intently outward, as if his life depended on it.

All along the Imperial Guard line he knew his fellow troopers would be doing the same. It was their job to hold this patch of scorched earth against the foe whatever the cost. Each man would be quiet now, lost in his thoughts, wondering whether the next hour would bring death or glory. Each of them would be thinking of their homeworld Xenophon. Each of them would be wondering if they had crossed the cold gulf between stars only to die here in the frosty streets of Barbarius.

Across the open ground in front of the gutted and abandoned palace nothing moved save a torn scrap of parchment, blown by the chill northern wind. At this range Kaminski knew he could hit the paper easily, if he wanted to, but the ingrained caution acquired through endless streetfighting in the plasteel corridors of his hiveworld home warned against it. Years of gang war amid the shadowy man-made canyons of the Power Sector had taught him a simple rule: never give away your position. Still his finger twitched. Part of him craved any release from the dreadful tension. Any action seemed preferable to this endless waiting.

He watched the ruined building warily, wondering if the foe skulked inside them. Broken windows stared back at him like sightless mocking eyes. The skin between his shoulder blades crawled. His entire body felt rigid, locked, anticipating the shot that might kill him. He forced himself to let his breath out quietly, realising uneasily that he had been holding it in. The air tasted clean and cold and clear. He missed the metallic taint of the recycler, and the countless scents that filled the hive atmosphere. He missed having a metal roof over the world. He felt exposed here beneath the cruel blue of the open sky. He had been told to watch the sky. The enemy might descend from it.

The Eldar were out there, and they were alien, different, incomprehensible. They might look vaguely human, but they were not. They spoke differently, thought differently. They came from a different culture, and Kaminski belonged to a society that had taught him to be suspicious of people just from a different street. They were infidels; they did not believe in the Emperor. The thought of that blasphemy almost took Kaminski's breath away. He wondered what mercy he could expect to receive from a folk that did not believe in the Protector of Mankind. Not much, he thought, and that did not incline him to show any mercy himself.

"Look, there!" Strega shouted. Kaminski's gaze followed the corporal's pointing finger. Yes, things were moving. He could see small, sleek streamlined vehicles gliding unnaturally across the ground. Great tanks skimmed through the air. Strangely armoured warriors moved among the ruins. Shimmering fields of polychromatic light indicated the presence of something big in the distance, but even as he watched the fields danced and shifted, troubling the eye and making it virtually impossible to see what they concealed. The hair on the back of Kaminski's neck stood on end. In the middle of the enemy line he saw a giant figure clutching a blood-dripping spear. The huge alien thing turned its burning gaze on him and Kaminski's heart almost stopped. He knew that it knew he was looking at it and he sensed its terrifying fury and bloodlust. Kaminksi whispered a prayer to the Emperor, uncertain even whether the Protector could save him from this apparition.

"Fire at will," Strega ordered. Kaminski needed no encouragement. His finger squeezed the trigger. The Battle of Barbarius had begun.

JOHN BLANCHE

THE GAME BACKGROUND

The exact reasons for the Eldar strike against the Imperial world of Barbarius are unknown. Random raids on human worlds by Eldar pirates are not uncommon, but the forces that launched this attack appear to have come from Alaitoc, one of the oldest and most respected of the Eldar craftworlds.

Who knows what provoked the Eldar of Alaitoc to move against a human world? Inquisition sources have speculated that the cause of the raid may be directly traced to the disturbance of certain archaic relics recently discovered on the planet.

A party of Tech-Adepts had broken open the ancient tomb-complex known as the Maze of Kulhucan and removed artefacts that appeared to have been of Eldar origin. Virtually every member of the exploratory party died under mysterious circumstances shortly afterwards. Within weeks civil disturbances had become endemic on Barbarius, necessitating the redeployment of elements of the Fifth Xenophonian Guard army and their supporting Titan legion. These were swiftly joined by warriors of the Ultramarines who put down the uprising with prompt and commendable dispatch.

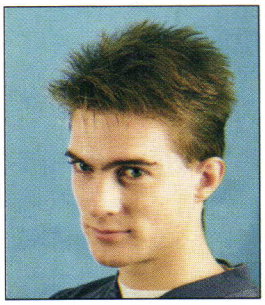
Just as this crisis was averted the Eldar arrived and demanded the return of the artefacts, claiming that they were spiritually dangerous to their human finders. The Imperial governor quite rightly refused to surrender Imperial property to these arrogant interlopers and refused to listen to the words of infidels concerning spiritual dangers. With no provocation the Eldar forces launched an assault on the governor's palace in the capital city of Barbarius Prime, the very place where the Eldar relics were stored. Massive loss of life ensued. Planetary Governor Hildemar Borgen was killed in the line of duty while leading his palace guard against the Eldar. The attack was driven off but heavy losses were incurred.

Reinforcements were rushed to Barbarius Prime in time to counter the second wave of the Eldar attack. This time the aliens had returned in massive force. Only prompt action by Imperial Field Commander Zhukov could save the day.

Since the release of Space Marine and its supplements, we've been playing lots of games at the Studio, some of which have been published in White Dwarf as battle reports. The last game between Mark and Richard pitted the forces of Chaos against an army of Space Marines. Mark usually fights with his own Imperial Guard army, and so when the opportunity arose to use his favourite Space Marine army against a force of Eldar, he jumped at the chance.

Like most of the Space Marine games we've played, this would be a 4,000 point game. The advantage of a game this size over larger point games is that it forces you to choose carefully the troops you really need to get the job done. This poses some interesting tactical problems, and the size of the game means you should be able to complete it over the course of an afternoon or an evening.

THE IMPERIAL GUARD ARMY
(Mark Watts)



An Imperial Guard army is basically made up from large companies along with a range of accompanying support units. Top of my list was an Artillery company – with all those barrage weapons at my disposal I would be able to soften up areas of strong opposition at long range before my ground forces arrived. The great advantage the Imperial Basilisks and siege mortars have over other races' artillery is their high save modifier. On average, half the buildings you hit with these weapons are likely to come crashing down. This factor alone should make your opponent think twice about deploying his infantry in the 'cover' of buildings. Attached to this company were my Deathstrike missiles, which were loaded with multi-barrage warheads. Although the results from these weapons are sometimes a little unpredictable, for a mere 250 points they are a must for any Imperial Guard army. To protect my artillery from fast-moving close combat troops like Eldar jet bikes I bought a detachment of Rough Riders. These would act as a mobile reserve, able to redeploy rapidly to engage any enemy units that got behind my lines.

My next two cards, the Tactical and Heavy companies, would provide the bulk of my considerable number of infantry. As long as I could get the heavy platoons into strong positions with good fields of fire they should be able to just sit tight on first fire and pick off Richard's vehicles if they try to make pop-up attacks. They would also have the job of laying down supporting fire for any attacks I made. The Tactical company alone consisted of thirty stands of infantry, plus the command stands, probably more infantry than the Eldar will be able to field for the whole battle! Despite their Close Assault Factor (CAF) of zero, they should be able to win any small combats simply by ganging up against the enemy stands. As the Tactical company was so large it would be able to soak up a lot of fire before it broke, making it an ideal (and expendable) unit to spearhead my attack. A Sentinel Support card for this company provided them with some speedy mobile forces and an Ogryn Support card toughened up their close combat ability.

What I really needed now was some weight to throw in with all these infantry. If you want weight you can't get heavier than Imperial super-heavy tanks. I decided to take two companies of these. The first would be a company of Storm Hammers, whose four battle cannons and vast array of bolters make them devastating at short range. These tanks would be used to advance alongside the Tactical company or act as mobile fortifications, remaining on first fire orders to hold any objectives I captured. For my other heavy tank company I chose Shadow Swords. These are one of my real favourites. Their awesome volcano cannons, with their high saving throw modifier and low to hit roll inspires an appropriate amount of

DAVE GALLAGHER

fear in any opponent with Titans in his army. No Imperial force would be complete without a Titan and as Neil, one of the 'Eavy Metal miniature painters, had just finished a nice heavily armed Reaver, I opted to include that in my army for an additional bit of mobile firepower.

The only thing my army lacked now was a quick strike force, so I turned to the Space Marines and selected an Ultramarine Scout company supported by three Thunderhawk gunships. With a highly mobile force like this I could snatch objectives or make lightening attacks on any of Richard's weapons or vehicles that might be causing me problems. For each Imperial Guard Company card I selected (excluding the Scouts, as they are classed as Space Marines), I automatically received a free commissar stand with its accompanying Rhino. Not only can you use commissars to take control of any detachments whose command stands are killed, but as they are an exception to the normal Chain of Command rule they can lead attacks while the Company command stands stay safely at the back.

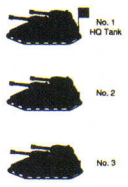
THE IMPERIAL BATTLE PLAN

One of the most important decisions for an Imperial Guard commander lies in the initial deployment of his troops. On the whole, the army is very slow moving and this means that it is very hard to correct any badly deployed units once the game has started. My basic plan was to move all my troops into the best positions for first fire by the end of Turn One. After this, the only units I intended to move were the companies and detachments I had chosen to be responsible for capturing objectives. As most of the Eldar army would be attempting to engage my detachments in close combat, the ones on first fire would have a better chance of killing off their opponents before the hand-to-hand combat took place. Failing this, my numerically greater Tactical infantry would simply attempt to

IMPERIAL GUARD ARMY

IMPERIAL GUARD STORM HAMMER COMPANY

An Imperial Guard Storm Hammer Company consists of 3 Storm Hammers. No. 1 Storm Hammer is also the company HQ tank.



POINTS VALUE 500

IMPERIAL GUARD ROUGH RIDER SQUADRON

An Imperial Guard Rough Rider Squadron consists of 10 Rough Rider stands including a section HQ stand.

POINTS VALUE 150

IMPERIAL GUARD COMMISSAR

For every Imperial Guard company you automatically receive an extra Commissar card for free. Each card entitles you to field a Commissar stand plus its Rhino transport.

POINTS VALUE - FREE!

IMPERIAL GUARD OGRYN PLATOON

An Ogryn Platoon consists of 4 Ogryn troop stands including one Bonehead section HQ.

POINTS VALUE 100

IMPERIAL GUARD TACTICAL COMPANY

An Imperial Guard Tactical Company consists of 1 company HQ unit plus 3 tactical platoons.

Company HQ Unit	+	Tactical Platoon 1	Tactical Platoon 2	Tactical Platoon 3

POINTS VALUE 600

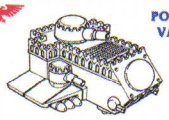
IMPERIAL GUARD SENTINEL SQUADRON

An Imperial Guard Sentinel Squadron consists of 5 Sentinels including a squadron HQ Sentinel.

POINTS VALUE 100

THUNDERHAWK GUNSHIP

POINTS VALUE 50



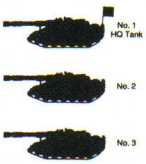
DEATHSTRIKE MISSILE BATTERY

An Imperial Guard Deathstrike Battery consists of 3 Deathstrike launchers, including 1 battery HQ launcher.

POINTS VALUE 250

IMPERIAL GUARD SHADOW SWORD COMPANY

An Imperial Guard Shadow Sword Company consists of 3 Shadow Swords. No. 1 Shadow Sword is also the company HQ tank.

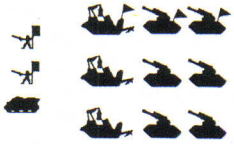


POINTS VALUE 500

IMPERIAL GUARD ARTILLERY COMPANY

An Imperial Guard Artillery Company consists of 1 company HQ unit plus 3 artillery batteries.

Company HQ Unit	+	Battery 1	Battery 2	Battery 3



POINTS VALUE 600

SPACE MARINE SCOUT COMPANY

A Space Marine Scout Company consists of 1 HQ unit plus 3 scout detachments.

HQ UNIT	+	Scout Detachment 1	Scout Detachment 2	Scout Detachment 3

1 Space Marine command stand + 1 Rhino

Each scout detachment consists of 6 Space Marine scout stands.

POINTS VALUE 450

IMPERIAL GUARD HEAVY COMPANY

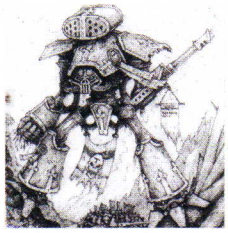
An Imperial Guard Heavy Company consists of 1 company HQ unit plus 3 heavy platoons.

Company HQ Unit	+	Heavy Platoon 1	Heavy Platoon 2	Heavy Platoon 3

POINTS VALUE 600

SPECIAL CARD

REAVER TITAN



POINTS VALUE 500

swamp their opponents and win the combat by weight of numbers.

As I couldn't hope to match the Eldar army for speed, I knew it was likely that they would capture most of the objectives in the first turn, including the ones that appeared to be quite deep into my side of the board. However, I decided not to worry about this too much as I could always re-capture the lightly held ones later, as well as using the Thunderhawk gunships and Ultramarines to snatch any unguarded ones on the other side of the board.

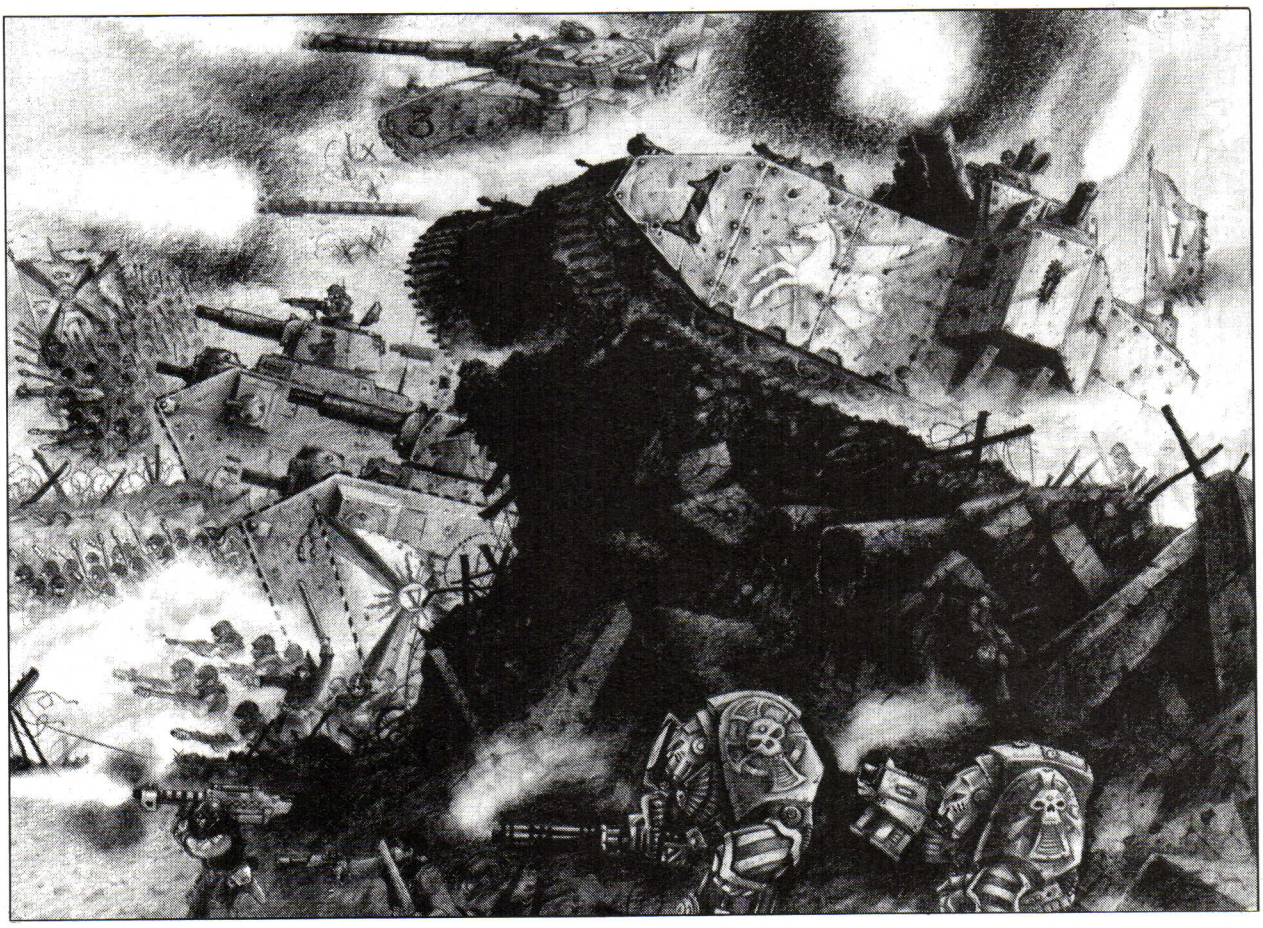
Having won the dice throw for choice of table edge I had to think long and hard about which side I wanted. Although it was tempting to go for the most cover I reasoned that as the Eldar were likely to be doing the attacking I would take the more open side to give my troops a better field of fire. Even though I had the far larger army, I decided to concentrate my forces where I felt the objectives were thickest, and drew up my battle plan accordingly.

I deployed the Artillery company and supporting Rough Riders in the centre (opposite the greatest concentration of buildings) on the very edge of the table in one long line with the Basilisk detachments on either end. By putting the maximum distance between each vehicle (6cm) I would be able to cut down on any losses caused by area effect weapons. By placing them as far back as possible, my artillery could still hit most of the table, while making it impossible for the Eldar jet bikes to reach me in the first turn. It was the task of the Tactical and Storm Hammer companies to capture Objectives 3 and 5, and I placed them to the right of Objective 6. Behind and to the right of these forces, the Deathstrike missiles waited for the order to send their multi-barrage warheads arcing towards the Eldar lines.

I placed one detachment from the Support company into the building containing Objective 6, while another detachment deployed outside in order to charge forward and take control of the building on the hill directly in front of them. The remaining detachment stood at the bottom of the hill on the left, beneath the shadow of the towering Reaver Titan. Although slightly exposed, both the Support detachment and the Reaver had sweeping fields of fire across the centre of the battlefield and around the open ground in front of the Imperial governor's palace. The Sentinels standing by the edge of the marsh were to advance on Objective 7 (with a commissar to lead them) in order to provide me with the few extra victory points that I was sure to need on the first turn.

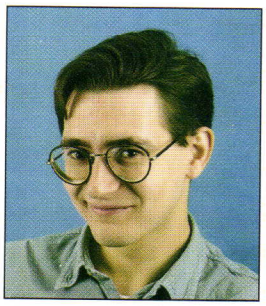
Behind these units sat the monstrous shapes of the Shadow Swords with their awesome volcano cannons. These super-heavy battle tanks would sit on first fire, taking out any armoured Eldar skimmers on pop-up attacks, or, should the event arise, to deliver the killing blow to any Titan that strayed within their range. The Ultramarines in their Thunderhawk gunships were in orbit above the planet waiting for orders from the commander on the battlefield.

This just left me to position my two close combat units, the Ogryns and the Rough Riders. I wanted the hulking Ogryns close to my Tactical infantry when they attacked the palace so that they could deal with any stubborn defenders as well as providing a formidable defence when the Eldar counter-attacked. All I had left to do was place my remaining commissars (that I got free with my Company cards) in positions where the fighting and casualties would be the thickest, to inspire my army should they start to doubt the omnipotence of the Emperor.



JOHN BLANCHE

THE ELDAR WARHOST
(Richard Helliwell)



It's been four months since my last battle with Mark, and once again I have taken up the challenge of a game of Space Marine. This time the fight will be against Imperial forces, with me using the Eldar forces as described in the *Renegades* supplement.

Right from the start, I knew this game would be a major challenge. Mark is well-versed in the use of Imperial Guard – his own Imperial Guard army has been tuned almost to perfection over countless battles, and his basic strategy of holding back and bombarding the hell out an opponent is tirelessly destructive. On the other hand, I'll be fighting with an army quite new to me. The Eldar are an army of awesome power with an array of unusual and deadly weapons, but these new powers must be mastered, tactics need to be changed and fresh strategies formed. This is an army very unlike my Blood Angel Space Marines. The Eldar seem to be a jack-of-all-trades and you must learn to master a combination of tactics in order to defeat your enemy. I practiced some new strategies by fighting a few battles with the Eldar before we played this game, which also gave me the chance to try out all the exotic Eldar weapons and work out which ones would be the most effective against the Imperial Guard.

The first company cards I picked were three Eldar Hosts: the Wind Rider Host, an Eldar Falcon Host and a Guardian Defender Warhost. These were to be the core of my army, and with the Wind Riders and Falcons I planned to attack the flanks of Mark's slow-moving Imperial Guard. I could have taken the Eldar Warhost in place of the Defender Warhost and the Eldar Falcon Host, but for the extra fifty points I decided to take the equivalent of the Warhost but in two separate parts. This allowed me to take an extra Special card, and it gave me the flexibility of transporting infantry stands in the Falcon grav-tanks without having to keep both the Guardians and Falcons together. Later in the game I could split off the Falcons for attacks elsewhere on the board.

With three Company cards I could now take up to three Special cards. I decided to take all three, and chose a Warlock with his potent psychic powers, and the Exarchs with their excellent close combat score and powerful ancient artefact weapons. The last Special card had to be a Titan, and for this battle I chose a Warlock Titan. The psychic attacks are worth the equivalent of a Warlock, and with the Psychic Lance the Warlock is a formidable war machine that can mind-wipe anything beneath its barrage. It should prove to be an excellent weapon against the Imperial Guard infantry and vehicles. The Titan will also be armed with lascannon, missile launcher wings and an Eldar power fist, enhanced by the addition of a battery of Shuriken cannon in the fingers and 'knuckles' which gives it a potent ranged capability as well.

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As the Eldar army is mainly painted in the colours of the Alaitoc craftworld I took the Alaitoc Scouts as a Free card. For my other Free card I chose an Avatar, living embodiment of the Eldar war god Khaela Mensha Khaine – the bloody-handed god.

Because I took the Exarch Special card I had to take at least two Aspect Warrior Support cards. This wasn't much of a restriction as I wanted to take the Dark Reapers anyway to cut down the Imperial Guard before they got into range with their own weapons, as well as the Striking Scorpions – troops the Imperial forces can't match in close combat. To provide the army with some barrage weapons I took one Warp Hunter and two Doomweaver squadrons. For both these vehicles there is always a high chance of their weapons deviating from their chosen targets, but this is no problem when fighting massed formations like Imperial Guard – the templates are more than likely to land on top of one enemy formation or another!

To provide my troops with some added firepower I chose two anti-grav lascannon Support cards. They are quite cheap, and would be able to keep to the back and provide covering fire. For the same reason I took a Deathstalker Prism Cannon, with its added ability to make pop-up attacks. To accompany my troops as they advanced into enemy positions I took the war walkers which can provide both long range fire as well as deadly short range fire with their scatter lasers.

The last two weapons are among my favourites – the vibrocannons which can plough through tanks, buildings and anything else in their way, and the Wave Serpents, which can be used for either of two roles: transporting troops in reasonable safety or in their weapon mode, firing off their shields and laying waste to all in their path.

ALAITOC CRAFTWORLD

DEATHSTALKER PRISM CANNON

Deathstalkers fight independently, so each Deathstalker is a discrete unit.

POINTS VALUE 50

VIBRO-CANNON BATTERY

An Eldar Vibro-cannon battery consists of three Vibro-cannons.

POINTS VALUE 100

SPECIAL CARD
WARLOCK

The Warlock stand is accompanied by its own Falcon grav-tank transport.

M	Save	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.
10cm	–	+2	Shuriken Pistols	25cm	1	5+	0

POINTS VALUE 100

SPECIAL CARD
WARLOCK TITAN

POINTS VALUE 750

DARK REAPER ASPECT WARRIORS

A unit of Dark Reaper Aspect Warriors consists of four Dark Reaper troop stands.

POINTS VALUE 250

STRIKING SCORPION ASPECT WARRIORS

A unit of Striking Scorpion Aspect Warriors consists of four Striking Scorpion troop stands.

POINTS VALUE 150

FREE CARD
ALAITOC SCOUTS

The Alaitoc Scouts are represented by a unit of four Scout stands.

M	Save	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.
10cm	–	+3	Lasgun	50cm	1	4+	0

POINTS VALUE 100

WARP HUNTER SQUADRON

A Warp Hunter squadron consists of two Warp Hunters.

POINTS VALUE 100

DOOMWEAVER SQUADRON

An Eldar Doomweaver squadron consists of two Doomweavers.

POINTS VALUE 150

WAR WALKER SQUADRON

An Eldar War Walker squadron consists of three War Walkers.

POINTS VALUE 150

ELDAR FALCON HOST

An Eldar Falcon Host consists of three detachments, each composed of three Falcon Grav-tanks.

Detachment 1 | Detachment 2 | Detachment 3

POINTS VALUE 450

SPECIAL CARD
EXARCHS

The Exarchs form a command unit consisting of four Exarch stands.

M	Save	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.
20cm	6+	+8	Ancient Artefacts	75cm	2	3+	-1

POINTS VALUE 400

WAVE SERPENT SQUADRON

A Wave Serpent squadron consists of two Wave Serpents. A Wave Serpent can carry two troop stands.

POINTS VALUE 150

ELDAR ANTI-GRAV LASCANNON

An Eldar Anti-grav Lascannon unit consists of three lascannon mounted on anti-grav platforms.

POINTS VALUE 100

DEFENDER WARHOST

A Defender Warhost consists of three units of six Guardian troop stands.

Detachment 1 | Detachment 2 | Detachment 3

POINTS VALUE 450

WIND RIDER HOST

A Wind Rider Host consists of three Jet-bike units and two Vyper Jet-bike units. Each Jet-bike unit consists of five Jet-bike stands, and each Vyper Jet-bike unit consists of five Vyper Jet-bike stands.

Vyper Unit 1 | Vyper Unit 2 | Jet-Bike Unit 1 | Jet-Bike Unit 2 | Jet-Bike Unit 3

POINTS VALUE 650

THE PLAN

I was undaunted after losing the dice roll for table edge, because in this instance both sides were very similar, and although Mark had gone for the side with the hills, this gave me the side with most cover (a much better place for pop-up attacks). The cover would also give me the opportunity to creep forward without becoming an obvious target.

My plan was reasonably simple. I would place the main part of my forces in the shelter of the buildings on the left, with a fast flanking attack force on the far right, to follow the edge of the cover and swoop round into my opponent's left flank.

I placed my main force of long range weapons, the Deathstalker, Doomweavers and Warp Hunters, behind buildings as close to the set-up line as possible (25cm from the table edge). All of these weapons were safe behind the buildings and could either make pop-up attacks or, in the case of Doomweavers, fire indirectly. The lascannons were placed between buildings on the left of the board, where they would be able to cover both the open ground and the hills in Imperial territory. The Dark Reapers waited in the cover of a wood. All of these models began the game with first fire orders.

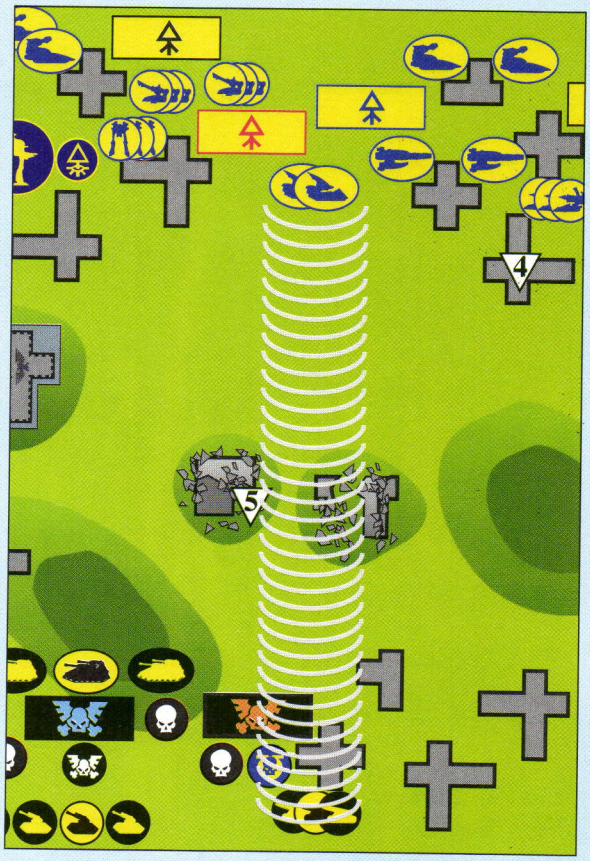
My entire Wind Rider Host were mixed in with the front rank of my main force. It doesn't matter if you put troops like these out in the open on the first turn, because you will always get the chance to race them to cover before the firing begins, even if you don't get the initiative. My plan for these troops was for them to charge forward taking cover around the hill near Objective 5, bringing them into close combat on the second turn.

I planned to occupy the centre of the table with the Titan, and hold Objective 3. From this central position I could blast at the enemy troops as they come over the hills. To provide support and protect the Titan from suicide squads of Space Marines descending in their drop ships to engage it in close combat, I placed the war walker squadron and Warlock close at hand.

The Exarchs, two thirds of my Guardian Defender Warhost and the mighty Avatar would all begin behind the rubble surrounding Objective 2. Their orders were to advance forward to take the objective, and then cut down any troops foolish enough to cross the open ground in front of it.

For my high-speed flanking attack, I intended to use my entire Eldar Falcon Host on the far right of the table, supported by a Vyper jet bike unit. The Striking Scorpions and the remaining third of the Guardian Defender Warhost would be carried aboard the Falcons. These swift units would be able to follow the terrain along this edge of the board and attempt to capture Objectives 7 and 8.

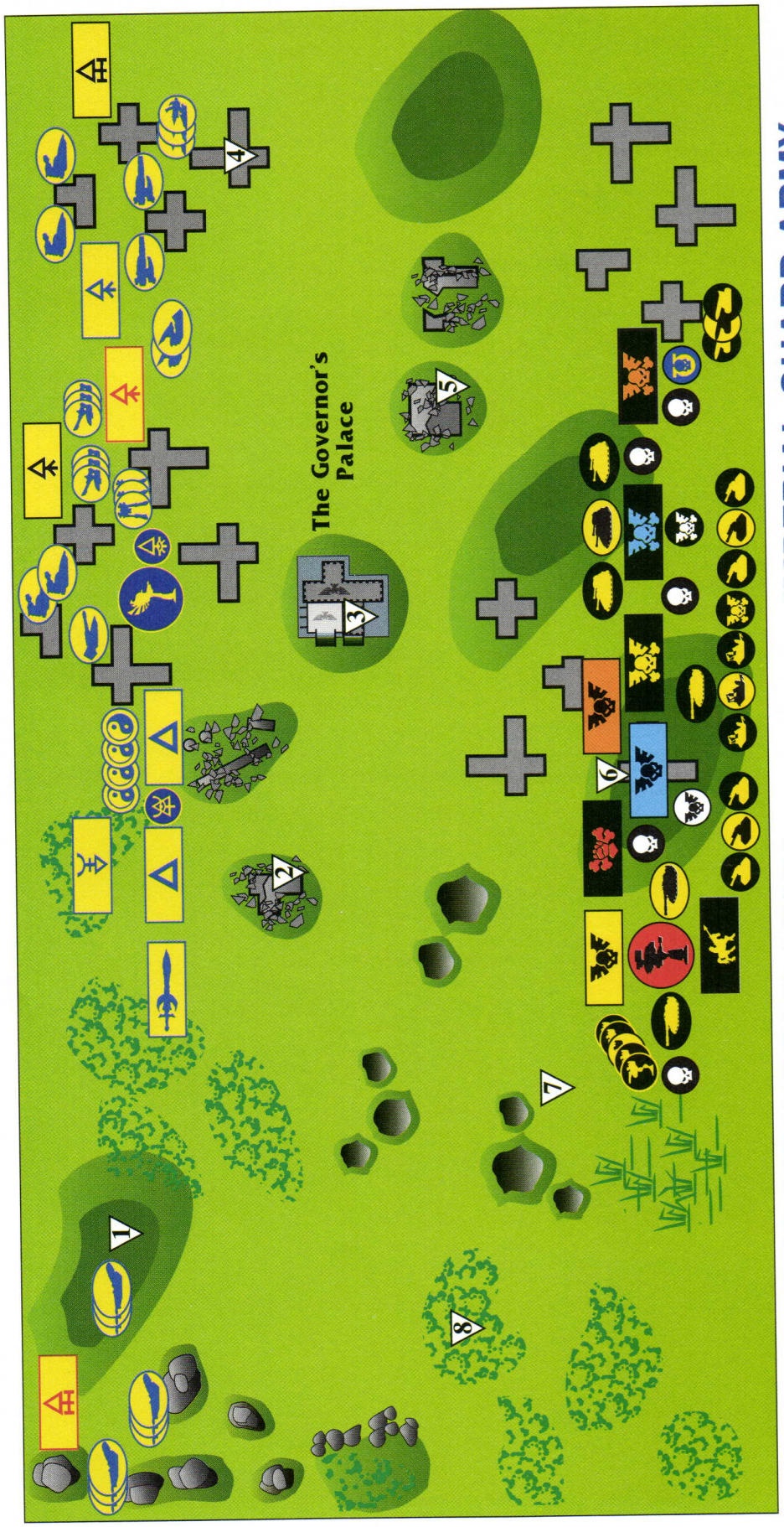
Last of all, I placed the free Eldar Scouts in the woods below Objective 1 where they could progress to firing positions on the edge of the open ground.



ELDAR WAVE SERPENTS

One of the Eldar's strangest and potentially best weapons is the Wave Serpent. This troop-carrying vehicle contains a powerful warp energy generator that forms a protective and impenetrable wall of force that it pushes out ahead of it. Alternatively, the Wave Serpent can forgo the protection of its shield for a turn and opt to use the warp wave as an offensive weapon. As the Wave Serpent fires in the orders phase, before any order counters are placed, it has the potential to cause immense disruption to your enemy's battle plan. With forethought it's possible to guess where your opponent will place his best units (like Titans) enabling you to deploy your Wave Serpents opposite them. With good dice rolls, the wave will hit them before they move and long before they can fire. Any models the wave passes over are pushed aside and may do nothing for the rest of the turn. In addition, the force of the wave will cause a hit on a D6 roll of 4, 5 or 6. Once the Wave Serpents have fired their shields it's best to move them into cover, possibly with some close combat troops around them as protection against vengeful aggressors.

Richard used this ability to good effect in our game when he found his Wave Serpents opposite my Deathstrike missiles. Not only did the resulting waves destroy two of the launchers, but by hitting part of the Tactical detachment in front, he prevented them and the command stands next to them from moving up and taking Objective 5. Luckily for me, a nearby commissar was able to speed over and secure it from the prowling Eldar jet bikes until I could move the infantry up in Turn Two.



IMPERIAL GUARD ARMY

Commissar
Reaver Titan
Ogryns
Shadow Swords
Storm Hammers
Bombards
Basilisks
Deathstrikes
Sentinels
Tactical Company
Rough Riders
Support Company
Ultramarines

ALAITOC CRAFTWORLD ARMY

Avatar
Warlock
Exarch
Falcon
Prism Cannon
War Walker
Lascannon
Vibro-cannon
Wave Serpent
Doom Weaver
Warp Hunter
Dark Reapers
Guardians
Jet Bikes
Vyper Jet Bikes
Striking Scorpions
Scouts
Warlock Titan

ALAITOC CRAFTWORLD ARMY

Avatar
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Warlock Titan

IMPERIAL GUARD ARMY

Commissar
Reaver Titan
Ogryns
Shadow Swords
Storm Hammers
Bombards
Basilisks
Deathstrikes
Sentinels
Tactical Company
Rough Riders
Support Company
Ultramarines

TURN 1

TURN 1: THE REAVER TITAN ADVANCES TOWARDS THE ELDAR GUARDIANS AND EXARCHS.

As the Imperial army rolled into the outskirts of one section of the city, the Eldar force swept down from the encircling mountains and hills towards the other. The Imperial Guard had barely got to their starting positions when a burst of warp energy from the Eldar Wave Serpents crashed into their lines. A Tactical infantry detachment that had been advancing through the streets towards Objective 5 never saw the shimmering wave of force as it lapped over and around a building to their front and crashed down, sweeping five of them aside as it rushed past. Behind them the air was rent by explosions as one of the waves struck the Deathstrike missile detachment, destroying two of them before it finally dissipated.

Their impenetrable shields temporarily gone, the Wave Serpents withdrew to the shelter of a building on their left. Dropping down from their position in low orbit two Thunderhawk gunships streaked over the battlefield towards the Eldar lines. With the precision that only years of training can achieve the gunships landed directly behind the Wave Serpents and a squadron of Doomweavers, sending the Ultramarine Scouts charging into combat. The following fight was short but bloody, and although all the Eldar vehicles were destroyed, the Scouts' casualties were higher than expected.

The Eldar Wind Host took to the air like a vast swarm of angry wasps as three units of jet bikes and one unit of Vypers sped across the open ground past Objective 4 and behind the cover of the hill beyond. One unit of jet bikes separated from the main body and dived in low towards the ruins of Objective 5.

As the skimmers approached, Commissar Volga leapt from his Rhino and dashed into cover amidst the ruins around the objective. As he ran, he squeezed off a burst of bolter fire that sent a jet bike spinning down to the ground in flames.

The remaining unit of Vyper jet bikes that had been deployed on the other flank by Objective 1 skimmed over the treetops before disappearing behind the woods on the Imperial side of the battlefield. Rising up from behind the hill with them, the Eldar Falcon Host moved towards their planned objectives. As one detachment of Falcons landed behind Objective 8, their hatches cracked open and the Striking Scorpions leaped out, scuttling forward into the cover of the trees. The other detachments of Falcons both peeled off and dropped out of sight of the Imperial army behind the woods in front of Objective 1.

In the centre, the Avatar stormed forward towards the ruins with his honour guard of Exarchs and two detachments of Guardians following in his wake. Towering above the battlefield, the Warlock Titan strode forward as the war walkers darted nimbly between its legs and sought out the protection afforded by the thick palace walls. The only other Eldar movement came from the anti-grav las and vibrocannon batteries as their crews guided them between the buildings and began setting their targeters on the distant Imperial forces.

On the Imperial right, with half of the Tactical detachment still stunned from the Wave Serpent attack, the remaining squads dashed forward to join Commissar Volga amidst the ruins around Objective 5. With a deafening rumble of engines the massive armour-clad forms of the Storm Hammers crested the hill, their turrets swinging round to bring their battle cannon to bear on the Eldar.

In the dark shadows of the towering Storm Hammers yet another detachment of Tactical infantry charged out from the buildings towards the palace. Hoisting their lascannons onto their shoulders a detachment of Support infantry sprinted for the cover of the central buildings. Hot on their heels, the Ogryns led by Commissar Barak occupied the adjacent building. With the Sentinels skirting the edge of the marsh and securing Objective 7 on its left flank, the Reaver Titan strode forward towards the craters in order to get a line of sight on the shimmering form of the Warlock Titan.

Shuddering from the massive recoil of their high explosive shells, the Imperial Basilisks began to rain death upon the Eldar Guardians in an attempt to dislodge them from the ruins. The Eldar barely had time to take cover before the screeching shells rained down on their position blasting two Guardian squads and an Exarch from the rubble. The spirit of battle now began to flow through their blood as the surviving Exarchs poured fire into the Reaver Titan. With a blinding flare the energy beams took down one void shield after another, stripping the Titan of its protection. Taking advantage of this situation the Dark Reapers in the woods fired their missile launchers only to see their shots ricochet off the Titan's armour.

Vulnerable without its shields, the Reaver began to attract more fire. A shot from a distant Prism Cannon slammed into the Titan's leg, weakening its armour and causing extensive damage. The Warlock Karhedron tried to use a Pyschic Lock to immobilise the Titan, but its size and complexity defeated him. A shot from the Warlocks accompanying the Falcon grav-tank met with similar failure.

An Imperial Support detachment in the building overlooking Objective 6 fired a hail of shots at the Eldar Titan but the deadly beams failed to find their target amongst the confusing multi-coloured shards of the Warlock Titan's holo-field. The awesome Titan returned fire on its aggressors with its wing missile launcher and succeeded in bringing the building crashing down, crushing all the troops inside it. The Warlock Titan's awesome psycannon and power fist Shuriken cannon

TURN 1: TACTICAL INFANTRY ACCOMPANIED BY A COMPANY OF STORM HAMMERS REACH THE CREST OF THE HILL.

TURN 1: THE WARLOCK TITAN AND AVATAR MOVE FORWARD UNDER COVER OF THE BUILDINGS.

only managed to kill a couple of Tactical infantry squads, although its wing-mounted lascannon managed to hit the exposed Reaver in its other leg, fusing the joints together and crippling it further.

In reply, crimson beams stabbed out from the Reaver's turbo lasers but only succeeded in incinerating some trees and raining flaming foliage on the Dark Reapers. The Gatling Blaster was equally unsuccessful at gunning down the few remaining Guardians in the ruins. The carapace-mounted warp missile sped towards the Warlock Titan but passed harmlessly through its holo-fields to explode in the distance.

The incoming fire against the Eldar in the ruins intensified as the shells from the other detachments of Basilisks and Bombards were joined by the lascannons of a Support detachment and two Shadow Swords, whose volcano cannons vapourised brick and flesh with equal ease. The ruins around Objective 2 became strewn with dead and dying Guardians as the ceaseless torrent of fire stripped away what little cover remained.

Rising slowly above the battlefield the Eldar Warp Hunters searched for a suitable target and began to bring their powerful weapons to bear on the Imperial line. With a great scream the air split open as a whirling black warp hole appeared amongst the massed Tactical infantry and Storm Hammers on the hill opposite. Despite its huge bulk, the command Storm Hammer was unable to escape the yawning abyss that opened up in front of it, and with a squealing of locked tracks it was slowly dragged forward. As suddenly as it had appeared the warp hole vanished, taking the super-heavy battle tank with it and leaving behind a few scattered infantry.

A rising howl preceded the opening of another warp hole further down the battle line, but apart from knocking a few men to the ground and giving the Tactical detachment reason to thank the Emperor it had little effect. Before the Warp Hunters could sink back down behind the buildings, one was engulfed by a massive explosion that sent burning debris raining down into the streets below, the volcano cannon from the Shadow Sword on the hill barking its defiant reply.

More trouble loomed for the Storm Hammers and Tactical infantry as the sunlight glittered off the mono-filament wire thread cast by the Doomweavers. As the thread slowly floated down panic broke out as infantrymen scrabbled to avoid the deadly webs. One of the Storm Hammers remained undamaged as the thread sliced only partly into its thick armour, but the Tactical detachment commander was flayed alive by the descending web. The anti-grav lascannons unleashed a flickering storm of laser beams which blazed around the other Storm Hammer, scoring a succession of hits on its armoured hull as well as striking down one infantry squad. Some shots bounced off, but at least one found a weak spot, setting off a series of explosions that crumpled the giant vehicle like a child's toy.

TURN 1 VICTORY POINTS TOTAL

IMPERIAL GUARD: 20

ELDAR: 33

TURN 1: THE ULTRAMARINE SCOUTS OVERWHELM THE WAVE SERPENTS AND DOOMWEAVERS.

TURN 2

Knowing the Eldar Wind Host on their right flank was poised to strike, the order went out to protect the Imperial artillery and super-heavy battle tanks from any surprise attacks. Spurring their mounts into action, the Rough Riders raced across to form a protective screen around the closest detachment of Basilisks. Ultramarine Scout Commander Douval and Commissar Varl prepared to sell their lives dearly protecting the last Deathstrike launcher. As a unit of jet bikes skimmed in low, their Shuriken cannon kicked up gouts of earth around the feet of the Ultramarine commander. His own return fire failed to find any victims, as the Eldar skilfully dodged and weaved out of the way. Likewise the Artillery HQ drew in close around the Bombards in order to fend off any further jet bike attacks.

Two more units of jet bikes screamed out of the sky and dived down to engage the Tactical detachment that had moved up into the ruins containing Objective 5. The hopelessly outclassed infantry fell like wheat before the Eldar scythe as the riders gunned down their opponents. Unbowed amongst the massacre stood the stalwart figure of Commissar Volga. With controlled bursts of bolter fire he dispatched two bikers before neatly sidestepping and decapitating another with his chainsword as it sped past. Inspired by his heroic example, the surviving Tactical infantry leaped up from their cover and began firing back at the bikers, bringing down two more.

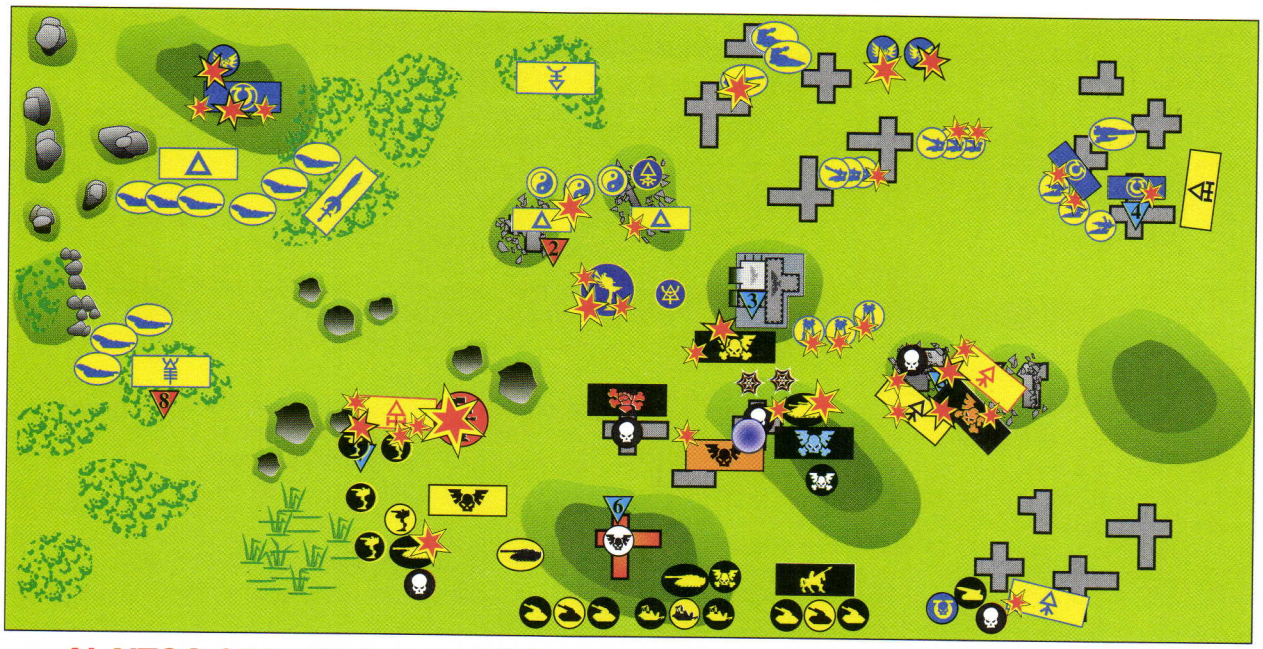
Having set down their squads, the Thunderhawk gunships flew off to look for suitable targets to strafe further along the Eldar line. Half the disembarked Ultramarine Scouts stormed forward into the building containing Objective 4 while the others engaged the anti-grav vibrocannons outside. The building was taken without resistance, but the Eldar gun crew fought back furiously, killing one squad of the Scouts before two of the vibrocannon were destroyed.

Seeing the gunships hurtling towards them, the crew of the anti-grav lascannon spun their weapons to bear on the rapidly looming forms. Before they could fire, one of the gunships opened up with its rockets and battlecannon, blowing two of them to pieces, while its bolter shells harmlessly tore up the ground behind the last Doomweaver squadron. The remaining lascannons locked onto their targets and both gunships exploded in mid-air as the laser beams cut through their lightly armoured sides.

On the other side of the battlefield, the last Thunderhawk gunship streaked across the sky, landing on the hill and capturing the unguarded Objective 1. The Ultramarine Scouts spilled down from the access ramps as soon as the gunship touched down and took up defensive positions on the hilltop.

As the gunship passed overhead the Falcon detachment carrying the Guardians raced after them. When the Falcons landed, their lascannons provided covering fire for the Guardians as they joined in the attempt to clear the Scouts from the objective. Nearly invisible in their cameleoline coats, the Alaitoc Scouts lying concealed in the wood at the foot of the hill began picking off the surviving Ultramarine Scouts. Under this accurate and relentless fire the Space Marines were virtually wiped out with only one stand left by the end of the game.

On the Imperial right, the Vypers behind the hill broke off and hurtled back towards Objective 4 in an attempt to dislodge the Ultramarine Scouts in the building. Guiding their sleek skimmers in close, the gunners let loose a hail of fire from their Shuriken cannons, blasting out windows and riddling the walls but failing to inflict any casualties.



ALAITOC CRAFTWORLD ARMY

Avatar
Warlock
Exarch
Falcon
Prism Cannon
War Walker
Lascannon
Vibro-cannon
Wave Serpent
Doom Weaver
Warp Hunter
Dark Reapers
Guardians
Jet Bikes
Vyper Jet Bikes
Striking Scorpions
Scouts
Warlock Titan

IMPERIAL GUARD ARMY

Commissar
Reaver Titan
Ogryns
Shadow Swords
Storm Hammers
Bombards
Basilisks
Deathstrikes
Sentinels
Tactical Company
Rough Riders
Support Company
Ultramarines

Once again, the Doomweavers cast their deadly webs against the last Storm Hammer and the remaining Tactical infantry positioned on the hill. Fate intervened and the Imperial force was saved from further casualties by a blast of wind which caught the cruel gossamer strands and blew them away from the Imperial line. The war walkers strode out from behind the palace, intending to gun down the Tactical infantry as they crossed the open ground. To ensure their survival, the Exarchs poured fire into the surviving Storm Hammer in an attempt to knock it out before it could annihilate the fragile walkers. Despite the fact that five shots crashed against its plated hull, they all failed to penetrate the battletank's thick armour.

As the Storm Hammer's guns began to swing round to bear on the war walkers, the Warlock Karhedron quickly summoned up an Eldritch Storm that hurled the super-heavy battletank to one side. A beam of utter darkness flashed from the last hovering Prism Cannon and punched through the tank's armour, causing a series of internal explosions that left the Storm Hammer a blackened wreck. Yet again a Shadow Sword's gun crew spotted the Eldar skimmer before it could drop back behind the building and an accurate shot from its volcano cannon blew the Prism Cannon out of the sky. The Warlocks' Falcon made a pop-up attack, snapping off a shot at one of the Shadow Swords but failed to hit it.

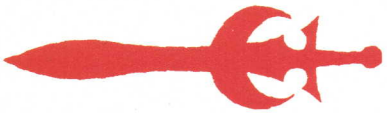
Once again the Imperial Artillery company opened up, this time switching their fire to the Warlock Titan. Repeated barrages from the two Basilisk detachments crashed around the towering giant. This time the Eldar Titan's sophisticated holo-fields were no protection and it was caught by the thundering rain of high explosive shells. In a shower of sparks its right wing was blown off and sent spinning across the battlefield. Its holo-field generators destroyed, the Warlock Titan's form suddenly coalesced into a clear and solid shape.

In response, every available Imperial weapon turned to face this vulnerable new target. Just as the two Shadow Swords on the Imperial left opened fire, the one nearest the marsh was destroyed by a series of pop-up attacks from the Falcons around Objective 8. One of the shots from the Shadow Swords' volcano cannons passed harmlessly between the Warlock Titan's legs while the other scored a direct hit on the reactor. The impact of the shot cracked and buckled the armour plating, but miraculously did no other damage.

With the walls of the building recently pock-marked by a series of near misses from the Dark Reapers in the wood, the Support detachment added the hefty weight of fire from their lascannons to the attack on the Eldar Titan. Those unable to see the Titan clearly fired on the war walkers sending two of them toppling to the ground in sheets of flame. Five shots struck home on the Titan, hitting both of its arm weapons, but yet again the Titan's heavy armour prevented any damage.

Limping forward, the Reaver Titan's Gatling blaster stitched a line of smoking holes across the Warlock Titan's right hand side, shattering vital components and causing its power fist to seize up. Ravening beams lanced out from the turbo laser and punched through Warlock Titan's head, damaging the delicate infinity circuits.

Swarming out from behind the woods a unit of Vyper jet bikes flew past Objective 7 and engaged two Imperial Sentinels while the others rose up to attack the Reaver. The Titan swatted two of the bikes out of the sky like insects but the third managed to hit the reactor causing a temporary shut down. The Vypers destroyed both the Sentinels but a hail of fire from the unengaged survivors blew the bikes from the sky.



Battered but still standing, the Warlock Titan placed a *Doom* on the Reaver as it brought its remaining weapons to bear. The wing lascannons stabbed out, striking the Imperial Titan but glanced off its armour without causing any damage. The Psychic Lance sang as a burst of energy exploded in the bridge of the Imperial Titan wiping the brains of the crew completely clean. With an ominous groan the Reaver swayed and then pitched forward, crashing head first into the ground. With its remaining wing-mounted weapon the Warlock barraged the Tactical detachment scurrying across the open ground towards the palace, leaving a smoking hole where two squads had stood.

Eager for revenge, the Support infantry by the marsh concentrated their heavy weapon fire on the Warlock Titan. Once more, the Titan's armour saved it from the vast amount of shots but two managed to penetrate the already weakened plates of the reactor, causing it to overload. For what seemed like an eternity the Titan's autosystems struggled to prevent a meltdown and eventually managed to bring the damaged reactor back under control.

Once again the form of a Warp Hunter appeared above the buildings, signalling the appearance of another warp hole. This time it burst into existence within the walls of the building on the hill. As the fabric of reality was torn apart, the fragile structure collapsed in on itself, killing the occupants instantly.

Amid the burning battle tanks and Doomweaver webs that littered the hillside the remnants of the Tactical detachment advanced down the slope, picking off the last war walker as they went.

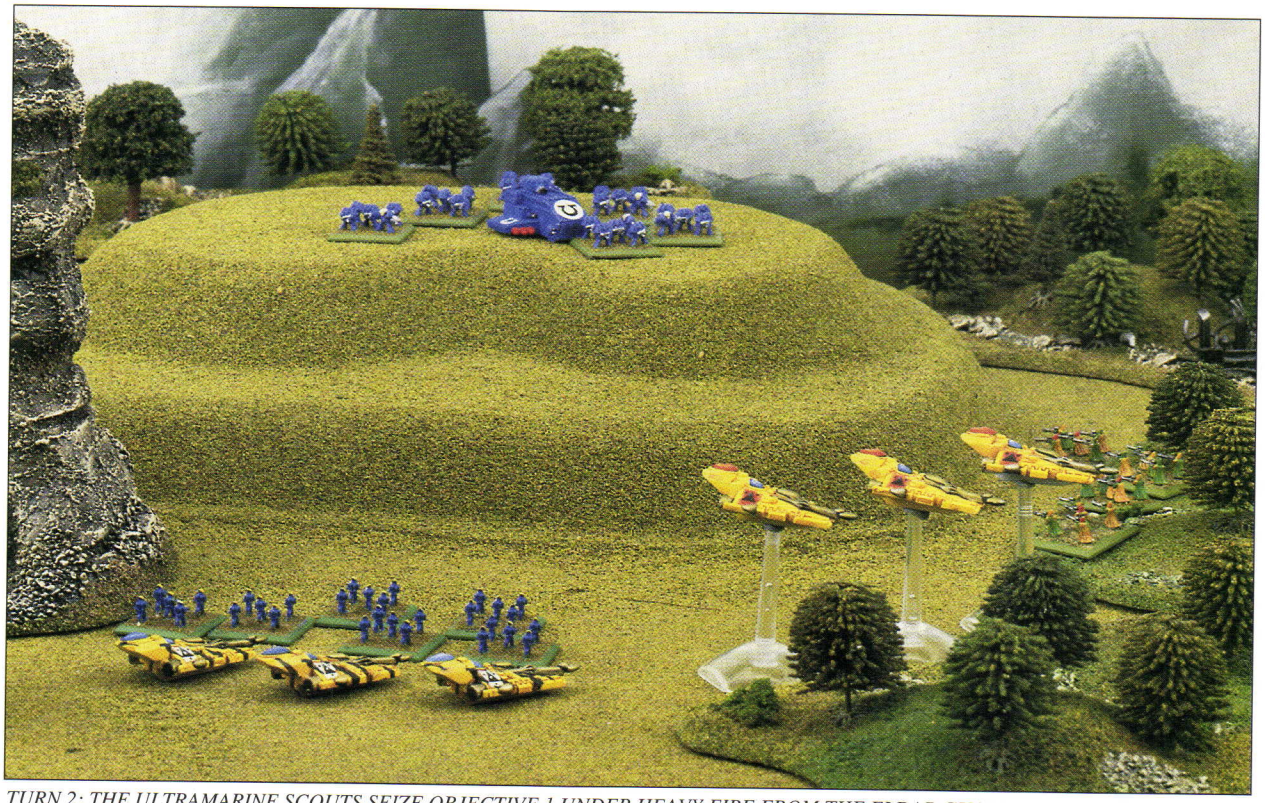
Another shell from the Imperial bombards burst among the ruins around Objective 2, blowing apart an Exarch and a Guardian squad. The Guardians' return fire killed one of the exposed Tactical infantry squads in front of the palace. Howling out his frustration at not being able to reach his foe, the Avatar hurled his spear, scattering another squad. As the weapon returned to his hand, the Avatar screeched in fury as he heard the psychic message from the Warlocks ordering the retreat.

TURN 2 VICTORY POINTS TOTAL

IMPERIAL GUARD: 56

ELDAR: 26

TURN 2: THE IMPERIAL FORCES ADVANCE IN THE CENTRE, AS THE ELDAR RUSH OUT TO MEET THEM.



TURN 2: THE ULTRAMARINE SCOUTS SEIZE OBJECTIVE 1 UNDER HEAVY FIRE FROM THE ELDAR GUARDIANS AND SCOUTS.

CONCLUSIONS

THE IMPERIAL DEBRIEFING

Despite the seemingly large difference in victory point totals, the battle was a lot closer than it seems at first glance. All three of my Infantry companies were close to being broken and I would only have needed to lose one more Shadow Sword to lose my last heavy tank company as well.

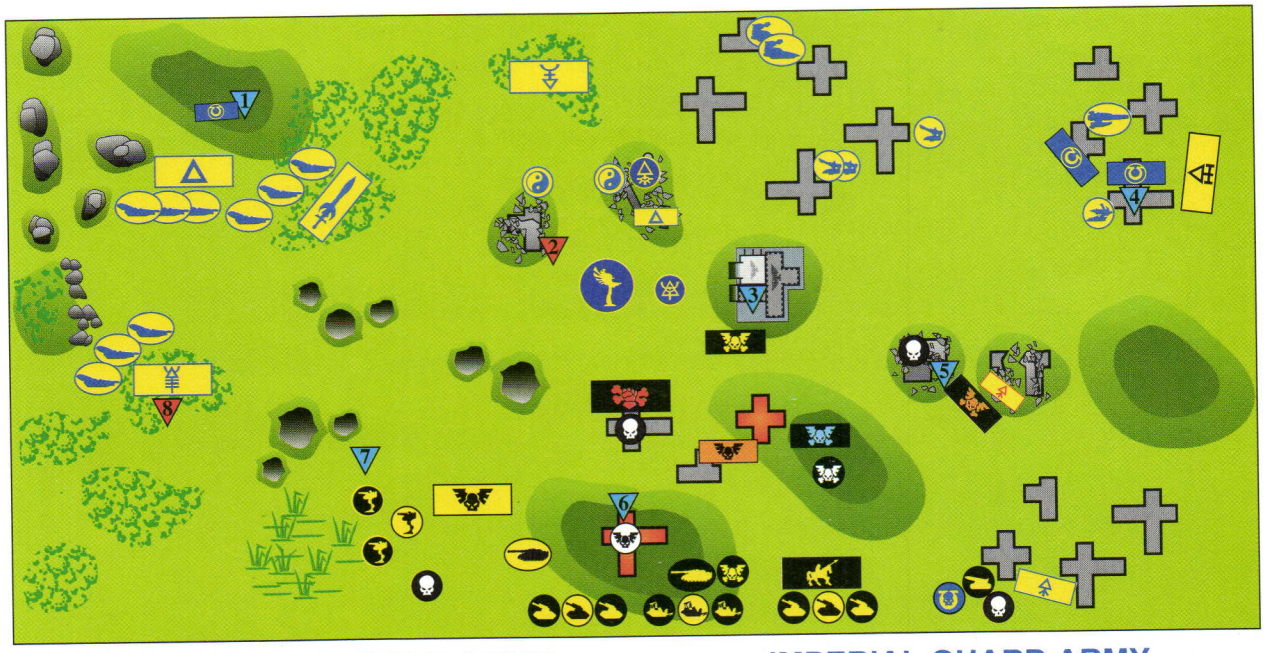
One of the most important things when you play Space Marine is to stick to your original battle plan – maintenance of aim. Several times during the course of the game I resisted the temptation to deviate from my planned strategy and in the end I believe this paid off.

Losing the initiative in the second turn right when I needed it most was a bit of a blow, as I was forced to complete my movement with the Wind Host waiting on my flanks to pounce on any unprotected units. Luckily, having played Imperial Guard before, I was well used to playing opponents with faster-moving troops than myself (be they Space Marines in Thunderhawk gunships or Eldar with jet bikes). As a result I had planned for this sort of situation, and had held my Rough Riders back as a sort of mobile reserve to protect my artillery from surprise attacks. By using these and the command stands and Rhino from the Artillery company I was able to protect the vehicles that were within striking distance of Richard's jet bikes. This enabled them to continue firing throughout the second turn and very nearly brought about the downfall of the Warlock Titan.

As my Tactical company had the ability to sustain a lot of casualties, and because I considered them my most expendable unit, they had been set the task of pushing forward and capturing Objectives 3 and 5. Despite their high losses they succeeded in taking the objectives and still remained unbroken by the end of the battle (not by much, though). The Support company was unlucky to suffer such high losses (mainly due to the two barrages that hit the buildings they were in) but still performed their part exactly as planned, laying down plenty of firepower just where I needed it most.

My only two major disappointments – the first I was unable to actually do anything about – was the Deathstrike missile launchers being destroyed before the game really started and before they could launch their missiles. Being armed with multi-barrage warheads they could have caused untold damage amongst the Wind Host or the Warlock Titan with their -2 save modifier. Obviously this was exactly the result Richard was playing for, so I take my hat off to him and look forward to my chance of revenge. The second was that the Ogryns never managed to get into combat. With the exception of engaging the Avatar (which would have meant crossing the open ground in full view of the enemy) none of the Eldar came close enough for me to let loose my elite combat troops.

I tend not to use Sentinels very much in my own army but after their sterling performance in this battle I may decide to reconsider my previous judgement. The commissars, particularly Commissar Volga who was singlehandly responsible for holding onto Objective 5, did a great job, and had the advantage of being completely free!



ALAITOC CRAFTWORLD ARMY

Avatar
Warlock
Exarch
Falcon
Prism Cannon
War Walker
Lascannon
Vibro-cannon
Wave Serpent
Doom Weaver
Warp Hunter
Dark Reapers
Guardians
Jet Bikes
Vyper Jet Bikes
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Warlock Titan

IMPERIAL GUARD ARMY

Commissar
Reaver Titan
Ogryns
Shadow Swords
Storm Hammers
Bombards
Basilisks
Deathstrikes
Sentinels
Tactical Company
Rough Riders
Support Company
Ultramarines

The real ace in the hole of my army, and the one I looked forward to using most, was the Thunderhawk gunships and the Ultramarine Scouts (mainly because it would make a nice change from having them used against me). Although I had originally planned to save them until later on in the battle I committed two of them in the first turn. As it turned out, this was extremely fortuitous, what with my losing the initiative and the game ending in the second turn. The idea was that not only would I get rid of a Doomweaver and a Wave Serpent squadron (especially the Wave Serpents, after what they did to my Deathstrikes) but it would force Richard to bring back some of his bikes or face losing more vehicles and Objective 4. In the second turn I nearly landed the last gunship on my side of the board to protect an objective or my artillery but sticking to my battle plan I decided to take Objective 1 and go for broke.

Likewise, the Shadow Swords fulfilled their role admirably, using their volcano cannons' long range punching power to shoot down the Eldar vehicles making pop-up attacks, and were incredibly unlucky not to get the Eldar Titan. The Storm Hammers' fearsome reputation proved to be their bane, as they came under such intense fire that one way or another they failed to fire a single shot all battle.

The Reaver Titan worked well enough. Although slightly outgunned and a little unlucky it nearly proved more than a match for the Warlock Titan. The important thing to realise about the Reaver and the Storm Hammers is that although the weapons they carried failed to make a great impact on the battle the amount of fire they attracted and absorbed was considerable. Without them I could well have lost the battle as the Eldar would probably have been free to concentrate their fire on my artillery and infantry instead.

ELDAR DEBRIEFING

At the start of the battle, when the screen we use to hide our set-up was removed, I was overjoyed to see one of the greatest threats to my army, the Deathstrike missiles, directly in front of my Wave Serpents, the one thing that could stop them before launch. This was the beginning of what started to look like an excellent first turn. I gained the initiative, the Deathstrike missiles were crippled and the Reaver Titan's shields were ripped away in a series of shots from my Exarchs.

However, exposed as it was, the Titan just stood there and took the punishment. Perhaps this was the first sign of my plan crumbling. Titans can be scary things, especially when they are pointing great big warp missiles at you. Looking back, I now realise that I became obsessed with destroying the Titan

TURN 2: VICIOUS HAND-TO-HAND FIGHTING ERUPTS AROUND OBJECTIVE 5.

early on in the battle. I had longed to see it crashing to the ground, and the fact that I had wiped out its shields lulled me into thinking its time had come and I was to be its nemesis. The Titan became a stumbling block to my plans; I wasted far too much energy blasting away at it. If the Titan had come toppling down at the start of the game when it was fated to, then my firepower could have been diverted to where it was badly needed, sorting out the heavy tanks and the Support infantry.

On my flanks both the jet bikes and Falcon grav-tanks took up excellent positions and I was very happy to swoop down from my advantage points onto the waiting enemy. Against the infantry the jet bikes did very well but ran out of luck when they came up against the commissar. As expected, the Rough Riders fled from my jet bike attack to protect the artillery making it almost impossible for me to target the artillery next. The Rough Riders will be high on my list for a heavy barrage the next time we play.

During the battle something was made quite clear to me – I needed some troops to act as a defence force against the swarm of drop ships. If I were playing the game again I would do two things differently. Firstly, I would leave a number of jet bikes behind my lines to protect the artillery vehicles vulnerable to drop ships, and secondly, I would have fewer vulnerable artillery pieces and a lot more troops and jet bikes.

By the end of the game, my plans had come crashing to the ground. A gamble to attack the Scouts holed up in the building with Objective 4, which would have given me a chance to break the Scout company and regain the objective, came to ruins when not one of shots against the two stands in the building hit. This last ditch scrabble to regain victory points came too late. I should have targeted getting the objectives far more and although I find this a bit gamey, I should have kept notes on which Imperial companies were about to break and then concentrated on them. With the full attention of my weapons brought to bear I would have broken the companies and had a chance to send them into retreat.

The things I enjoyed the most about the Eldar army are the unusual weapons with the ability to make pop-up attacks, as these can cause great annoyance to the enemy. The weapons are strange and new and do take a while to get used to. I think each one has its own role to fulfill. Some are almost useless against certain opponents while they are brilliant against others.

For example, the Warp Hunters have a wide range of scatter. This could mean a Warp Hunter template going up to 24cm off course. If you're fighting an Ork or an Imperial Guard army this is not a problem as you are bound to hit something in such a huge mass. Obviously, against a less numerous foe their effectiveness will be reduced - any Eldar player worth his salt has to learn these things early on and find the best weapons to use against different foes.

These unusual weapons are fairly cheap in points and flexible in the numbers you can buy. This means you can tailor your specialist weapons to be appropriate for each new opponent – and that's something other players would sell their grandmothers for.

Well, it's back to my Wraithbone chamber for me to contemplate my loss and Mark's well-won victory, and to think about our next battle and my next victory.

MARK GIBBONS

SPACE MARINE

ALAITOC CRAFTWORLD VS THE BLOOD ANGELS

AN EPIC BATTLE REPORT BY ANDY CHAMBERS & JERVIS JOHNSON

When Jervis and I started putting together armies for Space Marine, it seemed a natural progression to take the forces we'd already painted in 28mm and create Epic armies using the same colour schemes. These armies would also provide the opportunity for us to continue our bitter battles between the forces of the Alaitoc Craftworld and the Blood Angels Space Marines. For those of you who missed it, our last battle report in WD 141 detailed the narrow defeat of Jervis' Alaitoc forces by the Blood Angels under my command.

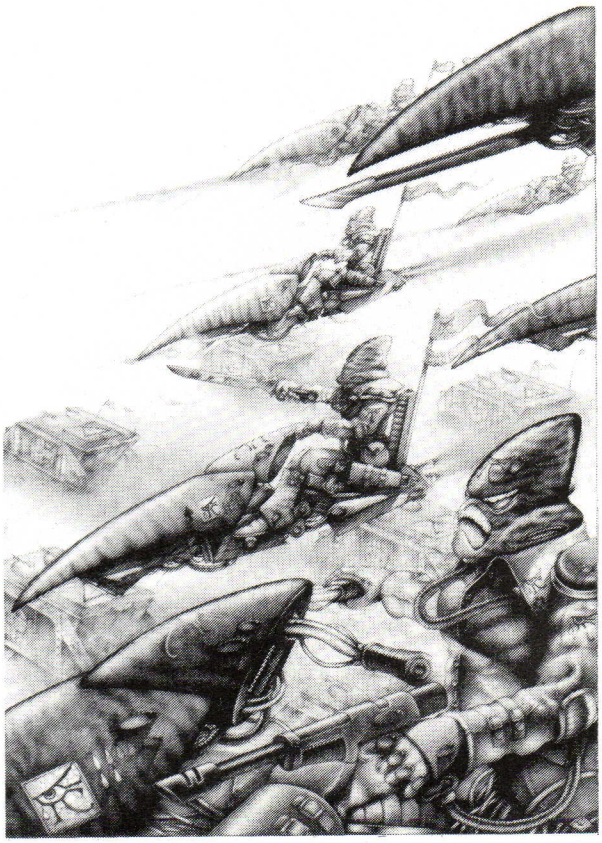
With the arrival of the new, improved Space Marine rules, Jervis and I both jumped at the chance to escalate our struggles on the Warhammer 40,000 battlefield up to the maximum mayhem quotient of Epic scale!

We wanted to make this a truly apocalyptic struggle so we decided to play the game with 6000 points a side. This comprised the entirety of Jervis' Alaitoc force and almost all of the Blood Angels. Under the new rules, Space Marine games are played until one player gains a preset number of points and achieves victory. Points are awarded for controlling objectives and breaking enemy units. In this game we would be playing to 55 victory points.

Once again we played the game here at the studio on one of our 8' x 4' tables, setting up the terrain using the random system included in Space Marine. The game itself took a full day to play to its conclusion and was a challenging one for both us, if only because of the mammoth forces we had to control.

In the battle Jervis used several of the new and exciting models that have been developed for the Eldar. Over the last few weeks, we've both been feverishly working on rules for these and we were eager to try them out. These new models consisted of an Eldar Avatar, the living embodiment of the shattered Eldar war god Kaela Mensha Khaine; two Warp Hunters, large grav-tanks built around huge distortion cannon and able to tear a gaping hole in the fabric of reality; a pair of Wave Serpents, special Eldar assault carriers which create a rippling bow-wave of energy that can be used both for protection or as a weapon and finally two Prism Cannon, which concentrate and intensify the power of several smaller units such as lascannon into a single, devastating blast.

As in previous battle reports, we used a polaroid camera to take pictures throughout the game and kept notes on the moves and casualties for later reference. I then used these to re-shoot the photos for this article with proper lighting and cameras. Unlike previous battle reports, we've written up the events of the battle from a neutral standpoint, confining our own commentaries to the sections on planning, deployment and our post-battle conclusions.



WAYNE ENGLAND

JOHN BLANCHE

THE ELDAR PLAN

(JERVIS JOHNSON)

As we were playing a 6,000 point game my choice of which units to take was simple – I've only got a 6,000 point Eldar army so I took the lot! Now all I had to do was come up with my master plan...

After winning the deployment dice roll, I was presented with my first tactical decision: which table edge should I choose for my set-up? The most obvious edge to take was the top one. This half of the table contained five objectives and had plenty of cover. However, a large proportion of my force (the Jet Bikes, Vypers and Aspect Warriors) are at their best in close combat. My favourite tactic for these troops is to move them into dense terrain in the opponent's half of the table, from where they can employ their 'hit and run' close combat attacks without being gunned down as they move about.

With this in mind, I wanted to try and move them into the top-right quarter of the table, where the thick woods and large buildings would provide them with excellent cover. This would also and block off most of Andy's lines of sight, cutting down the amount of incoming fire they would take. Therefore I plumped for the bottom edge of the table as my set-up zone.

For the reasons described above, I planned to use the Jet Bikes and Aspect Warriors on the right flank while the rest of my army would go in on my left where the more open terrain would suit their style of fighting.

When formulating your plan, it is vitally important to pick out which objectives you want to try and capture. Doing this in advance makes it easier to decide how best use your forces to achieve your ends. In order to win the game you really need to capture at least five objectives and probably six. Don't go for all eight – you'll just stretch yourself too thin and get gunned down early in the game. I usually pick five 'primary' objectives that I'll attempt to capture and hold at all costs, plus one or two 'secondary' objectives that I'll have go at if the circumstances are right.

I decided to place the Phantom and Wraithguard on the extreme left, where they could advance and capture objective 8. The War Host would capture objective 5 and then dismount to occupy the nearby buildings and woods. These forces would be supported by the bulk of my other 'long range' specialists – Tempests, Prism Cannon Guardians and Warp Hunters – plus the Harlequins, mounted in the new Wave Serpents. Most of these troops would be used to enter a firefight with whatever forces Andy had in the area, hopefully blowing enough of them away so that my Harlequins would easily capture objective 6 once they reached it.

I placed my Vypers towards the centre of my line. From here they could charge quickly into the woods on Andy's side of the table (capturing objective 3 in the process), or be redirected to my right or left flanks if needed. I also placed a Warlock and some Lascannon here, to provide a bit of long range firepower in the centre of the table.

The Aspect Warriors were placed behind the buildings on the right, along with all my Vibro-cannon and a small group of dismounted Guardians. The Guardians would be used to hold objective 1, while the Vibro-cannon would provide supporting fire and make Andy think twice about occupying any of the buildings around objective 2. I then planned to use the Aspect Warriors to work their way forwards through the woods and capture objective 2. Once this was safely in my hands, the Aspect Warriors would swing left and try to capture objective 3 if the Jet Bikes had not already done so.

My plan was now complete. I had five 'primary' objectives (counters 8, 6, 5, 1, 2) and one secondary objective (counter 3). I would quickly seize the objectives on my half of the table, use the Harlequins to capture objective 6 supported by the bulk of my Guardians. The Aspect Warriors were set to capture objective 2 and the Jet Bikes, if the circumstances were right, to take objective 3. I hoped that this the plan would also allow me to use each troop type to their best advantage, emphasising their strong points and minimising their weaknesses.

ARMY STRENGTHS & WEAKNESSES

It's important in Space Marine to keep in mind the strengths and weaknesses of *all* the units in your army. The Eldar are particularly interesting in this regard because each type of unit is quite specialised. However, it is possible to split the units into three broad categories; 'fast attack' units (Jet Bikes and Vypers), Aspect Warriors (including the Avatar, Exarchs and Harlequins) and Guardians (War Hosts, Tempests, Phantom Titans, Vibro-Cannon and other supporting units).

The Jet Bikes and Vypers make excellent 'fast attack' units. They are highly mobile and can be on top of your opponent before he knows what's hit him. Their close assault factor of +3 also makes them extremely good in close combat. On the other hand, they are very vulnerable to enemy fire and next to useless sent against infantry that are in woods or buildings.

The Aspect Warriors are awesome close assault troops, a match for even the dreaded Terminators. However, they are also very vulnerable to enemy fire and because they are not as fast as the Jet Bikes you must take care to move them up under cover. This means that they are very poor at fighting in open terrain.

The rest of the Eldar units are just about the opposite of the Jet Bikes, Vypers and Aspect Warriors. They excel in long range fire-fights, but suffer badly if the enemy manages to close in. For this reason you should get them into a good firing position as early as possible and then stick them on first fire orders so that they can blast away at the enemy to best effect.

STEPHEN TAPPIN

ALAITOC ELDAR CRAFTWORLD ARMY

1 Avatar

1 Harlequin Troupe
(4 Harlequin stands)

2 Warlocks
(each with 1 Warlock & 1 Falcon Grav-Tank)

1 Striking Scorpian Aspect Warriors
(4 stands)

1 Dark Reaper Aspect Warriors
(4 stands)

1 Howling Banshee Aspect Warriors
(4 stands)

1 Swooping Hawk Aspect Warriors
(4 stands)

1 Dire Avenger Aspect Wariors
(4 stands)

1 Fire Dragon Aspect Warriors
(4 stands)

1 Tempest Squadron
(3 Tempests)

1 Warp Hunter Squadron
(2 Warp Hunters)

1 Wave Serpent Squadron
(2 Wave Serpents)

1 Wraithguard detachment
(4 Wraithguard stands)

2 Dreadnought detachments
(each with 4 Dreadnoughts)

1 Anti-Grav Lascannon Battery
(3 Lascannon stands)

2 Prism Cannon Batteries
(each with 1 Prism Cannon and 3 Lascannon stands)

3 Vibro-Cannon Batteries
(each with 3 Vibro-Cannon stands)

1 Guardian Shieldbearer detachment
6 Guardian stands)

2 Vyper Jet Bike Squadrons
(each with Vyper 5 stands)

3 Jetbike Squadrons
(each with 5 Jet Bike stands)

4 Guardian detachments
(each with 6 Guardian stands and 3 Falcons Grav-Tanks)

1 Eldar Phantom Titan

Total Points: 5950

SPACE MARINE PLAN

(ANDY CHAMBERS)

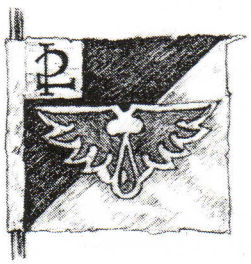
Having six thousand points meant I would be able to field nearly the entire Blood Angels army. I therefore set about picking my force safe in the knowledge that for once I wouldn't have to compromise my choices due to lack of points.

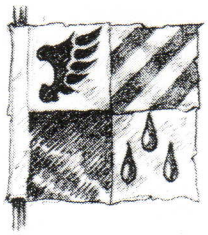
I started by selecting my company cards. I always prefer to field as many full companies as possible. The higher break point of these larger formations means they can survive casualties for much longer before having to check morale or give away any precious victory points to the opposition.

Of course when a company breaks, all of its detachments have to check their morale (not all of its stands like it says on the playsheet) and your opponent gets a whole bunch of victory points, something which could swing a whole battle. But the principle is that by the time your own companies are close to breaking, your opponent's formations should already be in little pieces on the floor.

The first two companies I chose were a Space Marine Tactical company and a Battle company. The Tactical company is reasonably cheap and supplies plenty of excellent Space Marine Tactical squads. The Battle company's mix of Tactical, Assault and Devastator Space Marines makes it an ideal formation for all occasions.

As I would be up against Eldar and their plethora of skimmers, I wanted plenty of Devastator stands to threaten the Falcon Grav-tanks when they started to make pop-up attacks. (Skimmers on first fire orders can make a special pop-up attack, rising up from behind cover to shoot in the first fire phase and then dropping out of sight again before the advance fire phase.) Hence the third company I selected was a Devastator company. Although expensive, the firepower of eighteen Devastator squads is quite phenomenal.





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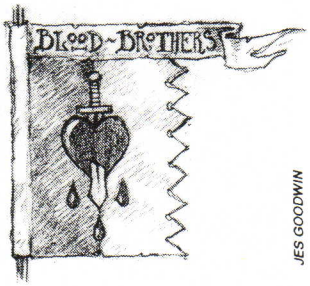
The fourth and final company I chose was a Land Raider company. Though the Land Raider company is rather brittle, with a break point of only five, Land Raiders are actually very tough tanks, with good firepower, armour and speed. These attributes, combined with the fact that they are relatively cheap at 600 points for a company of ten, makes them a very good buy. I knew that the Eldar would be using a Titan and the Land Raiders would be one of the few things in my army that could hope to penetrate a Phantom Titan's tough armour.

I now turned my attention to the support cards. Each full company in my force entitled me to use five support cards, so with four companies I could potentially purchase up to twenty cards! Obviously I didn't have anywhere near enough points to obtain all of these, but I could try and cover some types of units I didn't have at company strength.

First of all I wanted some Whirlwinds. The indirect barrage support they can provide would come in very handy wherever I deployed them. Vindicators are a personal favourite of mine, so I took a squadron of them for old times' sake, though their monstrously potent gun demands the respect of any opponent. I also took an extra detachment of Space Marine Assault troops as their high close assault factor and jet-packs make them extremely good at storming objectives. Naturally, I couldn't fight such a major battle without taking some elements of the veteran no. 1 company along so I also bought a Terminator detachment.



JES GOODWIN

In an attempt to stop some of the inevitably numerous Eldar Jet Bikes swarming all over me, I took a single squadron of Land Speeders. In a similar vein I also took two squadrons of Bikes, slightly less mobile than Land Speeders but cheaper. It is incredibly easy to get both Bikes and Land Speeders killed quickly by charging rashly into the heart of the enemy. On the other hand, if used well, they can be devastating. In another of my recent battles, a squadron of five Land Speeders single-handedly destroyed a Reaver Titan by just outmanoeuvring the Titan and hitting it repeatedly with their potent Multi-Meltas. Two rounds of combat and the Reaver was a bubbling pool of plasma!

Another personal favourite of mine are Dreadnoughts and robots. I find them really handy for close support of infantry both in attack and defence. Though walkers aren't as tough as tanks, they are cheap, fairly numerous and tough enough to bolster up infantry. Although their limited programming can be frustrating, robots also have the advantage of only breaking once they've been completely wiped out. I therefore took a single Dreadnought detachment and two detachments of robots.

The total points value of my company and support cards so far was five thousand points, leaving me one thousand points to spend on up to four special cards (one per company). I already knew exactly what I wanted from the special cards: a Warlord Titan plus the Blood Angels' Chaplain and Medic. Total cost exactly one thousand points!

There's no way I would fight a battle this large without taking at least one Titan. All that yummy firepower, concentrated in one place and protected by void shields and hefty armour is just too useful too ignore. The Chaplain and Medic are relatively cheap and supplement the troops they accompany with a handy +1 close assault factor or 5+ saving throw respectively. So, with my forces all selected it was time to come up with a plan.

After examining the terrain and the positions of the objectives my initial thought was to mass my forces exclusively in the more open terrain on my right flank. The thing that made me

BLOOD ANGELS SPACE MARINE ARMY

1 Chaplain
(1 Chaplin stand and 1 Rhino)

1 Medic
(1 Medic stand and 1 Rhino)

1 HQ Land Raider

3 HQ Units
(each with 1 Command stand and 1 Rhino)

1 Terminator detachment
(4 Terminator stands and 2 Land Raiders)

2 Assault detachments
(each with 6 Assault stands and 3 Rhinos)

4 Tactical detachments
(each with 6 Tactical stands and 3 Rhinos)

4 Devastator detachments
(each with 6 Devestator stands and 3 Rhinos)

1 Dreadnought detachment
(4 Dreadnoughts)

2 Robot Detachments
(each with 5 Robots)

1 Vindicator Squadron
(3 Vindicators)

1 Whirlwind Squadron
(3 Whirlwinds)

3 Land Raider Squadrons
(each with 3 Land Raiders)

1 Land Speeder Squadron
(5 Land Speeder stands)

2 Bike Squadrons
(each with 5 Bike stands)

1 Warlord class Titan

Total Points: 6000

uncomfortable about the centre and left was the relatively close terrain. The assortment of highly potent Eldar assault troops in Jervis' army – Striking Scorpions, Howling Banshees, Harlequins and Exarchs – are all virtually untouchable in close combat and would have plenty of cover to advance through. On top of this, his Jet Bikes would doubtless be dogging my every move and making the woods in the centre a very dangerous place to be.

Massing on my right would prevent me having to play hide-and-seek with Jet Bikes and Vypers amongst the woods in the centre and probably give me enough forces to overrun objectives 4, 5, 6, 7 and 8 relatively easily. The problem with this plan was that it would leave my left flank open to attack from whatever Eldar forces were left unchallenged on the rest of the table. I could leave a portion of my forces to guard the left, but that would reduce the amount of troops I had to attack objectives 5 and 8, potentially pushing my casualties up to an unacceptable level. The other problem with massing my forces exclusively on the right was the simple fact that it would be physically hard just to deploy them all efficiently in such a limited area.

So, after scrapping my first idea I decided to try a slightly more conservative deployment which stretched across the whole table, but still massed a significant portion of my forces on the right. The idea was to try and 'pin' the Eldar to prevent them redeploying forces against my main attack up the right flank. I would launch this attack as soon as I had weakened the Eldar defenders enough to move forward without taking horrendous casualties as I crossed the open ground.

It was still important for me to place a strong force on the right as three objectives lay easily within my reach and a fourth, objective 8, would be a relatively easy acquisition. Even if I decided not to attack objective 5 it would be essential to keep a strong grip on the area and deny these objectives to the Eldar.

The holding forces in the centre and left would advance and grab objectives 2 and 3 and then push forward to grab objective 1 if resistance turned out to be weak. If the holding forces came under too much pressure they would withdraw and try to inflict maximum casualties and slow the Eldar down while I put in a counterattack elsewhere.

The main advantage of this plan was that if the Eldar deployment proved to be completely incompatible with my fiendish plans I would be able redeploy troops fairly easily. This would allow me to exploit weaknesses and cover gaps, instead of tying my fate inextricably to the action on the right flank.

You can see my overall position on the deployment map and a few points are worth noting. First of these is the placement of the robots in the centre. These robots were programmed with capture orders so they would advance up the hill and then go onto first fire orders and guard the objective. In this way, they would form a strong 'hinge' for my advance on the right and protect the objective at the same time.

The second is the placement of the assault troops in the centre. This was done for two reasons: to have them in a position to move and reinforce either flank and to make use of their jump packs to overcome the difficulties of moving through the heavily wooded area. Finally, I tried to place my devastators in areas where they could not only get into cover in the first turn, but also have reasonable fields of fire, thus allowing them to stay on first fire orders throughout the rest of the game.

JES GOODWIN

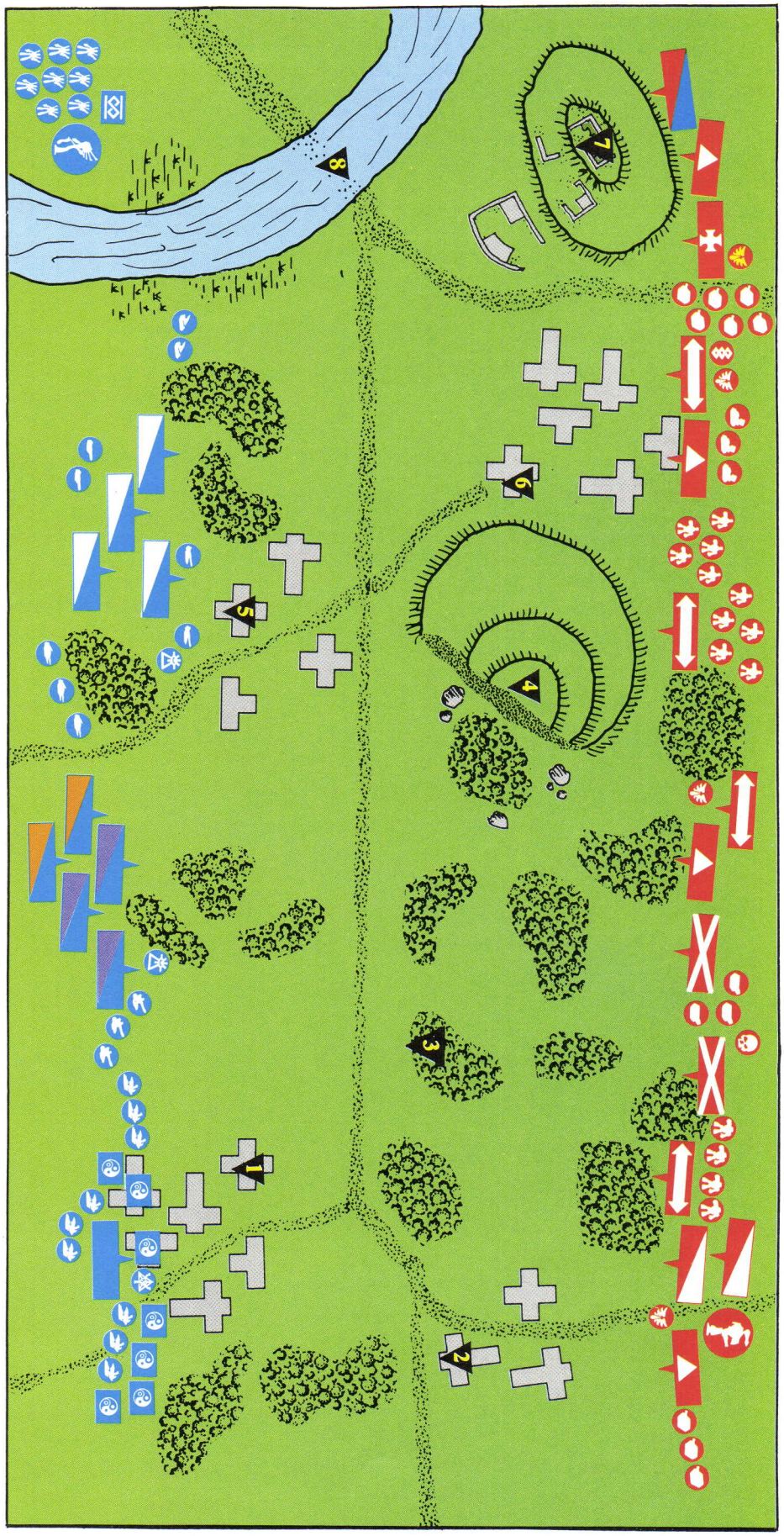
ARMY STRENGTHS & WEAKNESSES

The Space Marine army definitely benefits from having quality infantry. Even tactical squads have a close assault factor of +2 and a morale value good enough to turn opponents green with envy. In addition, these splendid troops come complete with Rhinos, whose high speed makes them invaluable for advancing forces onto objectives early in the game. Excellent specialised types of infantry also abound, with Assault troops, Devastators, Veterans and the much-feared Terminators available to fulfil any required task. The Space Marines have some excellent battle tanks in the Land Raider and Vindicator, both of which have a reasonable speed, solid armour and good firepower.

The Space Marines also have some good light equipment. Land Speeders and bikes are useful for their high speed and close combat ability, though they can be a little fragile. Barrage support is furbished by Whirlwinds, Mole Mortars and Thudd Guns.

Nonetheless the Space Marines' biggest strength is its infantry and consequently they are best used in terrain which affords plenty of cover.

The greatest failings of the Space Marines are their lack of heavy artillery and powerful, super heavy tanks, such as those used by the Imperial Guard. The nature of the Space Marines as a rapid deployment force makes it impossible for them to lug such hefty pieces of kit around the galaxy. Inevitably they can sometimes run into heavily armoured opponents, like Titans, which they have great difficulty dealing with. Hence it's always wise to include a Titan or two with a Space Marine force to handle the big stuff.



ELDAR ALAITOC CRAFTWORLD

- Avatar
- Warlock
- Aspect Warriors
- Tempests
- Warp Hunters
- Wave Serpents
- Wraithguard
- Dreadnoughts
- Lascannon
- Prism Cannon
- Vibro-cannon
- Guardian Shieldbearers
- Vyper Jet Bikes
- Jet Bikes
- Guardians
- Phantom Titan

BLOOD ANGELS SPACE MARINES

- Chaplain
- Medic
- HQ Land Raider
- HQ Units
- Terminators
- Assault Det
- Tactical Det
- Devastator Det
- Dreadnoughts
- Robots
- Vindicators
- Whirlwinds
- Land Raiders
- Land Speeders
- Bike Squadrons
- Warlord Titan

TURN ONE

The Eldar won the initiative and forced the Space Marines to move first. The Blood Angels rumbled into the buildings and ruins on their left and advanced into firing positions according to plan. The forces in the woods and the buildings on the right deployed poorly, some impeded by the need to manoeuvre around the dense terrain and some slowed to a crawl by only having advance orders.

The only exception to this confusion was the Blood Angels Assault troops who quickly negotiated the woods with the aid of their jump packs and seized objective 3. The Devastators on the right advanced to objective 2 but only managed to deploy two squads onto the objective, the rest dismounting into the building behind. The Space Marine Bike squadrons wheeled away further to the right, deviating from their intended route to avoid the massed Eldar firepower ahead of them.

The Eldar moved decisively against the Blood Angels weakly deployed forces. On the right Exarchs pounced on the Space Marine bikes while Vyper Jet Bikes swept into the woods to attack the Space Marine Vindicators and Rhinos. On the left and right Eldar Guardians moved forward to occupy both towns. The Wraithguard with the Eldar Phantom in their midst strode forward along the left bank of the river towards the ford and objective 8.

During the combat phase a sharp exchange of fire on the left resulted in the destruction of one of the Terminators' Land Raiders by an Eldar Tempest and the demise of three Eldar Dreadnoughts, smashed by the Devastators' missile launchers. On the right the Exarchs demonstrated their crushing superiority in close combat and easily swept away four of the Space Marine bike squads. They then exhibited the one failing of such superlative troops by losing one of their squads to fire from the Land Raiders which had advanced behind the bikes, waiting for just such an opportunity.

The Space Marines' Titan and Devastators rained fire upon the approaching Eldar, wrecking three Vibro-cannon and killing a squad of Dark Reapers. One of the Devastator squads on objective 2 was destroyed by return fire. Close assaults by the two squadrons of Eldar Vypers in the woods destroyed the entire Vindicator squadron without a casualty as well as two of the Assault troops' Rhinos for the cost of one Vyper.

ELDAR ALAITOC CRAFTWORLD

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- Lascannon
- Prism Cannon
- Vibro-cannon
- Guardian Shieldbearers
- Vyper Jet Bikes
- Jet Bikes
- Guardians
- Phantom Titan

BLOOD ANGELS SPACE MARINES

- Chaplain
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- HQ Units
- Terminators
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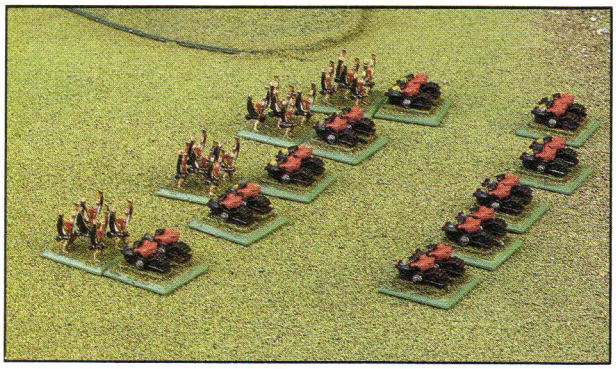
- Tactical Det
- Devastator Det
- Dreadnoughts
- Robots
- Vindicators
- Whirlwinds
- Land Raiders
- Land Speeders
- Bike Squadrons
- Warlord Titan

The opposing forces advance to seize their turn one objectives on the right flank

TURN 1 TACTICAL NOTES

CLOSE COMBAT

The Space Marines lost quite a lot of squads and vehicles in close combat on the first turn. This is because close combat in Space Marine is particularly deadly. Close combat occurs when squads or vehicles on charge orders end their movement in contact with enemy units. Both players roll dice and add their unit's close assault factor to the roll. The player with the lowest total loses the combat and is destroyed – no saving throw! As you can see, assault troops with jet packs, Bikes, Jet Bikes and Rough Riders - which all have high close assault factors and move fast, can be tremendously effective if they're used in the right way.



Eldar Exarchs ambush the Space Marine Bike Squadron

Many people throw their specialist close combat troops into a fight without much thought about the consequences. This usually results in the troops being gunned down by enemy fire in a number of ways. Vehicles or squads on first fire can shoot at close combat opponents before the combat is resolved and this can account for a lot of would-be attackers. If they manage to survive this fire and the subsequent close combat, they can still be atacked. Nearby enemy units on advance orders (or units which have first fire orders but have waited until the advance segment) can fire on enemy close combat troops after they've killed their opponents and should always do so unless they want to be next!

One way to avoid having your close combat troops shot at in this way is to use them to 'ambush' enemy units. This means that you pick out and attack small groups of enemy troops who are on their own, unsupported by other forces and preferably on advance or charge orders so they can't shoot back! The attack by the Eldar Vyper squadron on the Space Marines' Vindicators in turn one is an excellent example of a close combat 'ambush' attack.

TURN 1 VICTORY POINT TOTALS

Alaitoc Craftworld: 15 VP

Blood Angels : 26 VP

TURN TWO

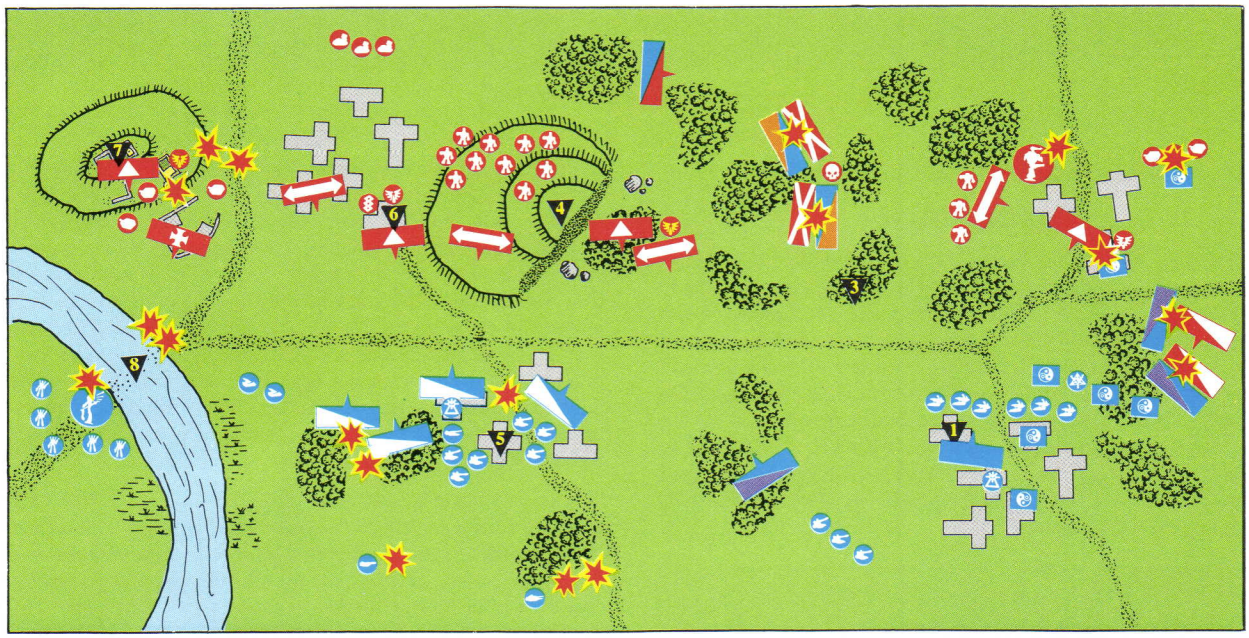
The Space Marines won the initiative and forced the Eldar to move first. On the left the Wraithguard continued to advance and started to cross the ford. Meanwhile the Wave Serpents pushed forward along the right-hand bank, their distortion fields rippling like a bow-wave before them. On the right two squadrons of Jet Bikes which had transferred across from the Eldar centre engaged the surviving Space Marine Bikes while the Exarchs pushed on to attack the Land Raiders.The Swooping Hawks charged the handful of Devastators holding objective 2, but in the heat of battle Jervis forgot to give orders to the Vypers deployed in the woods, so they were unable to move and wouldn't be able to fire until the advance segment!

Taking advantage of this oversight, vengeful Space Marine Assault troops, led by the Chaplain, leapt on the milling Vypers and engaged them in close combat. Further to the right, Blood Angel reinforcements advanced to support the beleaguered Devastators while the Titan and the Dreadnoughts manoeuvred through the woods to the left of the contested buildings and the Battle company's HQ charged into the combat at objective 2. On the left the Space Marine forces halted to engage the Eldar on first fire, with the exception of two detachments of Land Raiders which advanced out of the town and onto the hill on the extreme left in an attempt to engage the approaching Wraithguard and avoid the oncoming Wave Serpents.

In the combat phase a ferocious firefight broke out on the left. The Space Marine Land Raiders fired on the Eldar Phantom but were defeated by its holo fields, only a single strand of the criss-cross web of lascannon fire struck home to damage one of the Phantom's wing-mounted weapons. Eldar Falcons and Tempests executed their special 'pop-up' attacks, rising above cover to lash at the Space Marines' Land Raiders, almost wiping out one squadron and badly damaging another.

The Blood Angels' Devastators replied by downing a squadron of Falcons, a Warp Hunter and two of the Tempests before the remainder sank out of sight again. The Terminators mowed down four squads of Spirit Warriors as they splashed through the ford and the Eldar Guardian squads around objective 5 punished a Space Marine Tactical detachment for remaining positioned on the hill without cover.

In a roiling melee in the centre the Vypers were almost wiped out, though not without cost to the Assault squads attacking them. On the right the Exarchs lost another stand to the Land Raider's fire before they ripped one of the Land Raiders to pieces in close combat. At objective 2 the combined fire of the Devastator squad and the Company HQ succeeded in killing only a single Swooping Hawk squad and the Blood Angels were destroyed in the subsequent close combat, leaving the objective firmly in Eldar hands. The Eldar Warlock on the right succeeded in paralysing the Space Marines' Titan with a Psychic Lock and the remaining Eldar troops started pouring fire into the helpless Titan, downing most of its void shields.



ELDAR ALAITOC CRAFTWORLD

- Avatar
- Harlequins
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- Wraithguard
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- Phantom Titan

BLOOD ANGELS SPACE MARINES

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- Tactical Det
- Devastator Det
- Dreadnoughts
- Robots
- Vindicators
- Whirlwinds
- Land Raiders
- Land Speeders
- Bike Squadrons
- Warlord Titan

Eldar Wraithguard storm across the river into the teeth of Blood Angels' fire – and die!

WAYNE ENGLAND

TURN 2 TACTICAL NOTES

FIGHTING IN BUILDINGS

Fighting close combats in buildings poses special problems. A clever opponent will move into the building to use its 'to hit' modifier to minimise the effects of defensive first fire. The easiest way to avoid this is to space the defending stands throughout the building to prevent attackers moving inside.

In the attack by the Swooping Hawks on objective 2 the Devastator squad and the HQ stands only killed one of the Swooping Hawk squads in spite of rolling a total of four attack dice (the HQ stand could also shoot in the first fire segment because it didn't move at more than its normal rate of 10cm). This was because Jervis sensibly moved inside the building increasing the score the Blood Angels needed from a 5 or 6 to a 7 (a roll of 6 rerolled and scoring 4, 5 or 6).

TURN 2 VICTORY POINTS TOTAL

Alaitoc Craftworld: 29 VP

Blood Angels : 29 VP

TURN THREE

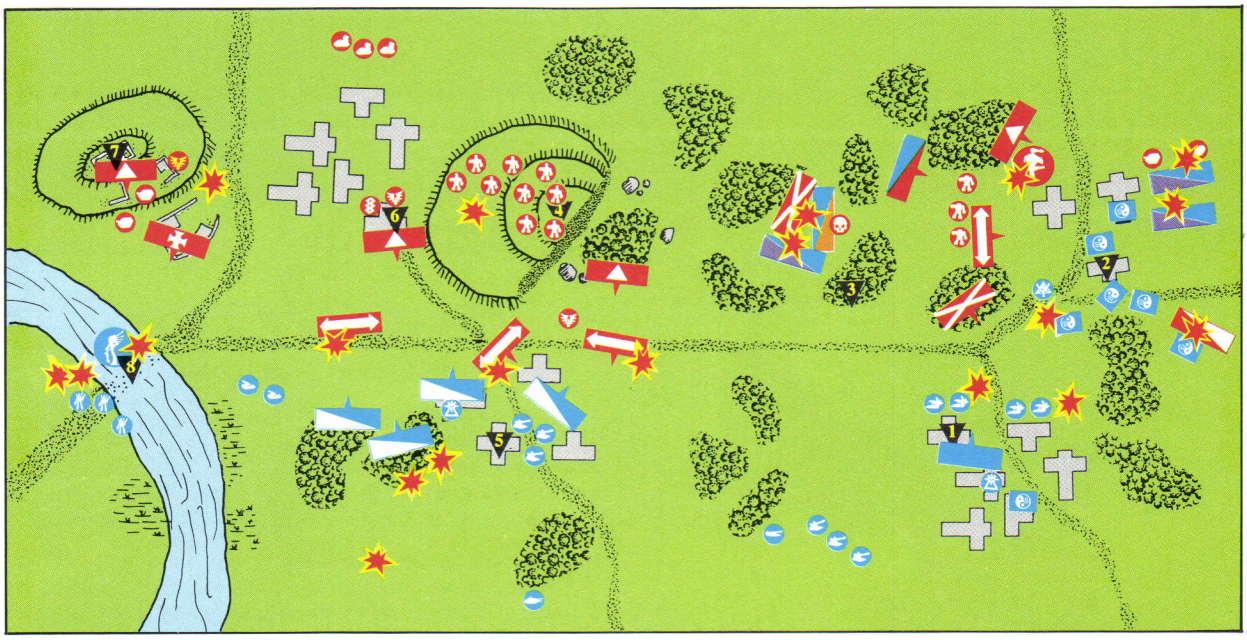
The Eldar won the initiative and forced the Blood Angels to move first. The Space Marine Devastators on the right withdrew from the buildings into the woods, abandoning objective 2 completely. One detachment of Assault troops moved up to support the weakened Blood Angel right flank and a squadron of Land Speeders also arrived having transferred from the left. The remaining Space Marine Assault troops moved in to tackle the two surviving Vypers. On the left a Space Marine Tactical company launched an attack against the Eldar Guardians in the buildings, supported by the Devastators and the robots, which had finally reached the crest of the hill and objective 4.

The Eldar Jet Bike squadrons on the right swooped on to attack the Land Raider squadron while the Exarchs moved in to secure objective 2. The Striking Scorpions then charged in to finish off the handful of surviving Marine Bikes. A third squadron of Jet Bikes careened in to extricate the beleaguered Vypers and grab objective 3, left unattended by the Space Marine Assault troops. The surviving Eldar Prism Cannon swept out of the firefight on the left and moved across to try and reach the Space Marines' now vulnerable Warlord. On the right, the Eldar Phantom Titan waded to the midpoint of the ford establishing tight control of objective 8.

On the right, the Jet Bikes attacking the Land Raiders suffered sufficient casualties from the Land Raiders' first fire to finally break the entire company. They then failed their morale check and were subsequently hammered by the Land Raiders in close combat. In the centre only one of the Vyper units broke, and although the remaining Jet Bikes and Vypers were badly battered by the Blood Angels' Assault troops, they inflicted sufficient casualties to break the Space Marine's Battle company. Fortunately for the Blood Angels only the Assault detachment failed its morale check.

On the left the Guardians switched their attention to picking off the Tactical squads which were storming towards them, but with only limited success. The Devastators surrounding objective 6 supplied some lethal supporting fire to their tactical brethren, downing four more Falcons and another Warp Hunter. A Land Raider was destroyed by the surviving Falcons, breaking the Land Raider company and causing the Land Raiders on the extreme right to go onto fall back orders when they failed their morale check.

Both the Phantom and the Warlord Titans fared badly on this turn. The Space Marine Warlord had its shields knocked down again and the Avatar hurled his Suin Daelle damaging the Warlord's mind impulse unit. The Titan was then caught in a hail of fire as numerous shots from the Dark Reapers and Guardians gathered around objective 1, splattered off its heavy armour. The Phantom tried to dodge and weave through the combined fire of Terminators, Devastators and Land Raiders, but the pattern was too complex and inevitably the Phantom was hit. The Terminators struck first and damaged



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- Vindicators
- Whirlwinds
- Land Raiders
- Land Speeders
- Bike Squadrons
- Warlord Titan

Blood Angels No 6 Tactical Company push forward to assault the town

the Phantom's holofields allowing the other Space Marine units to attack it more easily. The Phantom then suffered a crippling leg hit and its Power Fist was blown off in a gout of flame.

In the end phase the Space Marine Titan succeeded in repairing its damaged mind impulse unit but was still unable to shake off the Warlock's psychic lock.

TURN 3 TACTICAL NOTES

DESIGNATING TARGETS

When rolling attack dice you're supposed to designate the targets for all your dice before you measure range or roll. In particularly big games things can bog down with endless pondering about how to split up attack dice. To save time Jervis and I usually just indicate one or more target detachments and assume that each dice is being rolled against a separate target. In cases where there are more dice than targets, we specify where the extra dice are going to attack before we roll. When the Devastators fired on the Falcons in turn three, I picked the Falcons and the Warp Hunter as targets and specified two dice against each. I was lucky enough to score at least one hit on each and Jervis was good enough to have his usual misfortune and fail all his saving throws, destroying all four Falcons and the Warp Hunter!

CONCENTRATION OF FORCE

Concentration of force means exactly what it says - concentrate your troops so that you can apply the maximum amount of firepower against only a part of the enemy line. Lets take a hypothetical example. Two players have 10 Space Marines each. One spreads out in a long line right across the table. The other concentrates his men on one flank. Only 3 of the opponent's Marines are in range and can fire causing, say, 1 casualty. All 10 of the second players Marines can shoot, and they cause 3 casualties, wiping out their opponents. By concentrating his force the second player has overwhelmed part of the enemy line and caused a 3-1 kill ratio!

Of course, concentration of force will be affected by other factors.

Sticking your troops shoulder to shoulder can be dangerous if your opponent has area effect weapons, for example, or you may have to spread out in order to capture widely separated objectives. However, you should aim to concentrate your force as much as you possibly can.

TURN 3 VICTORY POINTS TOTAL

Alaitoc Craftworld: 49 VP

Blood Angels : 32 VP

TURN FOUR

The Space Marines won the initiative and made the Eldar move first. To the Blood Angels' horror the hitherto-ignored Wave Serpents lunged forward and disgorged four troupes of brightly patterned Harlequins, who leapt forward to attack objective 6. The Devastator detachment was caught badly off balance, unable to defend itself, as it had been preparing to advance in support of the Space Marines' own attack.

In the centre the remaining Eldar Jet Bikes pulled back to surround objective 3 in an attempt to hold it for another turn, while the Swooping Hawks leapt across to aid the Jet Bikes by engaging part of the surviving Blood Angels Assault detachment. On the right the Howling Banshees and Striking Scorpions followed the Exarchs through the cover of the buildings towards the woods. The Fire Dragons also moved up into the buildings, trying to work their way round the immobilised Warlord Titan.

The Blood Angels pressed on with their attack against objective 5 on the left, storming in and engaging some of the defenders in close combat. On the right the Devastators provided covering fire as the Tactical detachment withdrew deeper into the woods. The Land Speeder squadron which had been moving across to reinforce the faltering right, was diverted to strafe the Eldar Jet Bikes surrounding objective 3. The Blood Angels also threw in the Chaplain and the single Assault squad which could extricate itself from the Hawks to engage the Jet Bikes in close combat.

The Eldar Guardians and Dark Reapers lashed the Warlord with fire again, scoring several hits. Although all the shots were aimed at the Titan's plasma reactor most were deflected by the reactor's armoured housing or flew wide, smashing into the Warlord's arms and destroying both its Gatling Blaster and Power Fist. A flashback from the Gatling Blaster then caused a temporary reactor shutdown to the Warlord and to add insult to injury the wreckage of the Power Fist span off and landed squarely on one of the Dreadnoughts nearby.

The Space Marines slackened their fire against the crippled Phantom as they lent more supporting fire to the attack on the town. Even so, the Phantom had its Pulse Laser blown off by the Terminators, who had narrowly avoided being fried by it on the two previous turns. The Blood Angels assaulting the town got off with remarkably light casualties, although the Tactical company's HQ was gunned down by Eldar first fire as it close assaulted a building. On the right the Devastators picked off some of the Aspect Warriors gathering in the buildings, but the Eldar still refused to be distracted and concentrated most of their fire on the hapless Warlord. The Space Marines retook objective 3 with a combination of Assault troops and the Land Speeders' lethal melta fire, wiping out the Jet Bikes and most of the Swooping Hawks in the process. But, in their moment of success, a distant battery of Eldar grav-mount lascannon blasted the surviving assault squads and killed the Chaplain.

ELDAR ALAITOC CRAFTWORLD

- Avatar
- Harlequins
- Warlock
- Aspect Warriors
- Tempests
- Warp Hunters
- Wave Serpents
- Wraithguard
- Dreadnoughts
- Lascannon
- Prism Cannon
- Vibro-cannon
- Guardian Shieldbearers
- Vyper Jet Bikes
- Jet Bikes
- Guardians
- Phantom Titan

BLOOD ANGELS SPACE MARINES

- Chaplain
- Medic
- HQ Land Raider
- HQ Units
- Terminators
- Assault Det
- Tactical Det
- Devastator Det
- Dreadnoughts
- Robots
- Vindicators
- Whirlwinds
- Land Raiders
- Land Speeders
- Bike Squadrons
- Warlord Titan

A Blood Angels' Devastator Detachment from No 9 Company moves up in support of No 6 Tactical Company

On the left the Harlequins easily took objective 6 and killed the Medic and Devastator company HQ, though two Harlequin troupes were subsequently killed by fire from the remaining Devastators. The robots' autocannon finally found their mark and killed the Eldar Warlock who was rather foolishly standing closest in the building opposite. The Space Marines assaulting the town around objective 5 broke one detachment of Eldar Guardians and captured two of the buildings. The Space Marines Rhinos also overran a battery of lascannon in the streets and destroyed it.

In the end phase the Warlord finally shook off the psychic lock which had stopped it moving or firing for the past three turns. Unfortunately it failed to repair its reactor damage and remained helpless!

TURN 4 TACTICAL NOTES

MOVING INTO CLOSE COMBAT

When the Blood Angels made their desperate counter-attack against objective 3 the Assault squad could theoretically have simply jumped past the Jet Bikes and got closer to the objective. Why didn't they?

Close combat is one of the most complicated things you will do in a game of Space Marine, and it calls for a certain amount of common sense on your part when you interpret the rules.

Returning to our example, we say that when you enter close combat you should move straight into close combat by the shortest route. After all, this is only logical. The only exceptions to this are when your prospective opponent has already been engaged by another model or when you attack squads in a building. We also rule that models have to be able to actually physically touch their opponent - stacking models on top of each other is not allowed!

TURN 4 VICTORY POINTS TOTAL

Alaitoc Craftworld: 54 VP

Blood Angels : 41 VP

TURN FIVE

The Eldar player won the initiative and opted to move first. On the right the Aspect Warriors held back and stayed amongst the buildings until the Warlord had been safely dealt with. On the left flank, part of the Guardian War Host charged back to defend objective 5, the remaining Guardians going onto first fire. The handful of remaining Eldar Dreadnoughts crossed the river.

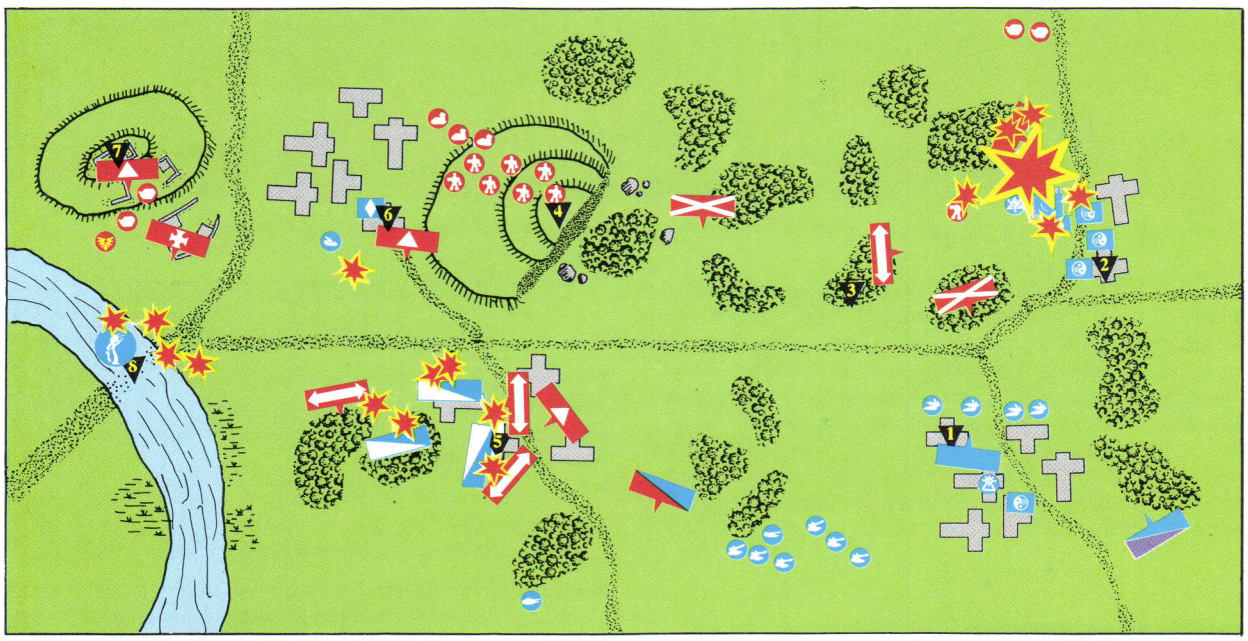
The Blood Angels threw all they could muster into the town, with the handful of surviving tactical squads charging objective 5. The Land Speeders sped up the centre, the Devastators which had advanced out of the woods on the previous turn, charged into the town and even the Whirlwinds moved onto the hill to give direct barrage support. On the right the Tactical detachment moved into the woods surrounding objective 3, with the Devastators once again covering their retreat.

The combat phase opened with the Eldar Dark Reapers hammering at the Warlord again. Their missiles scored four hits, three of which struck the reactor. The Warlord's battered armour finally collapsed under this weight of fire, the reactor split open and the mighty Titan was vapourised in an all-consuming plasma meltdown. To everyone's horror the ball of white fire expanded to engulf a massive area; scouring clean the nearby buildings and woods of both Eldar Aspect Warriors and Blood Angels Devastators!

The Terminators cut down the last of the Eldar Dreadnoughts on the river bank. The Space Marine Land Speeders ran across the surviving Eldar Tempest and two of them were blown apart by its lasers. The Robots turned on the Harlequins and sprayed them with autocannon fire but to no effect. The Devastators ignored the Harlequins and gave deadly accurate supporting fire to the assault on the town. One of the few surviving Land Raiders succeeded in punching a shot into the Phantom's reactor housing, but only caused it to temporarily shut down.

The Space Marine Tactical squads attacking objective 5 did all they could and killed everything they could reach. However, a single Eldar Guardian squad eluded their grasp and by denying them the objective made the final victory point total for this turn – Alaitoc Craftworld: 71, Blood Angels Space Marines: 61.

In the event of both players exceeding the required number of victory points in the same turn the game is a draw, with both sides armies considered too shattered to continue the battle.



ELDAR ALAITOC CRAFTWORLD

- Avatar
- Harlequins
- Warlock
- Aspect Warriors
- Tempests
- Warp Hunters
- Wave Serpents
- Wraithguard
- Dreadnoughts
- Lascannon
- Prism Cannon
- Vibro-cannon
- Guardian Shieldbearers
- Vyper Jet Bikes
- Jet Bikes
- Guardians
- Phantom Titan

BLOOD ANGELS SPACE MARINES

- Chaplain
- Medic
- HQ Land Raider
- HQ Units
- Terminators
- Assault Det
- Tactical Det
- Devastator Det
- Dreadnoughts
- Robots
- Vindicators
- Whirlwinds
- Land Raiders
- Land Speeders
- Bike Squadrons
- Warlord Titan

The Space Marines' Warlord Titan is destroyed in a spectacular reactor meltdown

TURN 5 TACTICAL NOTES

SUPPORTED ATTACKS

As we mentioned earlier, close assaults can often be costly unless you resort to 'ambushing' lone enemy units. But often you have to conduct close assaults in the middle of the enemy lines in order to capture objectives. So how do you do it?

By using supporting units on first fire to shoot up any enemy units near the close combat, you can try to destroy enough of the enemy to cut down your casualties. Even if you fail, you might annoy your opponent enough to force him to fire back. A further refinement is the use of a second wave of advancing troops to mop up survivors of the close combat and give support fire. The Space Marines assault on objective 5 is an example of a supported attack (just not a very successful one).

MAINTENANCE OF AIM

So why did the Space Marines continue their attack on objective 5 right to the end of the game? The answer is maintenance of aim. Maintenance of aim means 'make a plan and then stick to it'. If you are going to win any games at all you must have a plan. Keep it simple, and make sure that you have it clear in your mind before the game starts. Then, barring an absolute major disaster, stick to your plan through thick and thin. If you don't you'll find yourself simply reacting to your opponent's moves, which means that you have started playing for a draw rather than going for a win!

THE RIGHT TOOLS FOR THE JOB

In Space Marine, certain kinds of troops are usually good at one kind of job, but almost useless at another. To win battles, one of the most important skills you must learn is how to deploy the right units, in the right place, at the right time, in order to accomplish the task in hand. In other words – make sure that you have the right tools for the job.

An example of how important this is, can be seen in Jervis's poor use of his Prism Cannons. The Prism Cannon is the Eldar equivalent of the Imperial Volcano Cannon – one hit can destroy almost anything, even a Titan. At the start of the game Jervis had his Prism Cannons positioned on his left flank. What he *should* have done, was transfer them straight away to the right where they could have joined in the attack on the Warlord. His faliure to do so, meant that the Titan survived for five turns under a hail of fire, when a single hit from a Prism Cannon could have finished it off. Destroying the Warlord on turn four would have won the game for the Eldar, and so this proved to be a very costly mistake indeed.

TURN 5 VICTORY POINTS TOTAL

Alaitoc Craftworld: 71 VP

Blood Angels : 61 VP

CONCLUSION

So a draw, with laurels going to Alaitoc for being furthest past the finishing line. We'd wanted an apocalyptic battle and we certainly got one. Losses on both sides were horrendous and each of us had only a handful of unbroken forces left by the end of the game. When it was all over, Jervis and I both sat down, and prepared a commentary on our performances, with the lessons learned and future plans.

BLOOD ANGELS DEBRIEFING (ANDY CHAMBERS)

Hmmm. So, where did I go wrong? I've spent a long time in the Reclusiam chastising my unworthy self and contemplating the reasons for my lack of success. So that you can learn by my follies, I've summarised my reasoning for each one and the lesson it taught me.

Given Jervis' actual deployment on the day I think I would have been better off with the plan that involved piling everyone up my right flank. This would have left all those Aspect Warriors plodding down the table to try come to grips with me, while I concentrated my entire force on wiping out the Wraithguard and the Guardians. Of course, I would have been 'bounced' by the Jet Bikes from the centre, but it seems to me that Jet Bikes are pretty fragile and get used up quite quickly, so I think they would have caused limited damage. So much for what might have been, what about what was?

Given a lack of hindsight for a moment I think dismissing the idea of going up one flank exclusively was wise. My huge mistake was not thinking about the deployment of my units enough. For example the Terminators ended up pinned down by the Wraithguard in a small settlement on an extreme flank position – they should have been centrally placed either to lead the attack on objective 5 or to plug gaps and bolster up the line. Their short ranged lethality and high close assault factor should have been put to good use in close terrain not stuck out in the most open area of the table!

The Vindicators which were 'ambushed' by Jet Bikes before they got anywhere should have headed into the Terminators' position, ready to blast away at objective 5 and not been left stuck in the middle of a wood!

Things like these are minor details of course, but a plan is only ever as good as it's execution. Throughout the game I continually found myself struggling to redeploy troops into different areas to fend off the Eldar and stabilise my line. This forced me into a position where I was meeting the Eldar on their terms and responding to threats as they occurred instead of moving decisively and making ground. Its worth noting that I didn't capture any objectives after the first turn, I only just managed to recapture objective 3 and prevent myself losing entirely on turn 4.

So what did I learn?

1] Not thinking at the start of the game and randomly stuffing your troops into battle in a big long line is not a good idea.

In the early stages of the game I made the mistake of only moving up at advance rate on a few occasions. The few extra shots I actually got for this didn't really pay off: I would have been better off using charge orders to get my troops into the right positions from the word go. This tendency to use advance orders too much also delayed my attack on objective 5, a delay which increased casualties and caused the attack to run out of time on the very threshold of success.

2] Decisive action, even if it isn't the right action, is preferable to inaction. Bimbling around too much is not a good idea.

Another thing I did was fail to use the Space Marine Rhinos. I always stick to a golden rule of never, never keeping troops inside Rhinos after the first turn's movement, because any opponent that's awake will snap at a chance of wiping out a Rhino and two infantry squads with one shot. But in this game I think the risks would have paid off, several units spent quite some time tramping towards the enemy when I could have safely kept them mounted in Rhinos for a much swifter deployment. The devastator and tactical detachments in the woods in the centre would definitely have been better off charging forward in their Rhinos for a couple of turns before leaping out.

3] Though it's good to use guidelines about good tactics every game is different and should be viewed as such, not as an exercise followed through by rote. Mindlessly sticking to 'Golden Rules' is not a good idea.

I felt overall that I fought reasonably well but my poor deployment led to me constantly fighting an uphill battle against Jervis' better positioned Eldar. I was surprised just how far the ragtag assortment of tactical squads I threw in to attack objective 5 got, though I must say I was lucky. My Titan? Well I think the less said about him the better, though I do think that even if he had escaped the Warlock's tricks earlier he probably would have copped it from something else - it was just one of those days. Still, I'll be back.

ALAITOC DEBRIEFING (JERVIS JOHNSON)

Curses! Victory was in my grasp, but I let it slip away. If I had just paid a little bit more attention to what I was doing I could well have pulled off a win on turn 4.

So where did I go wrong?

Well, I still think that my plan was sound and I wouldn't change that at all. My deployment was perfectly acceptable, though knowing what I do now I would have placed the Eldar's very long range weapons (such as the Tempests and new Prism Cannon) closer to the centre of the table where they could have covered both flanks rather than just one.

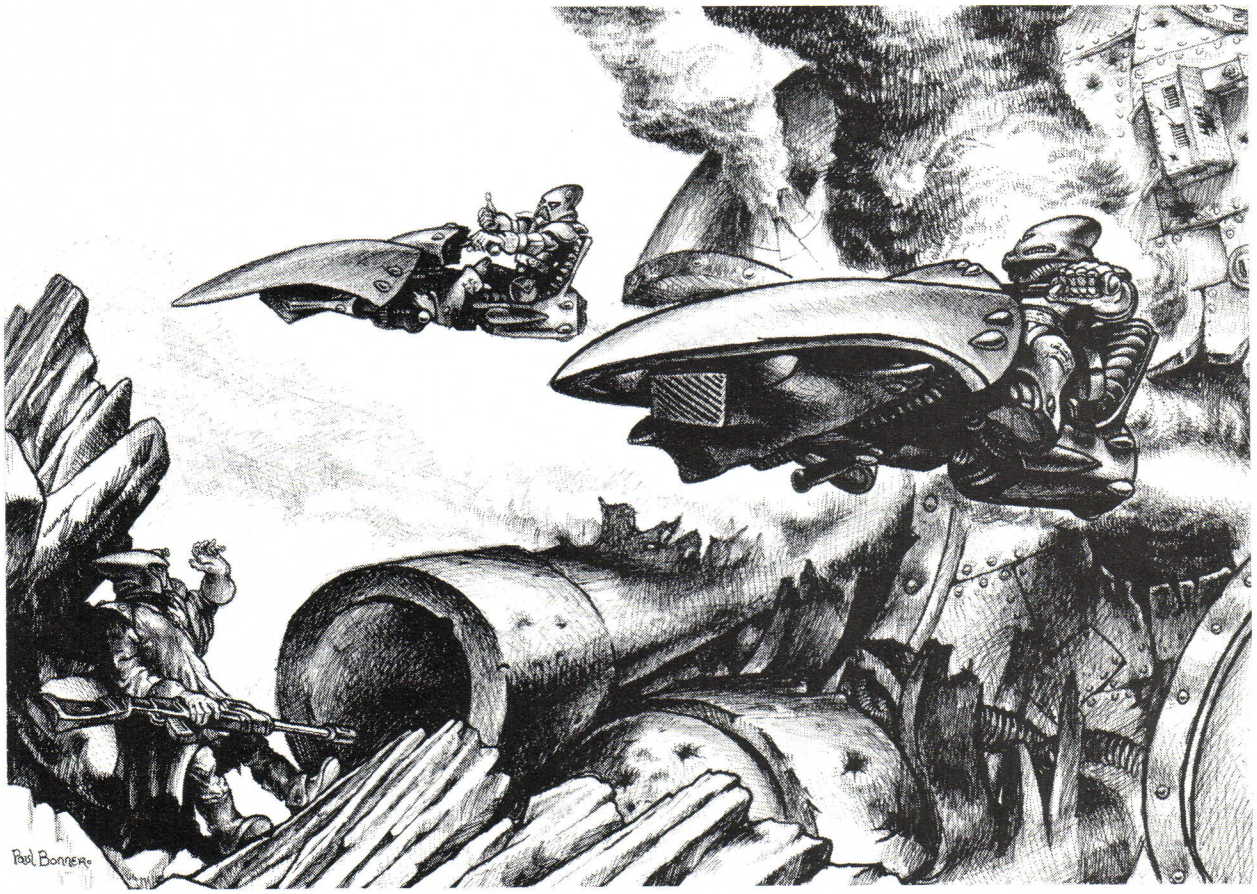
JOHN BLANCHE

One point that was driven home to me was the need to keep Windriders operating as a large group which can overwhelm an isolated part of the enemy line and then move on. In this game I once again succumbed to the temptation to scatter them all over the battlefield, with the result that they were wiped out in penny packets. The one and only game in which I remembered to use them 'en masse' they charged across the table, caught a Space Marine detachment and some Vindicators in the process of deploying, wiped them out in close combat, all on the first turn, and then proceeded to rampage around my opponent's rear areas causing panic and destruction wherever they went. Now that's the way to use Windriders.

However, my real failure was allowing my concentration to slip about half way through the game. It's easy to do this, especially in a large game, especially if you are doing well. The most notable examples of this lapse was my failure to give orders to the Vypers on turn 2 and the Harlequins (Wave Serpents) on turn 3. This spelt the doom of the Vypers as it allowed Andy's Assault detachment to catch them, and it also meant that I ended up diverting my reserve Jet Bikes to the centre rather than the flanks were they might have been of more use. In the case of the Harlequins it slowed down their assault on objective 6 which in turn allowed the Space Marines around that objective an extra turn's fire against my Falcons, with suitably devastating results (no pun intended). Other foolish mistakes that could have been avoided were moving my Phantom Titan too close to Andy's Terminators so they were able to shoot it up, and failing to get my Prism Cannon and lascannon into a position where they could attack Andy's Titan.

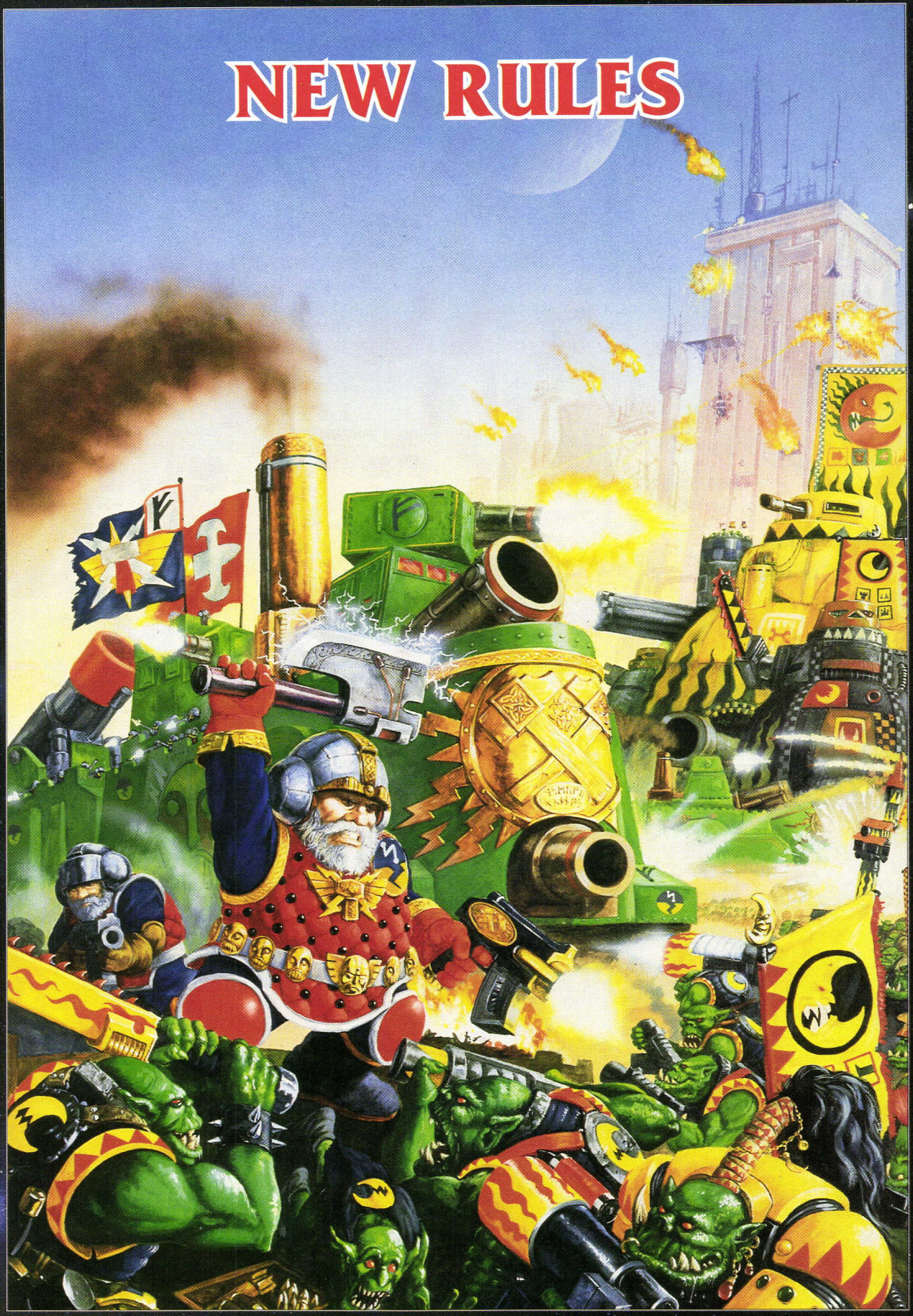
On a more positive note I learnt valuable lessons about the new Eldar Wave Serpent, Prism Cannon and Warp Hunter. The Wave Serpent is an excellent assault vehicle, and this is what you should use it for. It is easy to get side-tracked into thinking of interesting ways of firing off its distortion fields; try to remember that their primary function is to protect the Wave Serpent, not kill the enemy! The Prism Cannon fills the niche occupied by the Shadow Sword in the Imperial army: it is an awesome anti-Titan weapon. If you include any in your army you should manoeuvre them so that you can use them to blow away enemy Titans first, use them against enemy vehicles second, and enemy infantry last of all. The Warp Hunter has to be used against large concentrations of targets due to its inherent inaccuracy but it is not affected by the targets cover, which makes it an excellent choice for winkling out infantry massed in buildings or woods. I can't wait to try out the Warp Hunter against an Imperial Guard or Ork army!

Turning my attention to the other side of the table, I was surprised at how cautious Andy's moves were. On the whole I got the impression that he was reacting to my plan rather than following one of his own, and he certainly seemed to act very defensively throughout the game, which is not like Andy at all. The only exception was his sudden charge towards my War Host and objective 5 which I must admit caught me completely by surprise, but which I doubt would have made much difference even if he had captured the objective as it occurred too late in the game. Where Andy excelled, as ever, was in his concentration and attention to detail, the area where I really blew it. This probably doesn't show up all that well in the broad sweep of a battle report, but I've been on the receiving end enough times now to know that Andy very, very rarely makes foolish mistakes like forgetting to give a unit its orders for the turn! In this game, as in so many others, Andy's thoroughness made all the difference between victory and defeat.



PAUL BONNER

NEW RULES



SPACE MARINE®

DAEMON ENGINES OF TZEENTCH

By Andy Chambers

The daemon engines of Tzeentch are awesome instruments of destruction. An unholy fusion of hell-wrought metal and daemonic power, they cast their terrifying shadows across the battlefields of the 41st millennium. In a nightmare of death they destroy untold thousands for the greater glory of their master, Tzeentch the Lord of Change.

Tzeentch is the dark Chaos god of Change. His twisted motives are often unfathomable and his weapons are many but warfare is a powerful instrument of change and the followers of Tzeentch are often at its forefront.

Sorcery also falls within the auspices of Tzeentch and many of the most potent psykers and mystics sacrifice to him. Welded together from the soul-stuff of daemons, the war engines of Tzeentch are arcane creations which fly above the battlefield on the unseen tides of the warp. Power draws power and the very presence of the daemon engines of Tzeentch strengthens the grip of Chaos on the material universe. To represent this extra flow of warp energy, a Chaos player who has daemon engines of Tzeentch in his force is allowed to draw additional Chaos cards at the beginning of the battle. For each minion card which consists of daemon engines of Tzeentch in the Chaos player's force, deal one extra Chaos card.

THE SILVER TOWERS OF TZEENTCH

The Silver Towers of Tzeentch form an outlandish sight on the battlefield. They appear as clusters of intricately carved and fluted towers resting upon a circular island and topped with slender minarets of gold or bronze. Each tower is a subtly different creation of disturbing beauty, with the snouts of weird, magically-powered weapons studding their walls. The most disturbing aspect of the Silver Towers is that they are not land-locked but drift through the skies above the battlefield. Each tower contains dozens of Tzeentchian Thrall-wizards who focus their powers to rain magical destruction on Tzeentch's foes. Most potent of all are the wardings woven about the towers, so that as they advance, a wall of magical energy springs into being between each tower and its neighbour.

Silver Towers are not given orders like other models. Because of their unique form of propulsion Silver Towers can move up to 20cm in any direction. Whilst moving, a Silver Tower counts as a skimmer so it ignores the terrain it passes over. This means difficult and impassable terrain aren't a barrier to its movement.

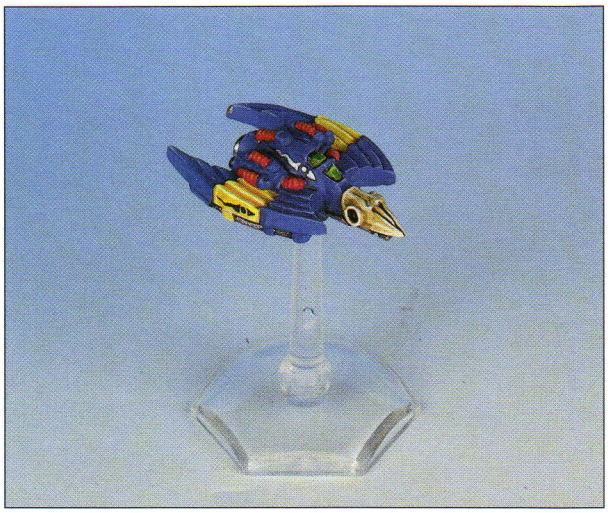
As long as Silver Towers of the same detachment are within 10cm of each other, a magical warding exists between them. The warding is like a wall which runs between the models and allows them to move further apart than the normal 6cm unit formation distance. Place the special warding template between the two models to show where the warding is. Any shooting by the enemy which passes through the warding template suffers a -1 modifier on its to hit rolls. This modifier even applies to indirect firing and other high trajectory attacks. However, the modifier does not apply to shots at the towers themselves

A Silver Tower is an extremely stable firing platform, so it always fires in the first fire segment of the combat phase. However, unlike a skimmer, a Silver Tower can't gain or lose height very quickly so it can't make pop-up attacks. The cannon mounts on a Silver Tower are placed all over it so they can fire in any direction. The sorcerous Beam of Power attack can also be made in any direction.

A Silver Tower can only be pinned in close combat by another skimmer, otherwise it can simply drift over its opponent when it moves. Fighting a Silver Tower in close combat is dangerous because it always fires in the first fire segment. This means that the tower will get a chance to rake its opponents with gunfire before the combat is fought.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Silver Tower	20cm max	2+ All round	+3	Cannon Beam of Power	50cm 75cm	4 1	5+ 3+	-1 -2	See above for special rules

DOOM WING



Doom Wings are fast attack craft which streak across the skies on glittering metal wings. They are driven by three powerful engines and are armed with a deadly underslung flame-cannon for strafing ground targets and attacking airborne opponents. The tremendous speed of the Doom Wing makes it difficult to fight against, but also limits its manoeuvrability so that it has to make long straight attack runs against its targets.

Doom Wings must make a minimum move each turn, so a detachment of them can never be given first fire orders. When a Doom Wing moves it must travel at least 20cm during the movement phase and its entire move must be made in a straight line. A Doom Wing can turn by any amount at the beginning or end of its move. A Doom Wing ignores the terrain it passes over as it moves, so difficult and impassable terrain aren't a barrier to it. All firing at a Doom Wing suffers -1 to hit modifier because of its great speed.

At the end of its movement, you can leave a detachment of Doom Wings on their flying stands to represent them staying at low level so they can take advantage of cover such as buildings, woods and hills. Alternatively you can place them on top of cups or similar objects to show that the detachment is climbing high up in the air (you may want to make your own tall flying stands using brass rod or thick wire for this but up-ended plastic cups work just as well). When a Doom Wing is at high level, anybody shooting at it must add 25cm to the actual range between the two models. This represents the fact that the Doom Wing's height and the effects of gravity make it even harder to hit.

As long as a Doom Wing is at high level, it can see and be seen by everything on the table. If you choose to keep a Doom Wing at low level, it can see whatever you can see from the model's eye view, just like anything else in Space Marine. The flame-cannon on the Doom Wing is fixed so that it only fires forward, but the magically energised firebolt it unleashes decimates a broad area ahead of the war engine. The firebolt is represented by the flame template.

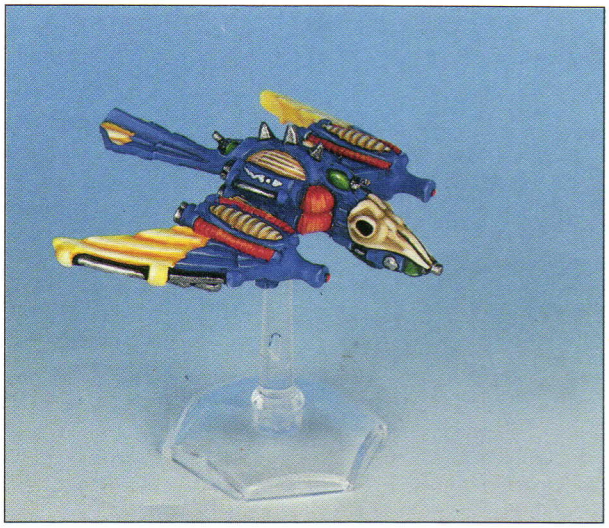
To fire the flame-cannon, place the template so that the pointed end is touching the Doom Wing's nose and the rest of the template projects straight ahead of it. Anything under the template will be hit on a roll of 4, 5 or 6 on a D6. Models hit suffer a –1 saving throw modifier.

A flame-cannon can also be used to destroy buildings. Any buildings that are hit by a flame-cannon and fail their saving throw collapse into flaming rubble. Unlike most weapons which use the flame template (Hellhound firethrowers and the Cauldron of Blood) the flame-cannon's shot does not ignore cover modifiers. The flame-cannon can only hit things at the same level so if it is at high level it can only hit other things at high level and if it is at low level, it can only hit things at low level.

A Doom Wing can never be pinned in close combat by another unit because it's just too fast. In close combat against skimmers or other flying units such as Thunderhawk gunships or Overlord armoured airships, the Doom Wing doubles its close assault factor from +3 to +6 because it's better in air-to-air combat. The Doom Wing can attack enemies such as the Overlord armoured airship at high level.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Doom Wing	20-75cm	4+	+3	Flame-cannon	Template		4+	-1	See above for special rules

FIRE LORD



Fire Lord heavy assault bombers are a soul destroying sight as they rumble through the skies towards their targets. The jewel encrusted hulls of these mighty daemon engines are studded with swivelling lascannon. From their majestic wings two more flame-cannon jut forward like the pinions of some flying monster of legend, while beneath their span a deadly cargo of firestorm bombs cluster, ready to rain down a maelstrom of death on their helpless foes below.

A Fire Lord must make a minimum move each turn so it can never be given first fire orders. When a Fire Lord moves it must move at least 20cm during the movement phase and its entire move must be made in a straight line. The Fire Lord can turn by any amount at the beginning of its move but not at the end. A Fire Lord ignores the terrain it passes over as it moves, so difficult and impassable terrain aren't a barrier to it.

At the end of its movement you can leave a Fire Lord on its flying stand to represent it staying at low level in order to take advantage of cover such as buildings, woods and hills. Alternatively you can place it on top of a cup or similar object to show that it is climbing high up in the air. When a Fire Lord is at high level, any unit shooting at it must add 25cm to the actual range between the two models. This represents the fact that the Fire Lord's height and the effects of gravity make it even harder to hit. Any shooting by the Fire Lord is unmodified because it has height working for it rather than against it. As long as a Fire Lord is at high level, everything on the table can see a Fire Lord and the Fire Lord can see anything on the ground. If you choose to keep a Fire Lord at low level, it can see whatever you can see from the model's eye view just like anything else in Space Marine.

Like the cannon on the Doom Wing, the twin flame-cannon on the Fire Lord are fixed so that they only fire forward. The firebolt is represented by the flame template. To fire the flame-cannon, place the template so that the pointed end is touching one of the Fire Lord's flame-cannon and the rest of the template projects straight ahead of it. Anything under the template is within the area struck by the bolt and will be hit on a roll of 4, 5 or 6 on a D6. Repeat this process with the other cannon before resolving hits. Models hit suffer a -1 saving throw modifier. Buildings can also be destroyed by the flame-cannon. Any buildings which are hit and fail their saving throw collapse into flaming rubble. The flame-cannon can only hit things at the same level so if it is at high level it can only hit other things at high level, and if it is at low level it can only hit things at low level. The lascannon on the Fire Lord are mounted so that they can fire all round and can fire down at ground targets even from high level.

A Fire Lord can drop clusters of firestorm bombs as it moves. It can drop three barrage templates of bombs directly beneath itself as it moves. These must be in a straight line with each template touching at least one other. If the Fire Lord ends its move at high level, scatter the bomb templates D6 cm in a random direction. The templates are then left in place until the close combat phase and their effects are calculated then. This is so units on first fire orders have a chance to fire at the Fire Lord as it passes over them. If the Fire Lord is destroyed, take off all three bomb templates – the Fire Lord was shot down as it tried to make its attack run. If the Fire Lord survives, calculate the damage from the bombs. Each model touched by a bomb template suffers a hit on a roll of 3 or more on a D6. Models hit suffer a -3 saving throw modifier.

A Fire Lord can never be pinned in close combat by another unit because it's too big and fast. The Fire Lord can attack enemies such as the Overlord armoured airship at high level in close combat.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Fire Lord	20-60cm	2+	+3	Lascannon	50cm	4	5+	-1	See special rules
		All round		Flame-cannon	Template		4+	-1	
				Firestorm Bombs	Template		3+	-3	

SPACE MARINE®

RAGNAR BLACKMANE, NJAL STORM CALLER & ULRIK THE SLAYER IN SPACE MARINE

By Jervis Johnson

Ragnar Blackmane, Njal Storm Caller and Ulrik the Slayer may be included in any Epic scale army that also includes one or more Great Companies of Space Wolves. The Special Cards and Epic scale banners for these characters are included in this article, along with a special *wind blast* template which only Njal Storm Caller may use. As Ragnar and Njal belong to the same Great Company, they must be bought together (both must be taken if you want to use them) but still only count as one Special Card. Ulrik can fight with any Great Company and so is represented by his own card.

The stands for Ragnar, Njal and Ulrik may be made up from normal Space Marine miniatures, with an officer to represent the main character himself – the remainder are his bodyguard. The appropriate banner should be attached to the character's Rhino to identify the stand on the tabletop.

NJAL STORM CALLER

Njal serves Lord Ragnar Blackmane, tempering the young Wolf Lord's impetuosity with wisdom and knowledge gleaned from the runes and the sagas. Through the purity of his spirit he learned how to protect himself and his battle brothers against psychic attack and how to resist the constant, whispered temptations of Chaos.

Njal is counted as a command unit and so never has to be given orders and never has to check morale. Note that although Njal and Ragnar are counted together as one special card he remains a separate unit and does not have to stay within 6cm of Ragnar during the battle.

Njal is allowed to make one special psychic attack in the combat phase in the same way as a normal Space Marine Librarian. The rules for Space Marine Librarians can be found on page 15 of Armies of the Imperium, and are summarised on Njal's special card. In addition to the three psychic attacks allowed to all Librarians, Njal has two additional abilities that only he may use.

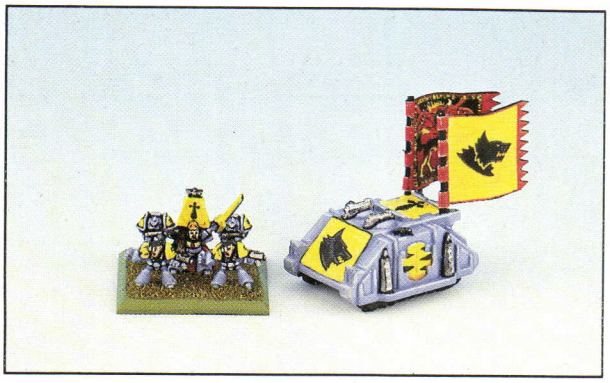
Psyber Raven. 'Night Wing' is Njal's eyes and ears. Soaring high above the battlefield nothing can avoid Night Wing's piercing gaze and so Njal is well aware of everything that is happening around him. Because of this, Njal does not need a line of sight to a target in order to make a psychic attack, although the target must be within range of the psychic attack as normal. Night Wing's powers only apply to psychic attacks, so Njal must have a line of sight to use his bolt pistol.

Wind Blast. Njal can project a whirlwind of psychic energy that can pin enemy units to the ground and make it impossible for them to move or shoot. The area affected by the wind blast is represented by the special wind blast template printed below. The template may be placed anywhere within 25cm of Njal instead of making one of the other psychic attacks listed in Armies of the Imperium. Any stand or vehicle under the template that does not have a saving throw is pinned by the wind blast and is not allowed to move or shoot. It also has its close assault factor reduced by -2. Units that do have a saving throw are too powerful to be effected by the wind blast, and so may move and attack normally. The wind blast template remains in place until the start of the combat phase of the following turn and is then removed. Any stand or vehicle that would be affected by the wind blast may not move into or through the template while it is in play. Stands or vehicles trapped by the wind blast are given orders normally and are allowed to fire in the combat phase when the template is removed.

Njal is very tough and is protected by power armour and a conversion field. To represent this, Njal has an armour saving throw of 5 or 6 on a D6. Furthermore, because of the special nature of his conversion field, as well as the benefit of small size and agility, the save never drops below 5 or 6, so even a hit from a volcano cannon, tempest laser or other powerful weapon can be saved on 5 or more.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Njal Storm Caller	10cm	Fixed 5+	+7	Bolt Pistol	15cm	1	4+	0	See special rules

RAGNAR BLACKMANE



Ragnar is the youngest Wolf Lord in the long history of the Space Wolves. A brilliant if unorthodox commander, he leads from the front and has already had a highly successful and heroic career. The Great Wolf often chooses Ragnar's company to spearhead planetary assaults and spaceship boarding actions. Ragnar and his accompanying Rhino are counted as a separate command unit and so never have to be given orders or check morale. To represent Ragnar's superior leadership abilities, as long as he is still alive, you are allowed to add +1 to your score when you make the dice roll to see who has the initiative at the start of the turn.

Even for a Space Marine, Ragnar is incredibly agile and able to dodge out of the way of most attacks. To represent this, Ragnar has an armour saving throw of 4, 5 or 6 on a D6. Furthermore, because of the benefit of small size and agility, the save never drops below 4, 5 or 6, so even a hit from a volcano cannon, tempest laser or other powerful weapon can be saved on 4 or more.

Ragnar is famed for his ferocious battle cry, which inspires his men and strikes terror into the heart of his foes. Once per game, at the start of any movement phase, Ragnar can utter his blood-chilling howl. When he does so, any Space Wolf infantry units (not bikes or other vehicles) that have at least one stand within 35cm of Ragnar immediately have their orders changed to charge orders. Such is the speed and ferocity of this charge that the Space Wolves movement rate is tripled instead of being only doubled. Only Long Fangs have sufficient restraint to remain unaffected. They do not have to go on to charge orders unless you wish them to do so.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Ragnar Blackmane	10cm	Fixed 4+	+8	Bolt Pistol	15cm	2	4+	-1	See special rules

ULRIK THE SLAYER

Ulrik is the oldest surviving Space Wolf who doesn't dwell within a dreadnought. He has served the Chapter loyally over the centuries and is now a Wolf Priest, charged with the responsibility of recruiting new Space Wolves and turning them into true Space Marines. Now, over six hundred years old, this gnarled, dauntless, plain-speaking old man is the Chapter's longest serving Wolf-Priest.

Ulrik and his accompanying Rhino are counted as a separate command unit and so never have to be given orders or check morale. Ulrik is extraordinarily brave, even by Space Wolf standards, inspiring tremendous loyalty and fighting fury in the troops around him. Any Space Wolf stands within 15cm of Ulrik may add +1 to their close assault factor to represent this. In addition Ulrik is a highly skilled medic, and so any Space Wolf troop stand that is within 15cm of him may take a special saving throw if they are slain. Roll a D6: if the score is 5 or 6, Ulrik has managed to save some or all of the casualties and the troop stand fights on as normal. On a roll of less than 5, the stand is removed.

In battle Ulrik wears the fabled Wolf Helm. This ornate helmet is one of the Space Wolves' most ancient and revered artifacts and was said to have been worn by Leman Russ himself. As long as Ulrik is alive, any Space Wolves can re-roll failed morale checks. What is more, any Space Wolves who have a line of sight to Ulrik will automatically pass any morale checks that they are called to take.

Ulrik is very tough and is protected by power armour and a conversion field. To represent this, Ulrik has an armour saving throw of 5 or 6 on a D6. Furthermore, because of the special nature of his conversion field, as well as the benefit of small size and agility, the save never drops below 5 or 6, so even a hit from a volcano cannon, tempest laser or other powerful weapon can be saved on 5 or more.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Ulrik The Slayer	10cm	Fixed 5+	+7	Combi-weapon	15cm	1	4+	-2	See special rules

SPACE MARINE®

COMMISSAR YARRICK AND WARLORD GHAZGHKULL MAG URUK THRAKA

By Jervis Johnson

GHAZGHKULL MAG URUK THRAKA, MIGHTY ORK WARLORD AND LEADER OF THE WAAAGH!

"He was an avalanche from an unexpected quarter. He was a thunderbolt from a clear sky."
Commissar Yarrick, on Ghazghkull Thraka

Ghazghkull Mag Uruk Thraka started his career as a common Ork trooper on the backwater planet of Urk. During the course of a raid a bolter shell pulped a large area of his cranium and he suffered extensive brain damage. An Ork painboy called Dok Grotsnik replaced part of his cerebellum with a bionic device.

It may be that this device somehow triggered latent psychic powers or it may be that Ghazghkull simply suffered from delusions, but, for whatever reason, he claimed to be in contact with the Ork deities Gork and Mork.

Some dark power certainly favoured him, for his rise to prominence among the Orks of Urk was meteoric. He swiftly fought his way through the ranks till he achieved the position of supreme planetary boss. Orks are simple, brutal creatures, respecting little apart from courage and battle prowess. It cannot be doubted that Ghazghkull possessed both these qualities in abundance. In addition he had something most Orks lack: he had vision. He stirred the Orks with impassioned speeches telling them that it was their mission to conquer the galaxy, to force all others to bow before them and pay tribute. He gave them a common purpose and an overwhelming sense of destiny.

All this might of come to nought had not Urk's sun started to flicker and die. Ghazghkull told the Orks that this was a sign from the Gork that the time had come to launch the Waaagh! Those who wanted to join the great crusade would follow Ghazghkull. Those who wished to disobey their gods would die. To an Ork they chose to follow Ghazghkull. They would conquer the galaxy or die in the attempt!

The first Imperial planet to be attacked by Ghazghkull's hordes was the hive world Armageddon. The full story of the cataclysmic conflict that ensued can be found in the Games Workshop game of the same name, but for the moment suffice to say that Ghazghkull's hordes were defeated and he was presumed killed. However, it is now known that he managed to escape, and is at large within the Imperium. He is rumoured to have been spotted at over half a dozen battles fought in recent months, lending his support to local Ork Warbosses in return for pledges of their support for him in the future. The galaxy has not heard the last of Ghazghkull Thraka!

In battle Ghazghkull is a masterly opportunist and a great tactician, ever ready to exploit any weakness an opponent might present. His only real flaw as a commander is his respect for a particularly courageous or cunning opponent and he has often been known to spare their lives and offer them positions in his retinue. Once combat is joined Ghazghkull will always be found in the thick of the fighting, roaming the battlefield in his highly mobile battlewagon so that he can ensure that everything is going according to "da plan", joining in the fighting at a critical moment, and then moving on quickly to the next crisis point. In close combat Ghazghkull is a truly awesome

COMMISSAR YARRICK AND ORK WARLORD GHAZGHKULL THRAKA

opponent, gunning down his enemies with his specially kustomised kombi-weapon and demonstrating the devastating effects of his stainless steel skull when the fighting gets 'up close and personal'.

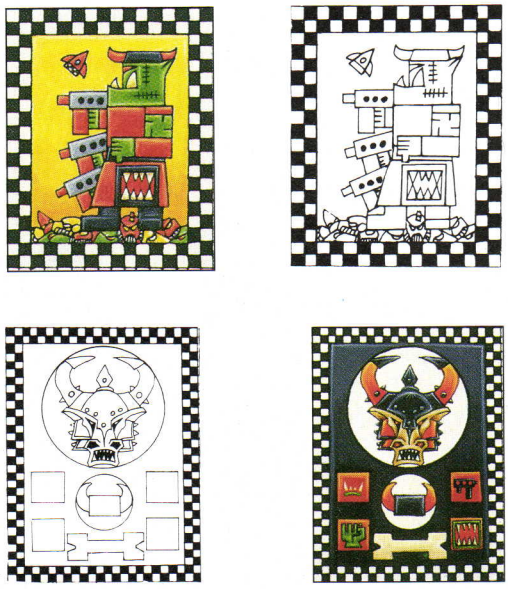
RULES

Ghazghkull may be included in any epic scale Ork army by using the new special card printed below (a card version of which is provided at the back of the book). He should be represented in the same way as a Warboss or Warlord stand (see page 40 of the Space Marine rules). The banners opposite are for Warhammer 40,000 miniatures, but a reduced size photocopy will provide you with an excellent epic scale banner for your Ghazghkull stand.

Ghazghkull and his retinue are counted as a command unit and so never have to be given orders and never have to check morale, even if broken. Ghazghkull and his retinue can give orders to other Ork units that are within 10cm in the same way as any other Ork command unit. In addition, any Ork units within 25cm of Ghazghkull's stand may add +1 to any morale rolls they have to make.

Once per game Ghazghkull may invoke the power of the Waaagh! As soon as this is declared any broken Ork units immediately rally, and for the remainder of the turn Ghazghkull is immune to any damage and all Orks roll an extra dice in close combat. However, the Orks are far too excited to aim very carefully and so suffer a -1 to hit modifier with any ranged weapons. The effect lasts for one turn, and then fades away and all of the Orks return to normal.

Ghazghkull is very tough and is protected by an excellent suit of extra-special power armour. To represent this, Ghazghkull has an armour saving throw of 4, 5 or 6 on a D6. Furthermore, because of the special nature of his armour, as well as the benefit of small size and agility, the save never drops below 4, 5 or 6, so even a hit from a volcano cannon, tempest laser or other powerful weapon can be saved on 4 or more.



TOP – GHAZGHKULL'S BACK BANNER
BOTTOM: GHAZGHKULL'S BOSSPOLE

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Ghazghkull Thraka	10cm	4+	+8	Kustom Kombi Weapon	25cm	2	4+	-2	May use the power of Waaagh! (see above)

COMMISSAR YARRICK, DEFENDER OF HADES HIVE AND HERO OF THE IMPERIUM

"There will be no retreat from Hades Hive. We will fight to the end."

Commissar Yarrick was an old man when the siege of Hades hive began. He had a long career of distinguished service in the Planetary Defence Force behind him and was scheduled for retirement at the Feast of the Ascension. Yarrick had a reputation for being utterly loyal to the Imperium and an inspiring leader of men. In his youth he had learned the language of the Orks from a captured Ork raider and he was an expert on the way the Ork mind worked. A better leader than Herman von Strab - Imperial Overlord of Armageddon - would have paid more attention to what Commissar Yarrick said, but instead von Strab grew angry with the old man for daring to contradict his views of what the Orks planned to do and banished him to Hades Hive. As it turned out, this was one of the few wise decisions that von Strab made during the campaign.

The Ork attack on Armageddon Secundus shattered the Imperial front line and destroyed most of the Imperial army. Everywhere Imperial forces were in retreat, and hive after hive fell. But then the Orks reached Hades hive, and here Commissar Yarrick supervised the defences. The siege of Hades hive began with a mammoth Ork assault led by Warlord Ugulhard of the Snakebites clan. Outnumbered three to one, the Imperial defenders were being beaten back, and everywhere ferocious hand-to-hand fights took place between Ork and Human.

At this vital moment Ugulhard and Yarrick met. With a mighty roar the Ork Warboss threw himself at Yarrick, his battle claw snickered and snapped, and Yarrick's right arm was torn off at the elbow. But Ugulhard's bellow of triumph quickly turned to a scream of horror.

Ignoring pain so intense that any normal man would have passed out instantly, Yarrick swung his chainsword and with one slice lopped off Ugulhard's head. The Ork's body stood upright for a moment, fountaining green blood, and then crashed to the ground. Yarrick calmly bent down, pulled the power claw from the Ork's body, and held it above his head in triumph. For a moment a hush fell over the battlefield. Then with a huge cheer the Imperial troops crashed into the stunned Orks and hurled them back. Only once he was sure that Hades had been saved did Yarrick allow himself to pass out.

The events of that day gave Yarrick a terrifying reputation among the Orks, and he was to become one of the very few humans that ever inspired fear (or something like fear) in that warlike and brutal race. It was a commonly held Ork belief that Yarrick could not be killed, and that he had the 'evil eye' which could kill an Ork with a glance.

Yarrick understood Ork psychology well, and played on these primitive fears. He kept Ugulhard's battle claw and had it specially modified so that he could use it. Whenever he entered battle he wore the battle claw, and it quickly became a symbol that inspired fear in the Ork attackers and steadfastness in the Imperial defenders. He even had his own left eye modified with a special bionic implant that could fire a powerful pulse of laser energy. If the Orks thought he had the evil eye then, by the Emperor, an evil eye he would have!

For six months the defenders of Hades hive held out. Who knows what feats of heroism and horror took place in that place, at that time? Those who survived do not talk much about it, save to praise the bravery of Yarrick. In those dark days he seemed to be everywhere, raising the people's spirits with his own unquenchable belief in ultimate victory. Amazingly he welded together a ragtag army capable of standing off the invaders.

The time they bought in blood and death allowed fresh Imperial forces, including three chapters of Space Marines, to arrive and turn the tide against the Orks. Even as the final assault on Hades began a relief force headed by the Salamanders, Blood Angels and Ultra-Marines raced in an effort to relieve the hive. But tragically, just as the Space Marines broke through the Ork lines, Hades fell. Commissar Yarrick was one of the few survivors. His terribly wounded body was found in the ruins, dozens of Ork bodies heaped at his feet.

It took Yarrick many months to recover from his wounds, and by the time he had done so the Battle For Armageddon was over. At last he was able to retire, and for a brief period he was able to find some peace tending the small garden that was the only luxury he allowed himself. Even so, he was deeply troubled by the memories of what had happened at Hades hive, and nearly every night he woke screaming from nightmares spawned by those terrible times.

When the news of Ghazghkull's survival reached him, it is said that the look of fury and hatred that crossed his face was so terrible that the messenger cowered and grovelled before him, fearing for his own life. But Yarrick's hatred was reserved for one being, and one only: Ghazghkull. Spinning on his heel he ordered his valet to bring his famous black uniform and battle claw. Yarrick was coming out of retirement, and he would not rest until he had avenged the brave defenders of Hades hive by spilling the life blood of Ghazghkull Thraka...

RULES

Yarrick may be included in any epic scale Imperial Guard army by using the new special card printed below. He should be represented in the same way as a Commissar stand (see page 57 of the Armies of the Imperium rules). An example of the banner used for the Warhammer 40,000 Yarrick miniature is included, and a reduced size photocopy will provide you with an excellent epic scale banner for your Yarrick stand.

Yarrick plus his attendant Rhino are counted as a command unit and so never have to be given orders and never have to check morale, even if broken. Yarrick can give move to within 6cm of any Imperial Guard unit and give them orders in the same way as any other Commissar. In addition, any Imperial Guard units that can see Yarrick's stand automatically pass any morale rolls that they are called to take, including broken units that are on fall back orders and that are attempting to rally.

Any Ork units that are attacked by Yarrick in close combat must take a morale test. If the Orks fail the test then they go onto fall back orders and suffer a -2 penalty to their close assault factor. See the main Space Marine rulebook for details of the fall back rule.

Yarrick is extremely tough, ignoring wounds that would have killed a lesser man. To represent this, Yarrick has an armour saving throw of 3, 4, 5 or 6 on a D6. Furthermore, because of the special nature of this saving roll, as well as the benefit of small size and agility, the save never drops below 3, 4, 5 or 6, so even a hit from a volcano cannon, tempest laser or other such powerful weapon can be saved on 3 or more.

Commissar Yarrick's personal back banner

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Commissar Yarrick	10cm	3+	+8	Storm Bolter	25cm	2	4+	0	See above

SPACE MARINE®

IMPERIAL TITAN WEAPONS

BARRAGE MISSILE LAUNCHER

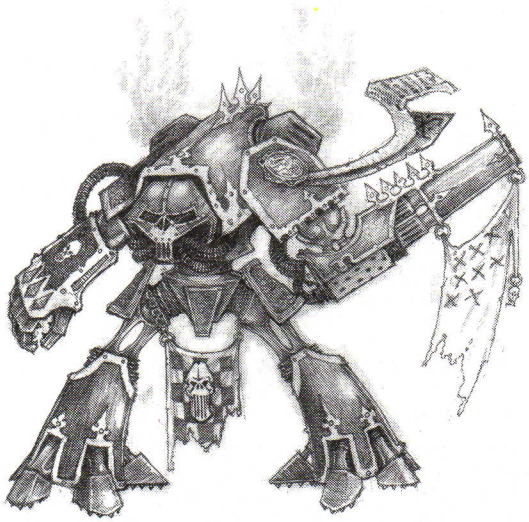
The barrage missile launcher is a one-shot support weapon. It fires a salvo of plasma warheads which vapourises the target area in a roiling sea of incandescent plasma. It is very useful for depleting void shields but also has a devastating effect against unshielded targets.

The barrage missile launcher may only be used once per game. Place the burst template anywhere in the Titan's line of sight and fire arc and roll for scatter as for a normal barrage attack. Once the template is in place roll a D6 to determine the number of *extra* templates. These may be placed so that they are touching the original template or each other, forming a compact mass or line where the missiles strike home. Targets covered by the barrage are struck for 8 barrage points with a -2 armour save modifier.

BATTLE CLAW

The battle claw is a crude but potent weapon similar in function to a power fist. If the Titan hits an enemy Titan in close combat it can choose to make a *grab attack* with its battle claw instead of rolling for damage as normal.

To represent a grab attack the attacker nominates which Titan location he is going to grab and both sides roll a D6. The attacking Titan then adds +1 to his total, and if his score is highest he has managed to grab the nominated location and rip it apart. The enemy Titan takes maximum damage (best result on the table). If the defender's total is highest he has slipped out of his attacker's grasp and no damage is caused. If the scores are equal the defender has slipped away but still sustains normal damage to the nominated location (D6 on the damage chart). If a Titan hits a building with a battle claw the building is destroyed unless it can roll its saving throw with a -4 modifier.



CARAPACE LANDING PAD

The carapace landing pad is used in conjunction with a recon Land Speeder. This Land Speeder maintains a direct comm-link with its parent Titan and scouts for targets, directing the Titan's barrages from a safe distance.

A Titan carrying a carapace landing pad receives a free Land Speeder stand which counts as a command unit for the purposes of orders, movement, etc. When using barrage weapons the Titan may make the attack using the recon Land Speeder's line of sight, enabling the Titan to fire at targets which it can't see but which are visible to the Land Speeder. Barrages fired indirectly in this way will *not* scatter, and always land on target, just as if they had been fired directly.

CARAPACE MULTI-LASERS

Warlords fighting in built-up areas are sometimes fitted with multi-lasers on their rear banner mounting points to protect the Titan against infantry assault. A Titan can mount up to two multi-lasers (one on each banner mounting point). Carapace multi-lasers always fire in the First Fire phase and have a range of 15cm with 2 attack dice each. A 5+ is required to hit. Carapace multi-lasers are destroyed if the area of the carapace they are mounted on is damaged in any way.

CHAOS ENERGY WHIP

This close combat weapon is used by Chaos Titans. The triple whip lashes against the target causing light damage to Titans and scything through opposing infantry and vehicles. The whip also acts as a conductor for a massive electrical jolt intended to overload void shields and burn out circuitry in the opposing Titan.

The whip is used at the very start of the close combat segment, before any close combat is resolved. Roll a D6 for each enemy model in combat and on the score of a 4, 5 or 6 the model is hit by the whip – saving throws are at -1 where taken. An enemy Titan automatically loses 1D6 void shields if hit. If the Titan has fewer shields than the number indicated any excess is added to the close assault factor of the Titan using the whip.

CHAOS TITAN TAILS

Chaos Titans have mutated into a hellish mixture of flesh and metal. Some of these monstrous creations carry weapons mounted on long, sinuous tails, and use them to crush and gouge their enemies. A Titan fitted with a tail may add +2 to its close assault factor.

CORVUS ASSAULT POD

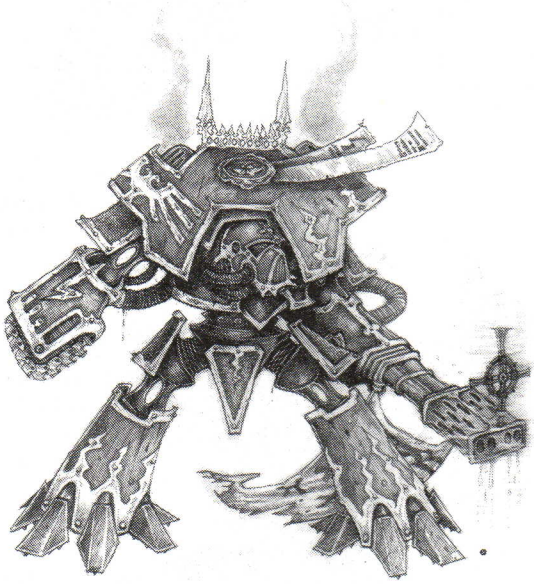
The Corvus assault pod was developed as an alternative arm mount for Titans, and allows the Titan to carry a detachment of Space Marine Terminators right up to a building and disgorge them directly into the defenders via a drop-down ramp.

The Corvus carries four stands of Terminators which are included in the Corvus for free. To manoeuvre the Corvus into position the Titan carrying it must end the movement phase touching the target building. The Terminators in the Corvus may then engage troops inside the building during the close combat segment of the combat phase. Terminators attacking a building in this manner add an extra D6 to their close assault factor that turn.

Damage to the Titan does not affect the Corvus or its occupants unless the arm mount itself is hit. If this happens treat the Corvus as a transport vehicle (saving throw 2+). If the Corvus is destroyed so are its occupants. If the Titan is destroyed the Corvus and all its occupants are destroyed too.

DEATHSTRIKE CANNON

A common Warlord variant is the replacement of the Titan's head with a 'Deathstrike' centreline cannon mount. The deathstrike cannon has a range of 200cm and fires a deadly barrage. Place the barrage counter as normal. It fires 10 barrage points with a -2 save modifier.



Carrying a deathstrike cannon reduces the Titan's move by half. On the hit location diagram the Titan's head will become a weapon mount, with a 2+ saving throw. The deathstrike has a very limited field of fire, and may only attack targets that are straight ahead of it (ie the weapon must be pointing straight at the target it is attacking).

FIRE CONTROL CENTRES

Fire control centres come in a variety of shapes and sizes. They are frequently combined with a centreline weapon mount but are also used in isolation. Fire control centres usually take the form of platforms or towers, packed with range-finding and targetting equipment.

A fire control centre occupies one carapace weapon mount and adds +1 to all hit dice the Titan rolls, including to hit rolls for barrages. Any hits on the weapon location where the control centre is mounted affect it, and it has a saving throw of 3+. Damage is rolled on the Head Location Damage Table.

HARPOON MISSILE

Like the vortex missile, the harpoon missile is a one shot-weapon. If the missile hits a Titan its barbed head becomes lodged in the Titan's body. Electrical surges produced by the missile short out the Titan's electrical systems and control circuits, removing control from its crew and passing it to the Titan which launched the missile.

A harpoon missile will hit automatically. A vehicle or infantry model hit by the weapon must make its saving throw with a -2 modifier or be destroyed. A Titan with operational shields will lose only a single void shield to a harpoon attack, but a Titan with no shields is in deep trouble. Select a location and roll the hit location dice as normal. Make a saving throw with a -2 modifier for the location that has been hit. If the save is failed the harpoon has lodged itself in the target; if the save succeeds the harpoon has no effect.

A Titan that has been harpooned must roll 1D6 in each subsequent orders phase. On a 1 the missile falls out or ceases to function, on a 2-6 the Titan comes under the control of the player whose Titan fired the harpoon. Control is complete, so the controlling player can even make the Titan attack its own side.

INFERNO GUN

The inferno gun fires a jet of super-heated fuel to devastating effect.

To use the inferno gun you will need to make a triangular flame template 25cm long and 6cm wide at the far end. The template is positioned with the pointed end touching the firing Titan and the other covering the target. Any unit (friend or foe) that is under the template is hit on a roll of 4+ and must make a saving throw to avoid destruction. Modifiers for cover are ignored when you roll to hit because the flame laps round any cover.

NEW TITAN HEADS

The head of a Titan is its control bridge, and in the event of catastrophic damage it can be ejected to carry the Titan's bridge crew to safety. A wide range of variant heads is used by different Titan Legions, some mounting heavier weapons or fitted with various devices, although the vast majority are purely decorative and require no special rules. The exceptions are listed below.

Close Combat. Many of the most common Titan head variants feature some form of fearsome close combat weapon such as steel-fanged jaws or a lashing tongue. A Titan carrying this type of head adds +3 to its close assault factor against close combat opponents. Unfortunately it also reduces the saving throw on the Titan's head by one point

Weapon Head. Other Titan head variants emphasise extra firepower at the expense of protective armour. A Titan fitted with a weapon head reduces its saving throw by one point but gains an extra attack. This has a 25cm range, 5+ to hit, and -1 save.

PLASMA BLASTGUN

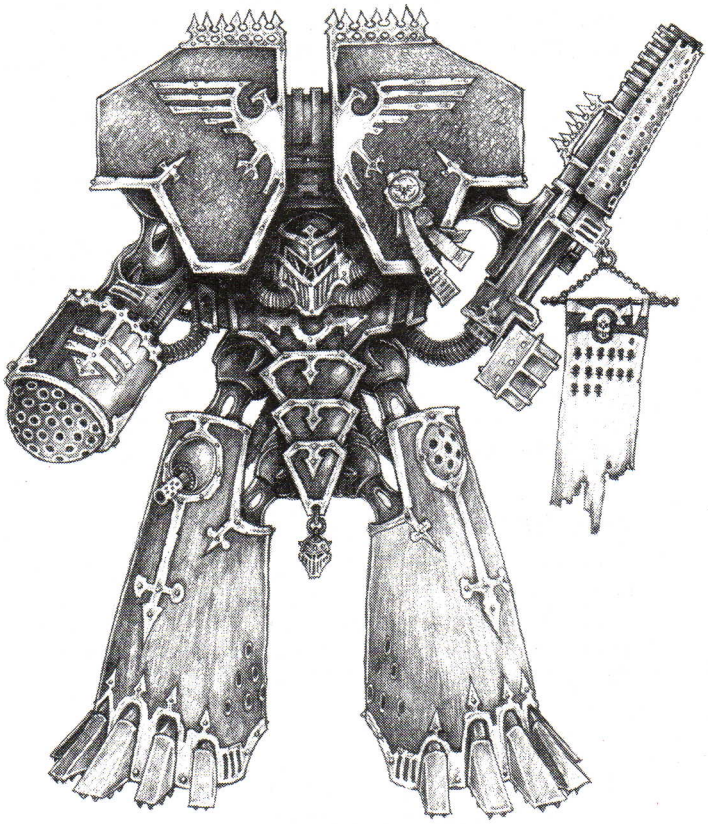
The plasma blastgun was specifically designed for the Reaver and Warhound Titans, which are unable to use the larger plasma weapons carried by the Warlord because their reactors are simply not big enough to power up these weapons.

The plasma blastgun works by siphoning off small amounts of plasma and storing them in special cooling chambers. The weapon can store 2 attack dice worth of plasma, and starts the game fully charged up. When the weapon is fired the plasma is used up, and the weapon can only replenish one dice worth of energy at the end of each turn. The only exception is Titans that have first fire orders, which are allowed to replenish *two* dice worth of energy.

POWER RAM

The power ram delivers a high velocity strike capable of punching through the thickest armour and inflicting major internal damage. More importantly, a single well placed blow with this powerful weapon can send an opposing Titan crashing to the ground.

In close combat against other Titans, a Titan using a power ram can knock its opponent over if it wins the close combat by six or more points. The Titan using the power ram can choose to knock the opposing Titan over so it falls over backwards. Any vehicles or infantry a Titan falls on are automatically destroyed, and buildings must make a saving throw with a -5 modifier. The Titan itself will be irreparably damaged by the fall and counts as destroyed. If the power ram is used against a building it hits automatically and the building must make a saving throw with a -5 modifier.



POWER SAW

The power saw is a motorised saw blade capable of ripping apart the toughest close combat opponent. Titans which carry this weapon roll an extra D6 to resolve combat, add +2 to damage rolls against enemy Titans, and any building hit is destroyed unless it makes its saving throw.

TRIDENT

The trident is a specialised weapon system employing a rocket-propelled grappling claw to seize its target, which is then dragged towards the Titan by an attached chain and power winch. Because the grappling claw is so massive and relatively low velocity void and power shields do not stop it.

The trident has a range of 25cm and hits on a 3+. If the trident is being used to attack another Titan, it goes straight through the target's shields. Choose a location for the hit and then roll the hit location dice as usual. The trident has no effect on infantry at all, though it can be used to attack vehicles.

As the trident closes on its target and the Titan which fired it takes up the slack both players roll 2D6, adding their close assault factor to the score. The player using the trident is allowed an extra D6 if he is on first fire orders to show that he is properly braced. If the Titan using the trident beats his opponent's dice roll it rips off the part it was gripping automatically. Vehicles are destroyed, while Titans take the maximum damage possible in the location hit.

If the scores are drawn the trident loses its grip and does no damage. If the Titan using the trident loses the tug of war his opponent breaks the chain attaching the power winch to the trident, rendering the weapon useless for the rest of the battle. Unless the trident's chain is broken it is quickly wound back into position by winch and is ready to be fired next turn.

TURBO-LASER DESTRUCTOR

The turbo-laser destructor is a highly effective anti-tank weapon. It has a range of 75cm and 2 attacks because it is rapid firing. It hits on a 3+ with -2 on the target's save.

VULCAN MEGA-BOLTER

The vulcan is a short ranged but extremely deadly form of heavy machine gun that fires a hail of bolter shells at anyone foolish enough to stray too close. It is extremely effective at breaking up massed infantry assaults, and has been known to gun down entire formations of infantry in a single burst. It has a range of 25cm but a massive 8 attacks, hitting on a 4+.

WARP MISSILE

The warp missile is a one-shot missile sometimes carried by Titans for dealing with heavily armoured targets. It contains a miniature warp drive which 'skips' the missile in and out of warp space when it is launched, materialising inside the target's shields and armour before a melta warhead detonates to complete the act of destruction.

Like the vortex missile, the warp missile is a one shot weapon and can only be used once per game. A warp missile will hit a Titan or building automatically but smaller targets such as

troop stands or vehicles will only be hit on a roll of 3+ on a D6. A vehicle, building or infantry model hit by a warp missile is automatically destroyed with no saving throw allowed. If a Titan is struck by a warp missile, ignore its shields and go straight to selecting a location for the hit. To represent the likelihood of the missile disappearing into warp space or being deflected off-course roll the hit location dice twice. If a location is hit it receives no armour save, go straight to the damage table and roll for damage twice. This represents the cataclysmic damage caused as the missile materialises inside its target and detonates.

WRECKER

The wrecker is a large weighted ball swung at the end of a reinforced chain. Its primary purpose is to deliver crushing blows against buildings and fortifications, though its tremendous power and long reach also make it an effective, if inaccurate, close combat weapon.

Buildings struck with a wrecker suffer a -6 saving throw modifier. When fighting other Titans in close combat a Titan armed with a wrecker may make one free attack before close combat begins. The attacker chooses a hit location and rolls for deviation as normal. Once any shift in location has been established the hit location dice are rolled for the new location and the location adjusted a second time. The second roll is to represent the inaccuracy of the wrecker's wild swing. If a location on the enemy Titan is struck it is hit with a -6 saving throw modifier.

Against vehicles or infantry a Titan armed with a wrecker may automatically destroy one vehicle or infantry model in base to base contact before close combat commences. This represents it crushing some of its attackers with a hefty overarm swing.

IMPERIAL TITAN WEAPON DATA

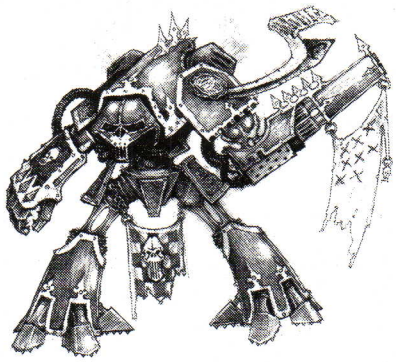
Weapon	Range	Attack Dice	To Hit Roll	Target's Save Mod.	Notes
Barrage Missile Launcher	Unlimited	8 BP's	–	-2	Place D6 extra barrage templates when fired. One shot weapon.
Battle Claw	Close combat weapon. Roll off against opponent – causes maximum damage				
Carapace Landing Pad	Used as platform for Recon Land Speeder				
Carapace Multi-lasers	15cm	2	5+	0	Always shoots in First Fire.
Chaos Energy Whip	Close combat weapon. Enemy models hit on 4+, before combat.				
Chaos Titan Tail	+2 to CAF				
Combat Head	Close combat weapon. Adds +3 to Titan's CAF.				
Corvus Assault Pod	Carries 4 Terminator stands. +D6 CAF in attack turn.				
Deathstrike Cannon	200cm	10 BP's	–	-2	Barrage weapon
Fire Control Centre	Adds +1 to all to hit rolls. Has save of 3+				
Harpoon Missile	Unlimited	–	Auto	-2	Takes over target Titan if save is failed. One shot weapon.
Inferno Gun	Special	Special	4+	0	Uses inferno template.
Plasma Blastgun	50cm	2	3+	-4	Must recharge after use.
Power Ram	Close combat weapon. Opponent knocked over if you win by 6+ points.				
Power Saw	Close combat weapon. Adds D6 to close combat score.				
Trident	25cm	1	3+	–	May pull bits off target.
Turbo-Laser Destructor	75cm	2	3+	-2	
Vulcan Mega-Bolter	25cm	8	4+	0	
Warp Missile	Unlimited	–	Auto/3+	–	To hit Titans/vehicles. Ignores shields. Roll twice on hit location template. One shot weapon.
Weapon Head	25cm	1	5+	-1	
Wrecker	Close combat weapon. Get free strike before combat is resolved				

IMPERIAL TITAN DATA CARDS

To make your data cards, cut out or photocopy the cards on this page. Fold each card along the dotted line and glue the two halves together on the inside. You can then use these cards in your games of Space Marine.

SPECIAL CARD

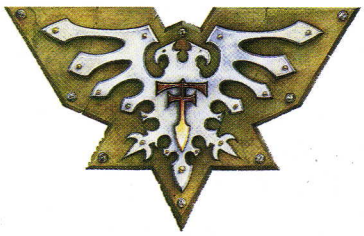
REAVER TITAN



POINTS VALUE 500

REAVER TITAN

The Reaver Titan is an extremely fast and manoeuvrable fighting machine. It fights like a single unit which cannot be broken and so does not need to take a morale check. Victory points are awarded to the opposing player once the Titan is destroyed.

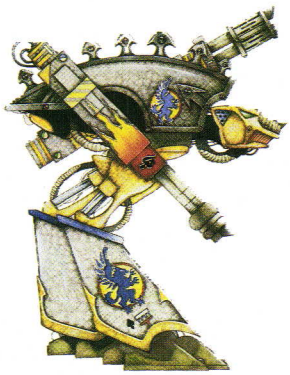


VICTORY POINTS 5

Victory points are awarded when the Titan is destroyed.

SPECIAL CARD

2 WARHOUND SCOUT TITANS



POINTS VALUE 500 FOR 2 WARHOUNDS

WARHOUND TITANS

Warhound Scout Titans are the eyes and the ears of the Titan legions. Fast and agile, they perform dangerous reconnaissance missions and raids behind enemy lines. Each Titan fights as a single unit which cannot be broken and so does not need to take morale checks. Victory points are awarded to the opposing player as soon as one of the Titans is destroyed.

VICTORY POINTS 5

Victory points are awarded once one Warhound has been destroyed.

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WARHOUND TITAN

MOVE	CLOSE ASSAULT FACTOR
25cm	+8

The Warhound Titan has two void shields and capacity to mount two weapons.

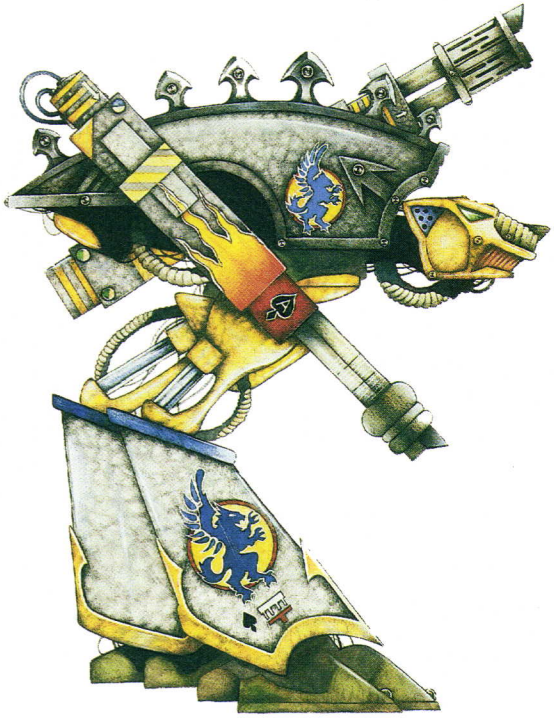
Note down the details of the weapons mounted on your Titan in the spaces given below.

A Warhound cannot mount either a Plasma Cannon or a Plasma Destructor as it is unable to provide enough power for these weapons.

Warhound Titans are very agile and unlike the Warlord or Reaver Titan they can make as many turns as they like when they move.

When a Warhound Titan is on charge orders opponents have a -1 to hit save modifier because the Warhound can dodge incoming shots.

Record shield loss using markers on the Warhound Titan's base.

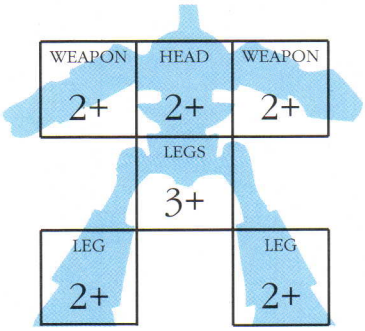


WEAPON	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES

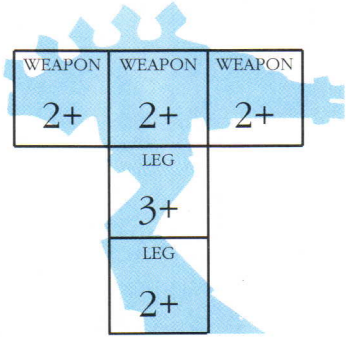
PERMITTED WEAPONS: Inferno Gun, Plasma Blastgun, Rocket Launcher, Turbo Laser Destructor and Vulcan Mega-Bolter.

HIT LOCATION TEMPLATES

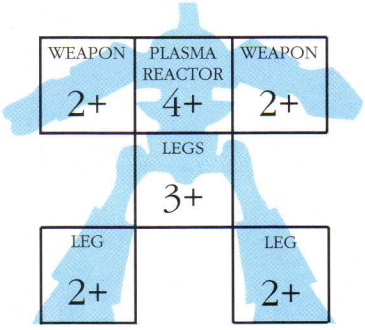
FRONT



SIDE



REAR



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REAVER TITAN

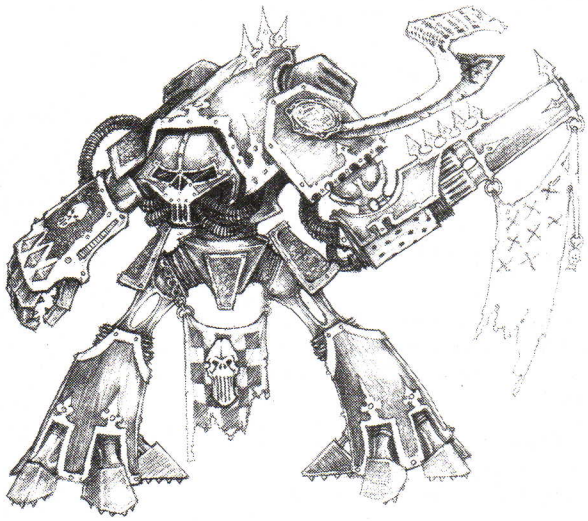
MOVE	CLOSE ASSAULT FACTOR
20cm	+12

The Reaver Titan has four void shields and capacity to mount three weapons.

Note down the details of the weapons mounted on your Titan in the spaces given below.

A Reaver Titan cannot mount either a Plasma Cannon or a Plasma Destructor as it is unable to provide enough power for these weapons.

Record shield loss using markers on the Reaver Titan's base.



WEAPON	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES

PERMITTED WEAPONS: Barrage Missile Launcher, Battle Claw, Chain Fist, Combat Head, Gatling Blaster, Harpoon Missile, Inferno Gun, Laser Blaster, Laser Burner, Melta Cannon, Plasma Blastgun, Power Fist, Power Ram, Power Saw, Quake Cannon, Rocket Launcher, Trident, Turbo Laser Destructor, Volcano Cannon, Vortex Missile, Vulcan Mega-Bolter, Warp Missile, Weapon Head and Wrecker.

HIT LOCATION TEMPLATES

FRONT

	WEAPON 2+	
WEAPON 2+	HEAD 1+	WEAPON 2+
WEAPON 2+	LEGS 2+	WEAPON 2+
LEG 2+		LEG 2+
LEG 2+		LEG 2+

SIDE

WEAPON 2+	WEAPON 2+	WEAPON 2+
PLASMA REACTOR 3+	WEAPON 2+	HEAD 1+
	WEAPON 2+	WEAPON 2+
	LEG 3+	
	LEG 2+	

REAR

	WEAPON 2+	
WEAPON 2+	PLASMA REACTOR 4+	WEAPON 2+
WEAPON 2+	LEGS 2+	WEAPON 2+
LEG 2+		LEG 2+
LEG 2+		LEG 2+

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REAVER AND WARHOUND TITAN DAMAGE TABLE

HIT LOCATION

HIT LOCATION/SHOOTING

Roll to hit the Titan as normal. If you hit, refer to the location templates. Nominate the target area. Roll the pair of **aim dice** and move the location hit as indicated up, down, left or right. If the shot lands in a location area take any appropriate save. If the save fails refer to the appropriate damage table. If your shot lands on an empty square or outside the grid it has missed.

CLOSE COMBAT

If beaten in close combat the enemy chooses a location and damage is worked out from the appropriate damage table. Shields have no effect in close combat and saving throws are ignored.

WEAPON DAMAGE TABLE - Roll D6

1-2 The weapon has been damaged by the attack, and may not be used again until it is repaired.

3-4 The weapon has been destroyed and may not be used again in this battle.

5 The weapon is blown clean off the Titan and scatters 2D6cm in a random direction. Any vehicles or stands underneath the point where it lands are destroyed.

6 The weapon is blown off the Titan as above, but there is also a flashback to Titan's hull. Roll a D6 to see what was affected by the flashback:

1-3	Reactor
4-6	Head

Then roll the D6 again and refer to the appropriate Damage Table to find out what damage is caused.

REACTOR DAMAGE TABLE - Roll D6

1-2 The Titan's plasma reactor has been breached and shuts down. The Titan grinds to a halt and may not move or fire until the damage is repaired. No other damage may be repaired until the plasma reactor comes back on line.

3-4 The Titan's plasma reactor has been breached and the crew desperately struggle to keep the damage under control. Attempt to repair the damage in the next repair phase. If you fail there is a reactor meltdown and the Titan is destroyed (see the next result for the effects of a meltdown). If you succeed the reactor comes back on line and the Titan may move and fire as normal.

5-6 The Titan's plasma reactor has been destroyed, and the Titan is vaporised in a spectacular meltdown. The Titan is removed from play (replace it with a model crater if you've got one). All units within 3D6 cms suffer an automatic hit, and must make an unmodified save to avoid damage.

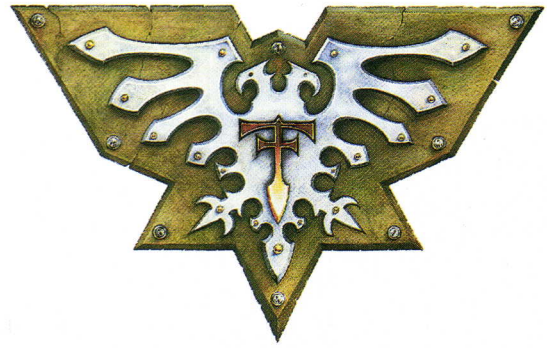
HEAD DAMAGE TABLE - Roll D6

1-2 The Titan's mind impulse units have been damaged. Until the damage is repaired the Titan's CAF is halved, and it may only move or fire if you first roll a 4+ on 1D6 (roll the D6 just before you move or fire).

3 The shot punches through to the bridge, killing vital crew members. The Titan's CAF is halved for the rest of the game.

4 The shot rips through the head and causes an explosion in the crew compartment, injuring several of the crew. The Titan's CAF is halved for the rest of the game, and it may only move or fire if you first roll a 4+ on 1D6 (roll the D6 just before you move or fire).

5-6 The shot rips through the head and crew compartment, and triggers massive internal explosions within the Titan. The Titan crashes to the ground as a result of this spectacular KO! Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or stands units that are fallen on are destroyed.



LEG DAMAGE TABLE - Roll D6

1-2 The leg is damaged, forcing the Titan to walk with a pronounced limp. The Titan's move rates are halved and it may not enter difficult terrain.

3-4 The Titan's leg has suffered extensive damage, and it is very likely that it will give way if the Titan attempts to move. Roll a D6 in each ensuing repair phase, subtracting 2 from the roll if the Titan has charge orders, or 1 from the roll if it has advance orders. On a roll of 0 or less the leg snaps

If the leg snaps the Titan will crash to the ground and is destroyed. Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or stands fallen on are destroyed.

5 The Titan is completely crippled by the damage to its legs. It may not move or turn for the rest of the game.

6 The leg is blown apart and the Titan collapses to the ground. Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or stands fallen on are destroyed.

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SPACE MARINE®

GARGANTS

By Andy Chambers

At the heart of the Ork expansion throughout the universe is the Waa-Ork. The Waa-Ork is a spontaneous happening which starts suddenly in obscurity and then gradually gathers momentum. More and more Ork tribes become part of the gathering strength of the Waa-Ork as the whole of Orkdom becomes agitated, disturbed and dynamic. Waa-Ork is a time of resurgence of Orkdom into the universe, a time of great migrations, wars and conquest. Orks everywhere take to the warpath and the relentless power of Ork civilisation is unleashed.

At the very core of the Waa-Ork lies the construction gigantic Titans known as Gargants. Each Gargant is a towering war machine with awesome destructive power. It is also a titanic, mechanical, fighting, fire-belching idol in the image of the Ork gods of war. Each Gargant the Orks build is an act of worship of the primal Ork gods; they are idols of the gods that stand for all that is Orky. Gork and Mork, the Ork gods epitomise the Orkish character on a vast scale. They are big, carefree, boisterous beings that leave a trail of destruction in their wake. War, conquest, migration, endless feuds, the din of weapons and the war cries of countless Orks are but the crude games and raucuous laughter of these strong. carefree gods.

DAVE GALLAGHER

Gargants are miracles of mechanical ingenuity, packed with whirring cogs and gears, wheezing pipes and pistons, dials, levers, stopcocks, gauges and no end of other mechanical devices that seem to work purely through the faith of their Mekboy inventors. Gargants carry awesome firepower, heavy cannon and giant flamethrowers are mounted in turrets on the Gargant's shoulders and often more guns are carried on the head as well. Mounted low down in the Gargant's belly is the Gutbuster mega-cannon, a gigantic weapon of massive destructive power. Gargants are protected by banks of thrumming Power Field generators and thick armour. Their heavily armoured hull is made out of all kinds of different metal and bits of armour plate scavenged from wrecked vehicles and welded or hammered into place.

A vast Krew of Orks, Gretchin and Snotlings ride into battle aboard each Gargant. The Orks fire the guns and stoke the boilers under the stern eye of the Gargant Kaptin and his Nobz. Teams of Snotlings and Gretchin 'riggers' armed with spanners and oily rags are sent frantically crawling into the cramped workings of the Gargant to fix bits and fight fires as the Gargant suffers battle damage. Though no two Gargants are identical, Ork Mekboyz commonly build one of two distinct sorts of Gargant; the short, fast Slasher Gargant and the larger, more heavily-armed Great Gargant.

In Space Marine an individual Slasher Gargant or Great Gargant can be bought as the special card for any Ork clan. The immensely proud Warboss of that particular clan will be the Gargant's Kaptin and some of his Nobz will take up the posts of Furst Mate (who shouts at the Krew) Gunboss (who shouts at the gunners) and Flagboss (who's in charge of the signal flags Gargants use in battle – as well as shouting of course!). The talented Mekboy who built the Gargant is rewarded with the post of Boss-Mek and gets to order around all the other Mekboyz onboard and shout at the riggers. These individuals all work together surprisingly smoothly to keep the Gargant stomping around and blasting away at the enemy. Because a Warboss is in command of the Gargant it can always be given orders even if there aren't any Nobz within 10cm of it. Any Orks within 10cm of a Gargant can be given orders by the Warboss.

GARGANT BIG MOBS

In the build-up to the Waa-Ork all Ork tribes are driven by the urge to build the idol-like Gargants in praise of their savage gods. Most Warbosses manage to get one or two Gargants built by industrious Mekboyz. Some of the powerful Ork Warlords can command enough resources to build many Gargants. Sometimes Ork Warbosses will join their tribes together to form an even more potent Waa-Ork. So it comes about that an Ork horde may be lucky enough to be led to war by a Gargant Big Mob.

Gargants' Big Mobs usually comprise three Gargants, either Slasher Gargants or Great Gargants or a mix of the two types. One Gargant is a frighteningly destructive creation, three is enough to send all but the bravest troops fleeing for cover. The massed firepower of a Gargant Big Mob has spelled the doom of many a battleforce under a thundering barrage of smoke and flame.

The best (in other words the biggest) Gargant in the mob is commanded by the Warlord and is known as the Boss-Gargant. The other Gargants are both commanded by the Warlords most trusted Nobz. In battle, all the Gargants in a Big Mob have to stick close together so the Nobz can see the signal flags being waved about on top of the Boss Gargant, these tell them what their orders are and where they're supposed to be going. Because of this the Gargants in a Big Mob have to be within 20cm of the Boss Gargant and able to see it in the Orders phase to be given any orders.

If one of the Gargants is too far away or can't see the Boss Gargant, the Nob in command has to guess what he's supposed to do, so roll a D6 for him, On a roll of 1 or 2 he picks first fire orders, on a 3 or 4 he picks advance orders and on a 5 or 6 he picks charge orders. Naturally, Nobz in command of Gargants consider themselves well above the rest of the Nobz, so having a Nobz stand within 10cm doesn't allow you to give them an order like most Orks – they'll take orders from the Boss Gargant and nobody else.

Note that the Boss Gargant **is not a command unit,** it must be given orders like any other unit and it can be singled out by the enemy and shot at – the banners, trophy poles and graffitti which festoon the Boss Gargant make it unmistakable! If the Boss Gargant is destroyed, all the Gargants in the Big Mob will have to roll for their orders on the next turn. At the end of the turn the next biggest Gargant will take over as Boss.

THE GREAT GARGANT DATACARD

A datacard for the Great Gargant is supplied at the end of this article. You should photocopy one of these for each Great Gargant in your army and fill it out as a permanent record of that particular Gargant. Note down the weapons fitted to the Gargant in the spaces provided along with their attack dice, to hit rolls and so on. You can also use the data card to keep a note of how many Titans the Gargant has killed and how many battles it's fought in.

POWER FIELDS

Gargants are protected by banks of power field generators. These project layers of invisible force around the Gargant which absorb the energy of shots that hit them. The Gargant has lots of power fields – one beneath the other, like the layers of an onion. When each power field absorbs a hit it is knocked down but the hit does no further damage.

Unlike Void shields power fields can't be repaired as the generators burn out when the field collapses. Gargant power fields are often unstable and flicker on and off unpredictably with accompanying showers of sparks. It's not unknown for shots to penetrate a Gargant's shields through weak points, particularly if the Gargant is under heavy fire at the time. To represent this, roll a D6 for each shot that hits a Gargant which still has its shields up — on a 1-5 the shot hits the shields and one power field collapses as usual, on a 6 the shot penetrates the shields without knocking down any power fields, work out hit location, saving throws and damage as normal.

When Gargants go into battle they often have less than their full complement of shields. This might be because some of the generators have broken down and burnt out before the Gargant got to the battle or the Mekboyz haven't got round to fixing them after the last one. You'll need to roll dice to find out how many power fields each Gargant has before the start of the game.

Great Gargants have many banks of generators so they get a D6 plus 6, giving them between 7 and 12 power fields. Keep a note of how many power fields each Gargant has remaining on its datacard. The Mekboyz always repair the power fields on the Warlord's Boss Gargant first (if they know what's good for them) so the Boss Gargant always has the maximum number of shields at the start of a game.

BATTLE DAMAGE

Great Gargants are big and very solidly built so they can take a lot of punishment before they're destroyed. It's unlikely that a Gargant will be destroyed by a single hit, rather accumulated damage from numerous hits will gradually blow pieces off a Gargant until it's totally crippled. However, unlike Eldar and Imperial Titans, Gargants lack sophisticated auto-repair systems so they can't fix damage until after the battle.

As more and more shots slam into a Gargant its solidly welded plates start to buckle and cracks start to twist open the innards of the great metal monster. To represent the accumulated wear and tear a Gargant suffers from a sustained pounding a number of damage results add bonuses to future rolls against a particular location, increasing the chances of catastrophic damage occuring if the area is struck again. For example, on the weapon damage table a roll of 3 or more will destroy the weapon but a 1 or 2 gives a result of 'Add +1 to any future damage rolls against this location'. This means that if you hit the same weapon again and it fails its saving throw you add one to your damage roll, so this time the weapon will be destroyed on a roll of 2 or more.

It's important to keep a note of what areas have been damaged on a Gargant — the easiest way to do it is by marking the areas hit on the Gargant's datacard in pencil or using counters. It's worth noting here that, unlike weapon locations, damage bonuses accumulated against a Gargant's hull affect the whole hull and not just the particular square hit.

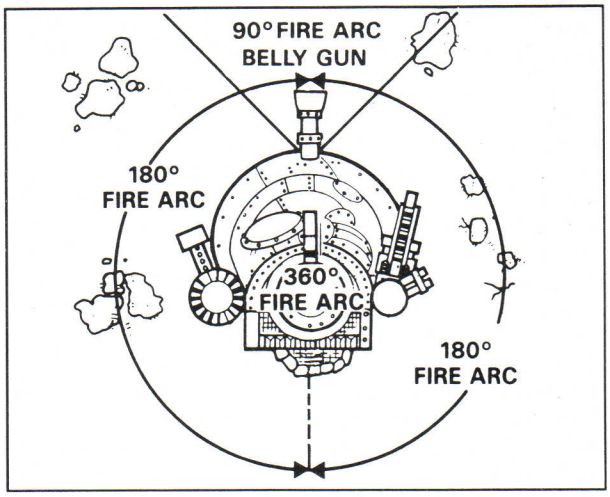
FIRES

Lacking a dangerous plasma reactor to meltdown or vulnerable legs to cripple, a Great Gargant can survive almost any amount of punishment without being destroyed. When a Great Gargant finally blows it's almost always because fires have caught a hold throughout its gigantic structure and blazed out of control.

Some damage results will cause fires to break out. Teams of Gretchin and Snotlings dash through the Gargant and try to douse down fires before they become too fierce. Unfortunately, damaged areas can catch fire all too easily as explosions ignite ammunition or fuel and the fire fighters can find themselves fighting a losing battle. Keep track of the number of fires burning on a Great Gargant on its datacard. In the End phase of each turn, every Gargant which has any fires burning on it has to make a roll on the fire table, adding +1 to the dice for every fire burning in excess of one. Some particularly dangerous hits can send flames shooting through the Gargant and cause an immediate roll on the fire table.

GREAT GARGANT FIRE ARCS

Because Gargant weapons are mounted rather differently to those on Imperial or Eldar Titans they have different fire arcs, these are shown on the diagram below. The belly mount has a 90° arc of fire forward, the left and right arms have a 180° field of fire to the left and right respectively. The Gargant's head has a 360° field of fire.



GARGANT WEAPONS

DA GAZE OF GORK

Gork is one of the two great gods of the Orks. Gargants are gigantic representations of Gork and Mork so it is quite common for them to have specially made heads to make them look more life-like. Gargants with Gork heads are often fitted with a pair of heavy Traktor Kannon in place of their eyes so the Orks can terrify their foes with the mighty gaze of Gork.

The Traktor Kannon can fire all round because they are fitted in the head. When they shoot they fire a strong pulse of Traktor energy which slams into the target, and immobilises or crushes it.

The following special rules govern the use of Traktor Beams. Roll to hit your chosen target as with any other weapon — the gaze of Gork has 2 attack dice and a basic hit roll of 4 or more is required. If the target is hit it takes a saving with a -2 modifier. If the save is passed the target is unaffected. If the target fails its save it may be *immobilised* (in which case it cannot move, shoot or do anything else in its next turn), or *squashed* in which case it is destroyed.

Roll a D6 to determine the result and add +1 if the target has no saving throw (most infantry units, for example, have no saving throw and therefore are more likely to be squashed).

D6	Result
1-4	IMMOBILISED – May do nothing next turn.
5+	SQUASHED – Destroyed

An Imperial Titan's void shields do not protect it from a Traktor Beam, an Eldar Titan's holo-fields work as normal. Titans always count their highest saving throw out of all of their areas against Traktor Beams. This makes them very hard to hit effectively. If a Titan is immobilised its shields still operate but nothing else works, so they cannot repair damaged shields or locations. Other immobilised models can do nothing — they can't give orders or repair vehicles or heal wounded or use psychic powers for example. Immobilised models are exempt from formation rules until they can move again.

A Gork head also emphasises the idol-like nature of an Ork Gargant. Any Orks within 25cm of a Gargant with a Gork head are whipped into a religious frenzy and automatically pass their morale tests – no test is required for the unit. Unfortunately if the Gargant has its head blown off its very demoralising for any Orks nearby to see their Idol's head flying through the air, so all Ork units within 25cm have to take an immediate morale check.

GUTBUSTER MEGA-CANNON

The Gutbuster or belly gun is a huge cannon which protrudes from the Gargant's belly. The weapon can fire an array of ammunition. At the start of the game, the Gutbuster is loaded with one shot of the player's choice. After firing it takes a full turn to reload, and so the Gutbuster may not be fired in the next combat phase. Often gutbusters are also fitted with extra battle cannon which keep the chief gunner amused while the Boyz are sweating to reload the belly gun. The battle cannon have a range of 75cm, 3 attack dice, and hit on a 5+ with a -2 saving throw modfier. A Gargant can fire the battle cannon **or** the belly gun, it can't fire both in one turn. Gutbuster rounds comprise three types.

Ball rounds are like immense cannonballs. A special 3cm template is supplied for the ball round. Place the template over your target and then roll for scatter as you would for a barrage. Anything under the template is hit and makes a saving throw with a -4 modifier. The ball will then roll another 4D6cm in a straight line along the line of fire. A template which represents the rolling ball is also supplied. Place the template so that its cupped end is around the ball and align it so that it's pointing

directly away from the Gargant, then roll the dice to see how far along the template the ball rolls. Anything that is rolled over is hit automatically and must make a save with a -4 modifier, including any buildings. The ball will plough through any operating shields on a Titan that it hits, knocking them all down one after the other. Should it hit the leg of a Titan model the save is taken with a -4 save modifier.

Chainshot consists of two or more medium sized projectiles linked together by heavy chains. When it is fired the chainshot spreads out and spins like bolas. It is only used for entangling the legs of Imperial and Eldar Titans, and causes no damage to any other type of target! It will only work against Imperial Titans if they have no operating void shields at the time that it hits. When chainshot scores a hit against an eligible target it automatically causes damage to the target's legs. No hit location or saving rolls are needed, simply roll on the Leg Damage Table, adding +3 to the dice roll. For obvious reasons their must be a clear line of fire from the Gutbuster itself to the target's legs, any intervening terrain will block the shot.

High Explosive rounds are huge cannon shells packed with hundreds of pounds of explosive. They have a special 12cm diameter of effect, fully twice as large as a normal barrage attack! High Explosive is very effective against infantry and light vehicles, but not against armoured targets, so there is a +1 save. The +1 save modifier means just that — the opposing player adds +1 to the dice when he makes his armour saves.

MAGNUM MEGA-CANNON

The Magnum Mega-cannon is a monster gun which fits on the lower arm mount of the Gargant. The magnum can fire different rounds in the same way as the gutbuster, though its choice is limited to a solid armour-piercing shot or a large high explosive shell. Unlike the gutbuster the Magnum can fire every turn but you must pick which can of shell it's going to fire at the start of the turn during the orders phase.

Armour piercing shots (or Klangerz) roll one attack dice with a to hit roll of 3+ and a saving throw modifier of -3.

High Explosive shells (or Bangerz) fire a barrage template with 8 barrage points and a 0 saving throw modifier. Because Orks aren't into the fiddly bits of indirect fire high explosive shells can only be fired at targets the Gargant can see. Because this is a direct shot there is no chance of the barrage template scattering.

SUPER LIFTA-DROPPA

The Lifta-Droppa is a Mekboy invention which uses Traktor beam technology in a radically different way to a Traktor Kannon. Instead of flattening a single target with a beam of energy, the super Lifta Droppa latches onto an area of ground and pulls the lot up into the air. The immensely powerful beam lifts up trees, rocks, earth and screaming victims all at the same time. The boom carrying the projector is swung upwards and its entrapped victims swing helplessly upwards too. Then, with a little bit of jiggling of the controls, the Meks controlling the beam drop the whole lot on some unfortunates nearby.

The super Lifta-Droppa has a range of 75cm and 'fires' a barrage template. Note that unlike most barrage weapons the Lifta-Droppa must be able to see its target in order to fire at it and can never fire indirectly. Place the barrage template anywhere in sight and within range of the super Lifta-Droppa. Anything even partially under the template is hit on a roll of 4, 5 or 6 on a D6. If a target is hit it has to make a saving throw with a -4 modifier, a failed save means the target is latched on to and lifted high up in the air. Anything which isn't latched on to or makes its armour save is lucky enough to avoid the beam and unaffected by the attack. Titans are too big to be picked up by the super Lifta Droppa as explained below.

After finding out what's caught in the beam the Ork player can designate where he wants to drop the contents of the beam within 6cm. Roll the scatter dice to see if the Mekboyz manage to get their helpless victims on target – a 'hit' indicates they're bang on target, an arrow means the template flys 2D6cm in the direction of the arrow before plummeting to the ground. The falling victims are automatically destroyed regardless of whether the Meks are on target or not. Any models underneath the template (wherever it ends up) are struck by falling debris on a roll of 4, 5 or 6 on a D6. Models hit by falling debris are automatically destroyed unless their saving throw is better than the saving throw of the biggest thing caught on the template – so for example, Land Raiders (Sv 2+) hit by debris from a template which included a Baneblade (Sv 1+) would be crushed. If a Baneblade was struck by debris from a Lifta Droppa template carrying Land Raiders it would survive.

Titans are too big and heavy to be picked up even by a super Lifta Droppa but can be hit by falling models. Titans will lose a shield if struck by a template, or suffer a hit if they have no shields left. Roll for location as normal, the location hit will suffer damage unless its saving throw is better than the biggest model on the hitting it. A building hit by a super Lifta Droppa beam or falling debris must make an unmodified saving throw and collapses into rubble if it fails.

The super Lifta-Droppa arm is cunningly constructed so that it also works as a monstrous grabber filled with whirling steel teeth. In close combat a Great Gargant armed with a super Lifta-Droppa arm can make a special grab attack if it wins. The grab attack only affects Titans and buildings. Against enemy Titans the Mekboy Gargant can grab any location shown on the hit location chart and try to tear it off. Both players roll a D6 and the Gargant adds +1. If the Gargant's score is higher than its opponents the location is torn off and suffers maximum damage as if a 6 had been rolled on the location damage chart. If the scores are equal the opponent pulls partially free of the Gargant's grasp, roll for damage normally. If the opponent rolls higher than the Gargant he wriggles completely out of the Gargant's grasp and no damage is done. A building hit by the grab attack suffers a hit with a -4 saving throw modifier.

OBSERVATION TURRET

The Observation Turret is mounted on one the upper arm positions on the Gargant. It is packed with all sorts of ranging equipment and has speaking tubes connected directly to the gunners. This enables the Gargant to add +1 to all to hit rolls against one target fired at each turn. This bonus only applies to weapons fired at that target by the Gargant.

SCORCHER TURRET

The Scorcher Turret is also mounted on one the upper arm positions on the Gargant. The scorcher fires a long gout of flame. It has a range of 35cm, 2 attack dice, and hits on a 3+. The scorcher is especially effective at winkling out infantry that are in cover. To represent this ignore any modifiers for cover that would normally apply to the to hit roll.

ORK GARGANT WEAPON DATA

Weapon	Range	Attack Dice	To Hit Roll	Target's Save Mod.	Notes
Gork Head	Any Orks within 25cm ignore morale tests.				
Da Gaze of Gork	50cm	2	4+	-2	
Gutbuster:					
Ball	100cm	Ball	3cm Template	-4	Ball template skids 4D6cm.
Chain	75cm	1	3+	_	Only affects Titans
Explosive	100cm	8 BP's	8 BP's	+1	12cm Barrage template.
Gutbuster Battle Cannon	75cm	3	5+	-2	
Observation Turret	Adds +1 to any to hit rolls versus *one* target.				
Scorcher Turret	35cm	2	3+	0	Ignore to hit modifiers for cover.
Magnum Mega-cannon					
Armour Piercing	100cm	1	3+	-3	
High Explosive	75cm	8 Barrage Points		0	Fires Barrage May not fire indirect

HEAVY METAL

ORK GREAT GARGANT

ORK GOFF BANNERS

GREAT GARGANT

CLOSE ASSAULT FACTOR: +15

MOVEMENT

A Great Gargant's move is determined by its orders:

Orders	Effect	Fire
Charge	Must move between 11-15cm towards the nearest enemy formation	The Great Gargant may not fire
Advance	May move up to 10cm but this does not have to be towards the nearest enemy formation as in Charge	The Great Gargant may fire in the Advance Fire segment
First Fire	No move or turn	May fire in the First Fire segment.

POWER FIELDS

The Great Gargant is protected by 6+ (1D6) power fields.

WEAPON		RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES
Magnum Mega Cannon	Armour piercing:	100cm	1	3+	-3	
	High explosive:	75cm	8 Barrage points		0	Fires barrage. May not fire indirect.
Scorcher turret		35cm	2	3+	0	Ignore to hit modifiers for cover
Observation turret		Adds +1 to any to hit rolls versus one target				
Gork Head		Any Orks within 25cm ignore morale tests				
Da Gaze of Gork		50cm	2	4+	-2	
Gutbuster	Ball:	100cm	Ball	3cm template	-4	Ball template skids 4D6cm
	Chain:	75cm	Chain	3+	0	Only affects Titans
	Explosive:	100cm	8 BPs	8BPs	+1	12cm barrage template

HIT LOCATION TEMPLATES

FRONT

WEAPON 2+		HEAD 2+		WEAPON 2+
WEAPON MOUNT 2+	AMMO 1+	HULL 3+	AMMO 1+	WEAPON MOUNT 2+
WEAPON 2+	HULL 3+	HULL 3+	HULL 3+	WEAPON 2+
	HULL 3+	BOILER 2+	HULL 3+	
FOOT 3+	HULL 3+	BELLY GUN 3+	HULL 3+	FOOT 3+

SIDE

	WEAPON 2+		
HULL 3+	WEAPON MOUNT 2+	HULL 3+	
HULL 3+	WEAPON 3+	HULL 3+	
HULL 3+	BOILER 3+	HULL 3+	
HULL 3+	FOOT 3+	BELLY GUN 2+	BELLY GUN 2+

REAR

WEAPON 2+		HEAD 2+		WEAPON 2+
WEAPON MOUNT 2+	AMMO 1+	HULL 3+	AMMO 1+	WEAPON MOUNT 2+
WEAPON 2+	HULL 3+	HULL 3+	HULL 3+	WEAPON 2+
	HULL 3+	BOILER 3+	HULL 3+	
FOOT 3+	HULL 3+	HULL 3+	HULL 3+	FOOT 3+

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GREAT GARGANT DAMAGE TABLES

MAGAZINE DAMAGE TABLE - Roll D6

1-3 Some ammunition explodes starting a fire and sending flames shooting through the hull. Roll on the Fire Table immediately.

4-6 The magazine detonates spectacularly, starting 1D3 fires. Roll for damage against the weapon mount as well and apply any damage. After you have rolled for extra damage total up all the fires on the Gargant and make an immediate roll on the Fire Table.

FOOT DAMAGE TABLE - Roll D6

1-3 The foot is damaged but carries on working normally. Add +1 to any future damage rolls against this foot.

4-5 The foot is destroyed. If one foot is destroyed the Great Gargant is only allowed to turn in place. If both feet are destroyed the Great Gargant may not move at all.

6 The foot is blown apart in a massive explosion that starts a fire. The Great Gargant may no longer move or turn, even if the other foot is undamaged.

BOILER DAMAGE TABLE - Roll D6

1-2 The boiler is damaged. Add +1 to any future rolls against the boiler.

3-4 The boiler is hit and starts to lose pressure. The Great Gargant's move rates are reduced by 50% from now on.

5-6 The boiler is destroyed. The Great Gargant can no longer move, and a fire is started.

WEAPON MOUNT DAMAGE TABLE - Roll D6

1-2 The weapon mount is damaged but keeps on functioning. Add +1 to any future damage rolls against this weapon mount.

3-5 The weapon mount is badly damaged. Roll for both of the attached weapons on the Weapon Damage Table.

6 The weapon mount is blown off the Gargant starting a fire. The attached weapons land 2D6cm away in a random direction - any vehicles or infantry underneath it are destroyed.

HEAD DAMAGE TABLE - Roll D6

1-2 Several of the bridge crew are injured. Add +1 to any future damage rolls against the head.

3-4 The Kaptin is killed. The Great Gargant must follow the same orders next turn while the bridge crew 'elect' a new Kaptin.

5-6 The head is blown clean off the Great Gargant, starting a fire. The Great Gargant must follow the same orders next turn, and any weapons mounted in the head may not be used for the remainder of the battle. All Orks within 25cm must take a morale check.

After the next turn, roll a D6 before changing the Great Gargant's orders:

1-3	May not change orders
4-6	May change orders normally

BELLY GUN DAMAGE TABLE - Roll D6

1-2 Some ammunition explodes but the Krew quickly douse it down. Add +1 to any future rolls on this location. The battle cannon is destroyed and may no longer be used.

3-5 The belly gun is destroyed and exploding ammunition starts a fire. The gun may not be used for the remainder of the battle.

6 The belly gun's magazine explodes starting 1D3 fires. The belly gun is destroyed and the explosion rips into the boiler, so roll for damage against the boiler as well. After you have made this extra damage roll total up all the fires on the Gargant and make an immediate roll on the Fire Table.

HULL DAMAGE TABLE - Roll D6

1-5 The hull is weakened. Add +1 to any future rolls against the hull.

6 A massive explosion rips a hole in the hull and starts a fire.

WEAPON DAMAGE TABLE - Roll D6

1-2 The weapon is damaged but keeps on functioning. Add +1 to any future damage rolls against this weapon.

3-4 The weapon is destroyed and may not be used for the rest of the game.

5-6 The weapon is blown off the Gargant starting a fire. The weapon lands 2D6cm away in a random direction. Any vehicles or infantry underneath it are destroyed unless they make their basic saving throw.

FIRE TABLE - Roll D6

Roll on this table as required by damage results and at the start of the end phase if any fires are burning on a Great Gargant. Add +1 to the roll for each fire burning on the Great Gargant in excess of one. Fire effects 4-7 last until the next roll is made on the Fire Table.

Adjusted D6 Roll	Effect
1-3	A few scorched Gretchin manage to bring the fire under control and put it out.
4-5	The fire is getting out of control. The Great Gargant may not move, but may fire normally.
6	The fire is out of control! Add +1 to the number of fires already burning on the Great Gargant. The Gargant may not move or fire its belly gun. Any other weapons fired are on a -1 to hit modifier due to the clouds of smoke.
7	The fire reaches the magazines! Roll on the Magazine Damage Table for each intact magazine. The Great Gargant can't move or fire its belly gun and suffers -1 on firing as in 6 above.
8	Huge internal explosions wreck the Great Gargant, destroying it and leaving a smoking, blackened heap. Any units within 2D6cm are hit by flying debris and must make an unmodified save to avoid damage.
9+	A massive explosion rips the Great Gargant apart. Remove the model from the table and replace it with a crater if you've got one. Any units within 4D6cm are hit by flying debris and must make an unmodified save to avoid damage.

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ORK GARGANT SPECIAL CARDS

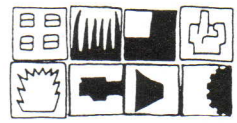
SPECIAL CARD
GREAT GARGANT

POINTS VALUE 850

GREAT GARGANT

A Great Gargant is a towering war machine of awesome destructive power. Shaped in the image of the Ork War Gods, it personifies the Waa-Ork.

A Great Gargant fights as a single unit which is commanded by a Warboss so it is not subject to the Ork command rule and can always be given orders. Because the Warboss is on board the Ork player can give orders to any Ork units within 10cm of the Gargant. The Great Gargant cannot be broken and always passes morale checks. Victory points are awarded to the opposing player once the Great Gargant is destroyed.

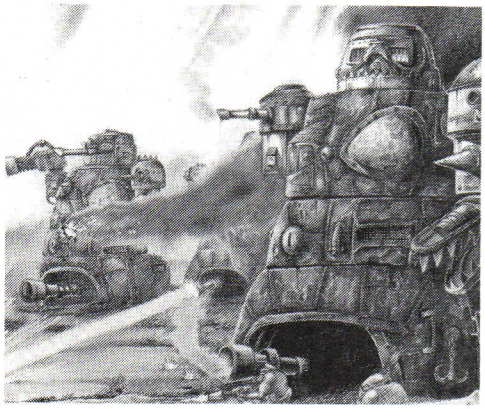


VICTORY POINTS 9

Your opponent gains 9 VPs when the Great Gargant is destroyed.

SPECIAL CARD
ORK GARGANT BIG MOB

A Gargant Big Mob consists of one command unit - the Boss Gargant - and two other Gargants. The Gargants can be any mixture of Slasher Gargants or Great Gargants.



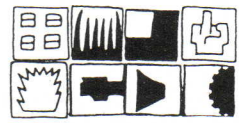
POINTS VALUE 1700

ORK GARGANT BIG MOB

In the build-up to a great Waa-Ork Mekboyz throughout Ork space enter a frenzy of Gargant construction. As a result most Warbosses will have at least one mighty Gargant to fight in the Waa-Ork. Some of the most powerful Warlords might be lucky enough to have a whole Mob of Gargants to lead their clans to war - an awesome Gargant Big Mob.

The Boss Gargant is a command unit and always has the maximum number of power fields. The other two Gargants in the Big Mob may only be given an order if the Boss Gargant is within 20cm in the orders phase, otherwise roll a D6 for the Gargants' orders : 1-2 = first fire; 3-4 = advance; 5-6= charge.

Gargants cannot be broken and so do not need to take morale checks. Victory points are awarded to the opposing player as each Gargant is destroyed – 9VPs for a Great Gargant and 6VPs for a Slasher Gargant.



VICTORY POINTS 9 or 6

Your opponent gains 9 or 6 VPs as appropriate when each Gargant is destroyed.

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JOHN BLANCHE

SPACE MARINE®

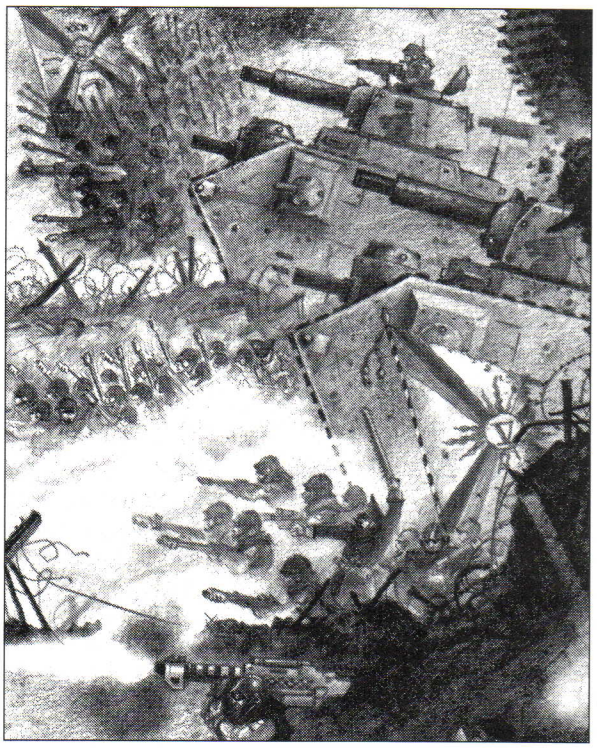
ASSAULT!

NEW RULES FOR ATTACK AND DEFENCE SCENARIOS IN SPACE MARINE

By Jervis Johnson & Andy Chambers

In the 41st millennium wars smoulder and flare across a thousand worlds in the Imperium of mankind. The vast forces of the Imperial Guard and the Space Marines are in constant battle against Orks, Eldar, Chaos, rebellious humans and Squats.

Not all of these battles are fought between equally balanced forces. More often than not a battle will be fought between a vastly superior attacking force and a well dug-in but heavily outnumbered defender. The following rules allow you to fight these desperate assaults against trenches and bunkers, heavily defended by wire and mine fields. Assault scenarios provide you with a new and exciting set of tactical problems to face. Can the attacker overwhelm or out-manoeuvre the cunningly-laid defences of the beleaguered garrison, or will the defender be able to destroy enough of the advancing attackers to stand a chance of survival in the deadly hand-to-hand combat which follows?



When playing assault scenarios, one player is called the *attacker* and the other the *defender*. The two players have quite different forces and victory conditions. The attacker must seize a set of objectives that are hidden deep in the defender's half of the table without taking too many casualties in the process. The defender is heavily outnumbered and must make use of cover and field fortifications to protect his meagre forces, while inflicting as many casualties on the attacker as possible.

In order to play an assault scenario, first decide on a points value for the game and then set up the terrain as normal. Note that you do this *before* you know who will be the attacker and who will be the defender, which should encourage you to set up the terrain so that neither side has an advantage. After you have set up all the terrain both players roll a D6. Whoever scores higher gets the choice of attacking or defending. Both players can then choose their forces.

Assault scenarios introduce a new kind of epic battlecard – the **fortification** card. These cards allow players to purchase entrenchments, bunkers, razor wire, minefields and strongpoints to use in their games. Both players can purchase fortification cards, but in assault scenarios the following special rule applies:

> All of the defender's cards, with the exception of fortification cards themselves, cost **double points**. This means that the defender will be outnumbered two to one or more – but he does receive a number of special advantages to even the odds in his favour!

After both players have chosen their armies, the defender chooses a table edge and sets up his forces up to half way in from his edge of the table. In an assault scenario only four objective counters are used, and they are all placed by the defender when he sets up his army, using the normal placement rules for objective counters. This means that all four objectives will be deep in his half of the table and heavily defended.

All defending units use the *hidden set-up* rules and count as *dug-in* (see below). After the defender has set up his army and objective counters, the attacker sets up his army anywhere within 15cm of the opposite edge of the table. Because the attacker and the defender set up one after the other there is no need for either player to make a map or to use a screen when setting up.

The number of victory points each side needs to win is decided in the normal way. However, in an assault scenario the defender receives **double** VP's for breaking enemy units and the attacker receives **double** VP's for capturing objectives. This means that the defender must do his best to cause as many casualties to the attacker as possible, while the attacker must try his hardest to capture the objectives held by the defender.

You'll find a set of card hidden set-up counters and fortification cards for bunkers, minefields, razor wire, strongpoints and entrenchments at the back of this book. Later on in this article you will also find colour razor wire and minefield counters that you can back onto card and use in your games of Space Marine.

Note that fortification cards do not have a break point and do not give victory points to the attacker if they are destroyed.

HIDDEN SET UP

Defending forces invariably take great pains to conceal the disposition of their units as much as possible. Both physical camouflage and powerful sensor-scramblers are used to fool the enemy. This is done to prevent the attackers using heavy artillery barrages to disrupt the defenders. It also allows the defending commander to conceal the actual composition of his force until he can unleash them to the most devastating effect.

When you use hidden set-up your units are not set up directly on the table at the start of the game. Instead you take a *hidden set-up counter* for each unit and place this on the table roughly where you want the unit to go. Make a note of which unit the counter represents by recording the number on the counter and the name of the unit on a piece of scrap paper. Make sure that you keep this list secret from your opponent!

As long as the unit remains hidden none of the models are put on the table and they may not be attacked in any way. Neither are they allowed to make attacks themselves. The only exception to this rule are Titans and Gargants which are far too large to be set up hidden.

Units can be hidden in any terrain, including in the open. Remember that the defender has had a long time to prepare his defences and will have carefully camouflaged all of his positions, which will make his troops very hard to spot. However, if an enemy unit is within 25cm of the hidden set-up counter when it finishes its move, it is close enough to spot the hidden positions and the whole unit is revealed at the start of the combat phase.

Hidden units count as being on first fire orders, and do not need to be given any order counters. If you want to give them charge or advance orders you must reveal the whole unit in the orders phase at the time that you give them the orders. Similarly, if you want to fire with any model in a unit that is hidden, you must reveal the whole unit at the start of the combat phase before you can fire. However, you can use the hidden set-up counter as an 'observer' for indirect barrage attacks without revealing the unit.

When the unit is revealed, one model (owning player's choice) is placed at the point occupied by the counter. The remaining models may be set up as you wish, provided normal formation rules are obeyed. You may even place the units straight into close combat if you want! The hidden set-up counter is flipped over onto its other side to show that the unit is 'dug-in'. Once revealed, a unit will be continually tracked by the commander of the attacking forces so it is impossible for a unit to become hidden again during the course of the game.

DUG-IN COUNTERS

Defending units will also spend time reinforcing and fortifying their positions as much as possible. This will comprise building proper bunkers and fortification if time permits, and also digging fox holes and weapon pits for individual troops and vehicles.

You will notice that the back of the hidden set-up counter says 'dug-in'. When the hidden unit is revealed, flip the counter over so that this side is showing. Having a dug-in counter means that the unit does *not* have to be given an order counter; they are treated in all ways as if they have first fire orders.

As long as the unit remains dug-in, all enemy attacks suffer a -1 to hit modifier. This modifier applies in addition to any other modifiers, so a model that is dug-in in a building or behind a fortification, for example, will be at -3 to be hit. (It may seem funny that a unit can be dug-in in a trench, but this simply represents the fact that it has spent time reinforcing its position, adding extra sandbags and so on.)

A unit can remain dug-in for as long as you like. However if you want to move any of the models in the unit you will have to give them advance or charge orders as normal, and these orders will replace the dug-in counter. Also, if the unit is forced to fall back, the fall back order counter replaces the dug-in counter. Once a dug-in counter has been removed for any reason it is assumed that the unit has moved out of its fortified positions. This means that the dug-in counter is lost and cannot be replaced during the game.

ATTACK AND DEFENCE TACTICS IN SPACE MARINE

By Andy Chambers & Robin Dews

The aim of this article is to give Space Marine players some hints and tips on how to attack and defend fortifications on the tabletop. You might think that with minefields, razor wire and bunkers your troops would be virtually invulnerable to attack, but in fact nothing could be further from the truth.

The history of the Imperium is littered with examples that demonstrate how a seemingly impregnable force, buried deep in their bunkers and fortresses, became literally buried in them by a more mobile and adventurous attacker. Or tales of huge attacking forces cut down in swathes while they struggled through a maze of minefields and razor wire to reach the enemy. So what's the best way of stopping an attacking horde, or digging the defenders out of their bunkers? We've put together some useful strategies to help both attackers and defenders achieve their objectives.

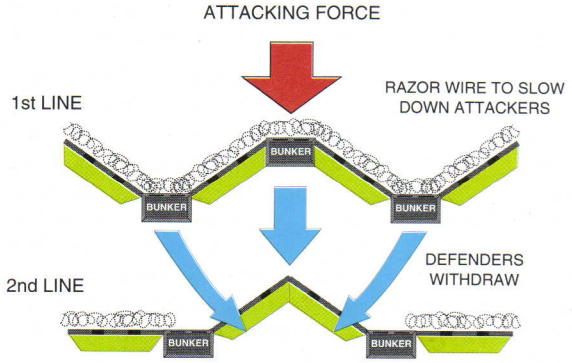
DEFENCE STRATEGIES

The defending player really has his work cut out for him. If the defences are poor there is a chance that the attacker can overwhelm them by sheer weight of numbers. The defender has fixed defences on his side, but the problem with fixed defences is that unless the defender manages to cover every possible line of approach, the enemy force can probe them for the inevitable weak spots.

Once the enemy has breached the defensive line, the attackers' superiority in numbers can be brought to bear and the defenders will soon be overrun. This is particularly true in Space Marine where a number of specialised units such as assault squads, skimmers and tunnellers can move under, over or around your carefully prepared positions with ease.

So how do you make the most of your static defenses? There are two main techniques that you can employ when you set up and man your defences: 'defence in depth' and 'channelling'. Used in combination they provide a solid defensive structure that even the best troops will find hard to crack.

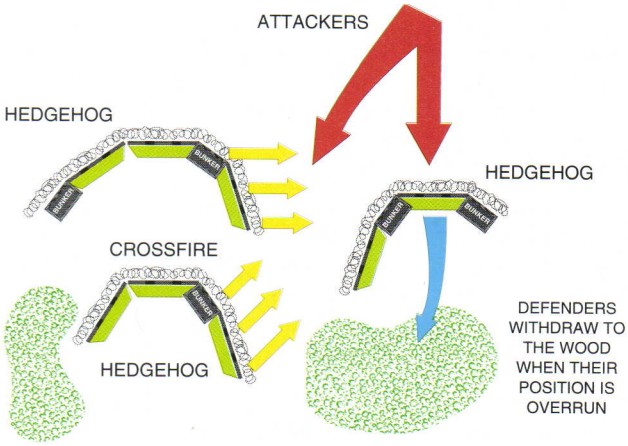
The underlying principle behind defence in depth is that by sheer weight of numbers and firepower, the attacker will always eventually overpower and break through the lines of a static defender.



DEFENCE IN DEPTH

To counter this, the defender must construct not a single defensive line, but a series of prepared positions, one behind the other. As the first position gives way under the pressure of the assault, the defenders can fall back to the previously prepared next position to reinforce the defenders already waiting there.

In the case of a defence in depth, maximum use must be made of natural cover when creating the defensive lines. This is in order to cut down on the amount of bunkers and redoubts you'll need – after all, some points have to be left to buy troops with! If, for some reason, it's not possible to create several defensive lines (such as unsuitable terrain or low points), another approach is to create a number of fortified positions or 'hedgehogs'.

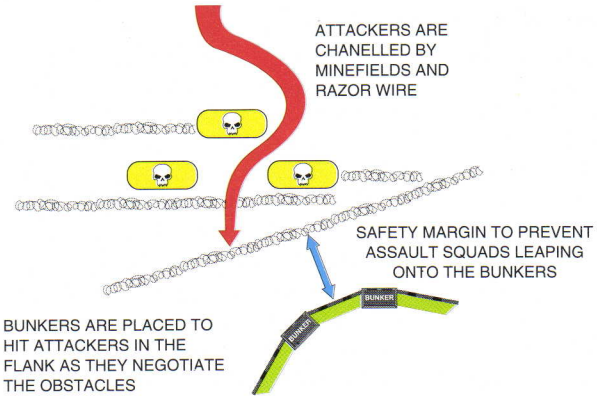


These fortified positions are placed so that an attacker going up against one will be caught in a crossfire from the others. As with defensive lines, the idea is not for each position to stand and die to the last man. If the position is in danger of being overwhelmed the surviving defenders fall back to another position. You could even build a defence around each objective marker, though you should always resist the temptation to put all your objectives in a small area as this will make life very easy for the attacker.

The idea of a defence in depth is to wear the attacker down. In each successive assault, the attacker will lose more amounts of men and equipment. Even when they eventually break through, they will have gained little advantage because they will immediately have to repeat the process against the new defensive line. Eventually the attacker will run out of reserve troops to throw into the battle and the attack will lose its momentum. At this point, the defender will be able to launch a well-timed counter attack and drive back the remaining attackers. This principle works well in Space Marine as the defending player scores double victory points for breaking attacking units.

CHANNELLING

The principle of channelling lies in allowing the attack to flow in through pre-determined and strengthened channels, and so dissipate its energy harmlessly. The best use of minefields and razor wire is not to create a solid wall behind which your troops stand and wait, but to create channels of advance for your opponent which will lead him into your carefully prepared killing zones.



Their main effect should always be to break up the enemy formations and prevent them overpowering your own forces by sheer weight of numbers. If by the careful construction of your defences you can force your opponent to commit his forces in a piecemeal fashion, then you should be able to exchange fire with him on a shot for shot basis. So long as your troops are entrenched or in bunkers then you will definitely have the advantage.

You should be able to see how by combining the strategies of channelling and defence in depth, a small but well prepared force should always be able to see off a larger and even more heavily equipped attacker. For the defender, the key to success lies in timing and patience. Always withdraw from a position while your troops are in good order. Don't get drawn into a sustained firefight with superior forces. Be patient with your second and possibly third lines of troops. In the heat of battle, don't be tempted to rush them forward in an attempt to bolster up your front line. Let the enemy come on, conserve your strength and strike when he is exhausted and off balance.

ATTACK STRATEGIES

Now let's turn to the role of the attacker. If your opponent has followed the above guidelines and constructed a defence in depth by his positioning of bunkers, minefields and wire, just how do you penetrate and roll-up such a defence?

First of all there is the choice of what kind of forces to use. Obviously, any units that are able to breach the defences are going to be essential. Tunnellers can dig under minefields and wire, enabling the attacker to get an assault force into close combat with the defenders. This will tie them down while the main body advances in support. Similarly, assault squads can use their jump packs to leap over obstacles and engage the enemy. Support can be provided by skimmers such as land speeders or grav-tanks which are able to pass over razor wire and obstacles to engage the enemy at close quarters. Always remember however, that unless these attacks are executed on a massive scale they will need support from conventional troops to capitalise on the break through.

The other indispensable weapon in the arsenal of an attacker is artillery. By keeping the defenders under constant pressure with barrages of artillery you should be able to force them to abandon their front line and throw them off balance As your infantry and vehicles move forward to engage the defenders, you should advance your barrage to bring down fire on the defender's second line and so on. This technique is known as a 'creeping barrage'.

Your artillery should target specific groups of defenders who are likely to give your advancing forces problems. Try artillery on first fire so you can hit the defender before he hits you. Then follow up with advancing fire from your assault troops thus keeping the defenders under extreme pressure.

One word of warning about the use of a creeping barrage. Unless your artillery is firing direct, there is a real possibility that your own fire can deviate onto your attacking units. Nothing is more disheartening for you or more hilarious for your opponent than blasting your troops with their own supporting artillery!

Overall, as the attacker, you should try to achieve the following combination of forces and strategy:

1 Locate the weak points in the enemy line, where you can bring superior firepower to bear and make these the focus for your attack. If the enemy has a real strongpoint, try to think of a way to avoid it by moving round the sides and isolating it rather than taking it head on

2 Use your artillery to batter the enemy's front line and as your forces move into close combat shift the focus of the barrage onto the defender's second line or reserve forces. You should also use your artillery in an attempt to knock out any strongpoints and disrupt the movement of enemy reserves.

3 Try to move up your main force under cover until they are as close to the defenders as possible, but don't let the terrain bog you down or force you to go where you don't want to go.

4 Make use of tunnellers and skimmers to breach the defender's lines and engage them in close combat before your main body of troops moves in to mop up.

5 Don't attack piecemeal. It's fine to attack at several points at once to overstretch the defenders but ensure that attacks are co-ordinated properly.

6 If things look grim and the casualties are piling up keep going forward. Unless you can capture enemy objectives you have no chance of victory.

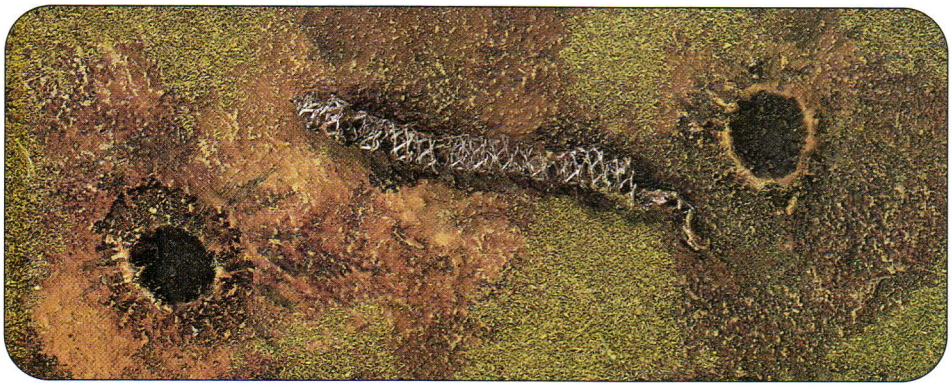
IN CONCLUSION

Fortifications and defenses provide a whole new range of tactical and strategic options for Space Marine games.

Assault scenarios make for very tense, nail-biting games, giving players the chance to either sweep to victory with an overwhelming attacking force or to gloriously stave off the enemy horde with a heroic defence. There are no sure-fire strategies for either defenders or attackers, making each game a new challenge. Of all the assault scenarios we've played so far an equal amount have been won by attackers and defenders. Often the defender appears doomed to disappear under the first wave of attackers, but a cunning defender can leave the assaulting force hamstrung and out-manoeuvred in the middle of his killing ground.

RAZOR WIRE & MINEFIELD COUNTERS

Carefully remove this page (or photocopy it if you don't want to cut up your copy of Space Marine Battles) and glue it onto stiff card. When the glue is dry you can cut out the razor wire and minefield sections and use them in your games of Space Marine. The pieces on these pages will provide you with sufficient sections for 150 points worth of minefields and 75 points of razor wire.



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SPACE MARINE FORTIFICATION CARDS

At the back of this book you will find a set of pre-printed card fortification cards. If you need more cards, remove this page (or photocopy it if you don't want to cut up the book). Fold each card along the dotted line, printed sides out, and glue the two halves together on the inside. For added strength you could 'sandwich' a piece of thin card between the two halves when you stick them together.

FORTIFICATION - ENTRENCHMENTS

This card entitles you to place a set of entrenchments up to 50cm long anywhere in your set-up area.

POINTS VALUE 150

Entrenchments are battlefield fortifications designed to shield infantry from the worst effects of artillery or incoming fire. They range from hastily improvised foxholes and trenches to well prepared concrete fortifications protected by minefields and razor wire.

Entrenchments provide cover with a -2 to hit modifier against any incoming fire that traces a line of sight across the front of the entrenchment.

Infantry stands or models that are attacked either from the side or from behind the entrenchment do not benefit from this modifier.

FORTIFICATION - BUNKERS

This card entitles you to place up to five bunkers anywhere in your set-up area.

POINTS VALUE 150

Each bunker can hold up to two stands. The bunker's thick walls confer a -2 to hit modifier and a saving throw of 4+ to any stands inside it. If the model already has a saving throw, use the better of the two.

While in a bunker both of the stands have their fire arc reduced to 180° through the front of the bunker, just like a vehicle. Bunkers can be destroyed in the same way as a building, and have a saving throw of 3+ on 2D6.

FORTIFICATION - RAZOR WIRE

This card entitles you to place razor wire entanglements up to 100cm by 2.5cm wide anywhere in your set-up area.

POINTS VALUE 150

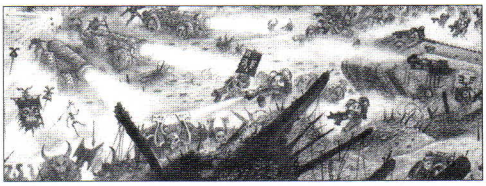
Razor wire can only be crossed by units that have advance orders. Units with charge orders may not cross razor wire entanglements.

The sole exception to this rule are models that clear a path through difficult terrain such as Gorgons or surfaced tunnellers. These may pass through the razor wire while on charge orders. Once these models have passed over the razor wire they leave a gap wide enough for a single infantry stand or model to pass through.

Skimmers, Titans and Gargants can pass directly over the wire and therefore ignore it.

FORTIFICATION - STRONGHOLD

This card enables you to place a single Stronghold or Fortress, up to 15cm square, anywhere in your set-up area.



POINTS VALUE 150

The Stronghold is essentially a large building and all the normal building rules apply to it. The thick walls of a Stronghold confer a 4+ saving throw to any model completely inside it. In addition, any models inside a Stronghold receive the benefit of the -2 to hit modifier shown on the Terrain Effects Table for being inside a building.

Strongholds can be destroyed in the same way as a normal building and have a saving throw of 2+ on 2D6.

The points cost for a Stronghold includes one super heavy defence turret, which can be fitted with any weapon that can be attached to a Titan (with the exception of plasma weapons, which require the Titan's plasma reactor in order to be used). The turret may be attacked separately, in which case it should be treated as an armoured vehicle with a saving throw of +1.

FORTIFICATION - MINEFIELDS

This card entitles you to place four minefields, each 12.5cm long by 5cm wide, anywhere in your set-up area. The minefields are not secret and must be shown on the table. You must leave a gap of at least 5cm between each minefield.

POINTS VALUE 150

Any model that enters a minefield is immediately attacked and will be hit on a roll of 4+ with a -2 save modifier if hit. Units that start a turn in a minefield will be attacked as soon as they move. If they remain stationary they will be safe from further minefield attacks.

Minefields can attack any number of different models in a turn, but will only attack each model once. The mines spring into the air before they explode so they can hit skimmers and any location on a Titan. Mine attacks ignore power fields and void shields as they explode inside them. Choose the location on the Titan and roll the *aiming dice* as normal. The Titan is still allowed an armour saving roll on that location but with the -2 modifier.

Models that clear a path through difficult terrain such as Gorgons and surfaced tunnellers are still attacked by mines. If they survive the attack, they leave a gap through the mines wide enough for a single infantry stand or model to pass through.

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MODELLING WORKSHOP

EPIC FORTIFICATIONS

by Robin Dews, Mark Watts and Richard Helliwell

The battlefields of the 41st Millennium are a deadly place where survival depends upon moving fast and staying low. Many varieties of battlefield fortifications have been constructed and deployed over the centuries, both to provide protection to the defending troops and to hamper and disorganise the attacking forces. In this article, we provide some techniques for constructing the most common types of fortifications and defenses for use in your Space Marine games.

Elsewhere in this issue of White Dwarf, Jervis Johnson has provided new rules for attack and defence scenarios in Space Marine. In these games, the defender can purchase a variety of battlefield fortifications – entrenchment, razor-wire, minefields, bunkers and fortresses with which to disrupt the enemy attack. In this article, we show you how to create epic scale models of these fortifications that will look great on the tabletop and add a lot of excitement to your battles.

It goes without saying, that like any other miniature, these models deserve to be assembled and painted to the best of your ability. We all know of the psychological advantage that comes from laying out a really well painted army on the tabletop. Imagine the expression on your opponent's face when he comes to plan his assault against your detailed miniature fortifications. It could well mean the difference between victory and defeat!

TRENCHES, REDOUBTS AND FORTIFICATIONS

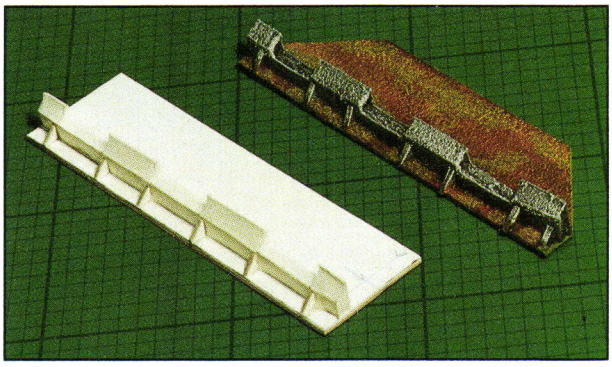
Part of the fun of the Games Workshop hobby lies in the fact that there are as many different ways of making a model as there are modellers! The ideas and techniques in this article are just a few suggestions as to how you can set about making your own fortification models.

Trenches consist of a long channel dug into earth with barricades made from the excavated soil thrown up on both sides. They are designed to conceal groups of infantry and provide them with protection from the worst effects of barrages and other incoming fire. Trenches can vary widely, from a hastily dug hole in the ground, to a sophisticated system of strongpoints, reinforced with concrete and protected by razor wire.

Redoubts are a simpler form of battlefield defence which consist of a single barricade thrown up in front of the defending forces. Its up to you whether you want to build trenches or redoubts. For our models, we decided to build up the barricade on one side of the base only. This made it easier to place infantry stands into the fortifications and also avoided the problem of them looking unrealistically wide. It also made it easier to link the sections together and place them around woods and other terrain features. However, there's no reason why you shouldn't build up the barricades on both sides of your fortifications, it's really up to you.

After experimenting with a lot of different techniques, we came up with the idea of the concrete fortifications you can see in the photograph. We wanted to design a model that was reasonably simple to make, looked good on the tabletop and fitted in well with the gothic background and atmosphere of the Warhammer 40,000 universe.

The rules for purchasing fortifications state that for each 150 points you spend, you can place up to 50cm of fortification anywhere in your half of the table. With this in mind, we made all of our fortification sections 12.5cm long by 3cm wide. Later on we intend to make a few 6cm pieces to give us a little more flexibility with our layouts.



An assembled and completed fortification model

The materials we used to make the fortifications were: 5mm foamcard, cardboard or plasticard for the bases, and some bits of card for the buttresses. The models were assembled using PVA glue and and a solvent based adhesive. Once they were dry, we brushed them with textured paint to conceal any gaps in the construction and give them the look of rough concrete.

We've provided full templates for the fortifications elsewhere in this article, and the construction of these is really very simple.

TOOLS AND MATERIALS

We used the following tools and materials to make our fortifications. They're all easy to buy and fairly cheap. If you have a problem finding any of these items, ask the staff at your Games Workshop store for the best place to find them locally.

Card. We used foam card for the bunkers and fortifications. This is a foam sandwich with thin card on the outside. It's available in different thicknesses but we find that the 5mm (1/4") is the most useful and works well in almost all modelling situations. Foam card is available from art shops or graphic suppliers at around £6.00 for a sheet that's approximately 800mm x 1000mm.

In place of foam card, you can use any stiff thickish cardboard. Thin card, like cereal packet card, is a bit too flimsy, but if it's all you've got you could try gluing two sheets of card together to make a stiffer, thicker card.

Mounting board or thick card for the base can be bought at most art shops for around £1.50.

Balsa wood is readily available from most model shops. We used strips of approximately 1.5mm (1/16") thick balsa wood for making the wire supports.

All-purpose glue suitable for card, plastic, balsa wood, etc.

Modelling knife with replaceable blades (remember to always work with new sharp blades, because they're much safer than blunt blades).

Packs of **modelling clay** can be bought in most art suppliers. Make sure you get the self-hardening variety which sets without being heated.

Steel ruler (a plastic or wooden ruler would be ruined very quickly).

Sand or **flocking** is easily available from DIY stores or model shops for texturing the base.

PVA glue. This is the white glue used for woodworking, available from DIY stores and hardware shops.

Masking tape or **sellotape**.

Emery board, fine grade sandpaper or a **nail file**.

Scrap pieces of balsa wood, cardboard, plastic shields and bases etc from your bits box.

SAFETY FIRST

It's worth reminding you that modelling tools can be dangerous if they're carelessly used. Remember that they're very sharp and they cut – and it's so much easier to make these models if you've still got fingers.

The most important safety rule is to **make all cuts away from your fingers**. It's much safer to cut through a sheet of card with several light strokes than with one heavy stroke. You're far more likely to slip when pressing too hard so you'll find that you actually get a much straighter cut with light strokes.

Always use a new blade. Sharp blades are a lot less dangerous than old blunt ones which you have to press very hard to cut through anything.

If you're unsure of what you're doing, then ask for some help, especially if you're a young modeller.

All Games Workshop stores are involved with terrain building, so if you need some advice or information on where to get materials, don't hesitate to drop in or give them a call – they'll be only too pleased to help.

First cut the base out of fairly thick cardboard or 1mm thick plasticard. As you'll probably want to make a number of fortification sections (four 12.5cm sections will provide you with 150 points worth) its worth cutting all of these out at the same time so you can work on more than one model at once.

Take your 5mm foamcard and slice it into 10mm x 125mm lengths like those shown on the template and mark out the areas that you're going to cut out to make the battlements.

Now place your foamcard on your cutting mat or on a well protected surface and shave the foamcard at a 45° angle along the length of each strip. Don't press down too hard, and make sure your fingers are well clear of the blade as you do this. Finally, carefully cut away the marked sections to make the battlements.

Glue the foamcard to the base with the slope facing outwards. You should leave a gap of about 5mm between the foamcard and the edge of the base for the buttresses to fit into. Now cut out a number of triangular pieces (you'll need 6 for each fortification section) and carefully glue these to the front of the wall. This can be a bit fiddly as you tend to get glue all over your fingers, but I found the best way to do this was to spread the glue onto the baseboard and up the front of the wall and then press the buttress firmly into place.

You should now put the whole model on one side to dry. You can see now how it makes sense to work on a number of models at the same time so that you're not sitting around twiddling your thumbs before you can move onto the next stage.

Once your fortification models are thoroughly dry, you can move onto the final stages – texturing and painting the models.

We used textured masonry paint on our models, but thinned down all purpose filler works just as well. Have a hunt around in the garage or shed at home to see if there are materials left over from decorating before you rush out to your local DIY store to buy some. We applied the paint with an old brush and worked it carefully over the whole model and base.

PAINTING

Once this had dried, all the models were sprayed black using matt black spray paint and then drybrushed, first with Space Wolf Grey and then with Space Wolf Grey mixed with Skull White.

The bases were first painted with Snakebite Leather and when dry, we gave them a Brown ink wash. This was then highlighted by drybrushing with Snakebite Leather mixed with Orc Brown. As a final touch, we dabbed some PVA glue onto the base and sprinkled some modellers flock onto the wet glue. Then all of the edges of the base were carefully painted with Goblin Green to blend in with the colour of our gaming tables.

You'll notice that on some of the fortification sections, we've cut away the corners at an angle of approximately 45°. We did this so we could butt the pieces together at an angle and bend them around woods, buildings or other pieces of terrain.

BUNKERS

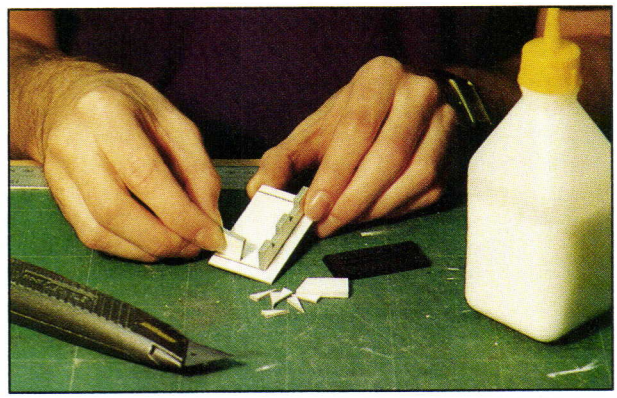
Bunkers are specially strengthened fortifications designed to protect infantry from the worst effects of bombardment and attacking fire. The new rules on assault scenarios allow bunkers to be purchased by the defending side before the game starts. These bunkers can then be placed anywhere in the defenders half of the table.

You can make bunkers in a variety of different ways, depending upon how many you want and your level of experience and modelling skill.

Like the fortifications, we made our bunkers out of 5mm foamcard, some scraps of cardboard and a 25mm x 50mm Citadel cavalry slottabase. We wanted the bunker to fit in with the style of the fortifications so they'd look really impressive together on the tabletop.

Each bunker was really simple to build. The templates over the page give you the sizes for all the separate pieces. Depending upon which Space Marine armies you have in your collection, you might have to adjust the height of your bunkers to make sure that your infantry stands will fit inside. We made ours so that any Imperial Guard or Space Marine stands would fit inside them, but we later discovered that they only came up to chest height on an Ogryn!

First of all, you should cut out all of the parts for your model. The base and buttresses were made from plasticard or stiff cardboard and the walls were cut out from 5mm foamcard. Like the fortifications, its a good idea to work on several models at the same time, so that you can get on with the next stage of construction, while the glue or paint is drying on the other models. With this in mind, its a good idea to cut out enough pieces for several models at the same time. If you want to, you can use the 'dot-to-dot' technique we've described before for transcribing the templates onto your building materials, but to be honest, the templates for these models are so simple that you should be able to easily adapt or copy them onto your own preferred materials.

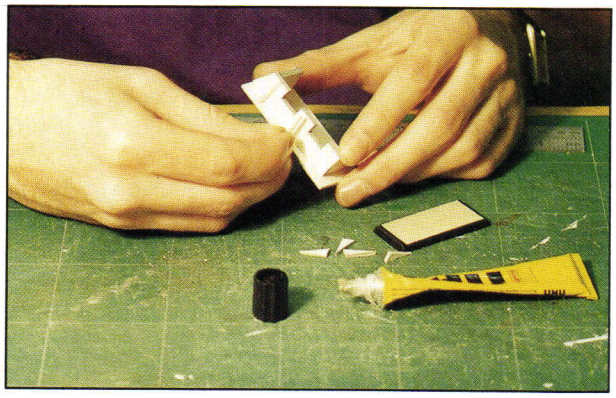


Gluing the walls to the base

First of all, glue the front of the bunker to the base. It should be located about 5mm back from the front edge. When working with foamcard, avoid using a solvent based glue as it will melt the polystyrene and cause the cardboard sandwich to collapse.

Now glue the sides of the bunker to the base. Make sure that the corners butt up neatly against the front wall.Place two epic infantry stands inside it to check they'll fit. Once you're certain you have everything in the right place, put this model on one side to dry and move onto the next one.

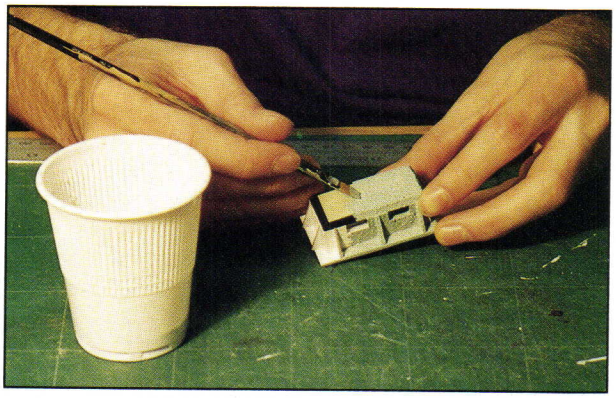
The next stage is to attach the buttresses. The easiest way to do this is to spread the glue onto the model and carefully push the card into place. We attached seven buttresses to each of our models – three along the front and two on each side, but you can vary this in any way you choose.



Fixing the buttresses to the bunker

The final step before texturing and painting the model is to attach the roof. We made this quite simply from a 25mm x 50mm Citadel cavalry slottabase with some masking tape stuck down on top to cover the slots.

The models that you can see in the photographs were all made by Robin, Richard and Mark and you can see how they've each added their own individual touches. One of the models has an observation turret made from several Citadel and Marauder plastic shields, another one is plain and the third has a radar dish on its roof, again constructed from a Marauder Shield.



Painting the bunker with textured paint

If you want to adapt your model in this way, to make it look like a communications bunker or command centre, then you should do it at this stage. Before you paint your model, you should completely cover it with a coat of textured paint or thinned down all-purpose filler. As well as giving your model a rough surface like concrete, it also covers any rough edges or joins between the different pieces.

Drybrushing the model

The bunkers were painted in exactly the same way as the fortifications. First of all we gave them a coat of matt black spray paint. Each bunker was then drybrushed, first of all with Space Wolf Grey. Increasing amounts of Skull White were then added to this colour and brushed onto the model, until the last highlights were drybrushed on with almost pure Skull White. On the bunker with the observation turret, the turret itself was given a final drybrush with Mithril Silver to give it a metallic look.

There are loads of different ways in which you can construct bunkers for your games and I'm sure that once you've built a few models with the techniques shown here, you'll want to design your own.

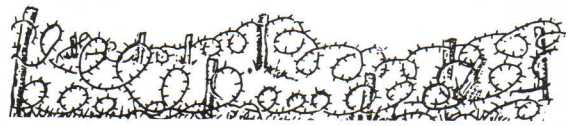
The bunkers that we built were all designed to take two infantry stands, but there's no reason why you shouldn't construct emplacements for your tanks or artillery, or combine a number of bunkers and fortifications to make a mini-fortress.

RAZOR WIRE

The third type of defensive fortification we modelled for our Space Marine games was razor wire. As you can see from the new rules, placing razor wire in front of your units prevents the enemy from attacking you in close combat. This is because you can only move into hand-to-hand combat if you have charge orders and neither infantry nor vehicles are allowed to use charge orders to cross razor wire.

In this copy of White Dwarf, we've provided you with several photographs of one of our razor wire sections that you can cut out and stick onto card. These will enable you to try out the rules and use these sections in your games. However, many of you will want to construct your own razor wire to go with the fortifications and bunkers.

We've made our razor wire using the kind of aluminium mesh used for filling holes in car bodies. This is available from shops like Halfords or garages and costs about £1.00 for a large sheet. This should be more than enough to make all the wire you'll need for your games.

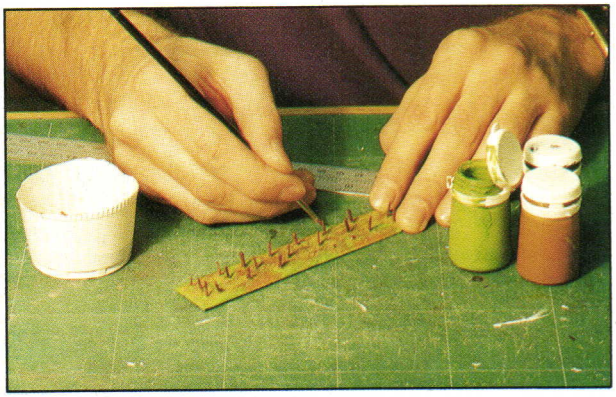


We made our razor wire, by first of all, modelling a wire base and then attaching rolled up coils of aluminium mesh to it. If you look at the Epic fortifications cards elsewhere in this issue, you'll see that you can buy up to 100cm of razor wire for 150 points. We constructed our wire sections in 12.5cm lengths, but you should feel free to build yours to go with whatever terrain you have in your collection.

The wire base was made by cutting out a piece of plasticard or cardboard to the appropriate size. We preferred to use plasticard for these models, because cardboard has a tendency to warp when it is coated with textured paint or all-purpose filler.

Texturing the base and fixing the wire supports

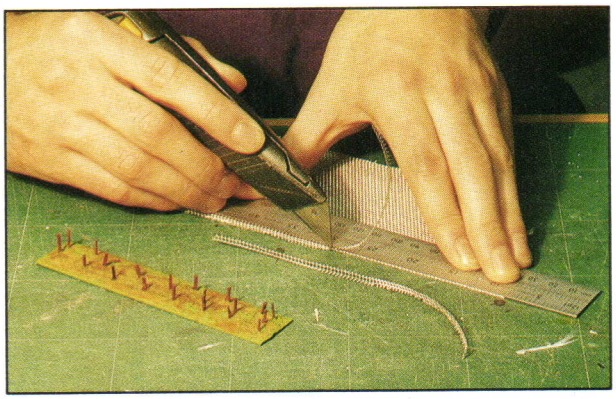
Cover the base with a liberal coat of textured paint or all-purpose filler and leave it for five or ten minutes until it begins to harden. While you're waiting, take some balsa wood, matches or cocktail sticks and cut them into small sections with your modelling knife. Now press these pieces of wood into the still soft texture on the base. You should aim to get two or three rows of wire on each base, so place the wire supports about 10-15mm apart in long rows like fence posts. Don't worry if some of them tilt over at odd angles or fall over altogether. You can see from our models that once they are painted and the wire has been added, the random effect will make your model look even more realistic. Once you've got the all of the wire supports in place, put the section on one side to dry, and move onto the next piece.



Painting and drybrushing the base

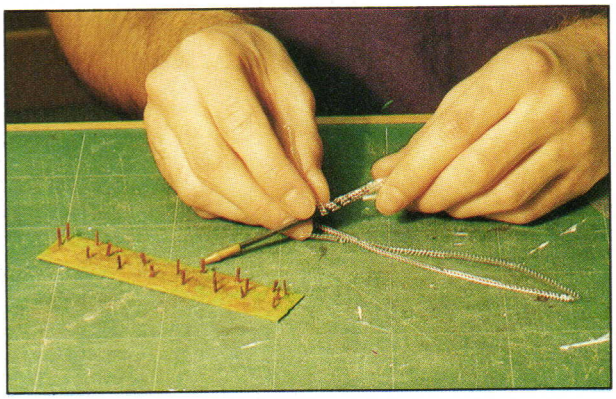
As soon as all the bases were dry, they were prepared for painting. As with all the models featured in this article we started off by spraying them with matt black car paint. This not only provides a good surface on which to paint, but also helps to create areas of dark shadow on the models which really brings them alive. This is particularly important when modelling in this small scale, when all you are really going to see from a distance on the tabletop is the contrast between the shadows and the highlights. After the basecoat, we gave the whole model a coat of Snakebite Leather. This was followed by a wash of Brown ink and the wire supports were drybrushed with Spearstaff Brown. The base and the wire supports were finally drybrushed with Orc Brown mixed with Skull White and some Goblin Green was spattered onto the base. If you want, you can also dab some PVA onto the base and then sprinkle it with modellers flock. Once finished, you should place your wire bases on one side to dry thoroughly, preferably overnight.

To make your wire, cut long strips of car body mesh and then bend then round a tube to produce the coils. You can cut the mesh very easily using a modelling knife. Slice the mesh diagonally, cutting two strands at a time. The barbs created by the cut ends of the mesh make for a very realistic effect.



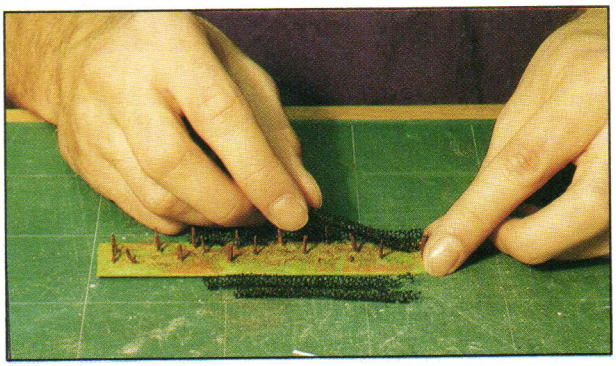
Cutting the razor wire strands

I used the tube from the inside of a plastic ball point pen to bend the mesh around, but there's no reason why you shouldn't make your coils larger or smaller then this by using a thicker or thinner tube. Its really a matter of personal taste and what tools and equipment you have to hand.

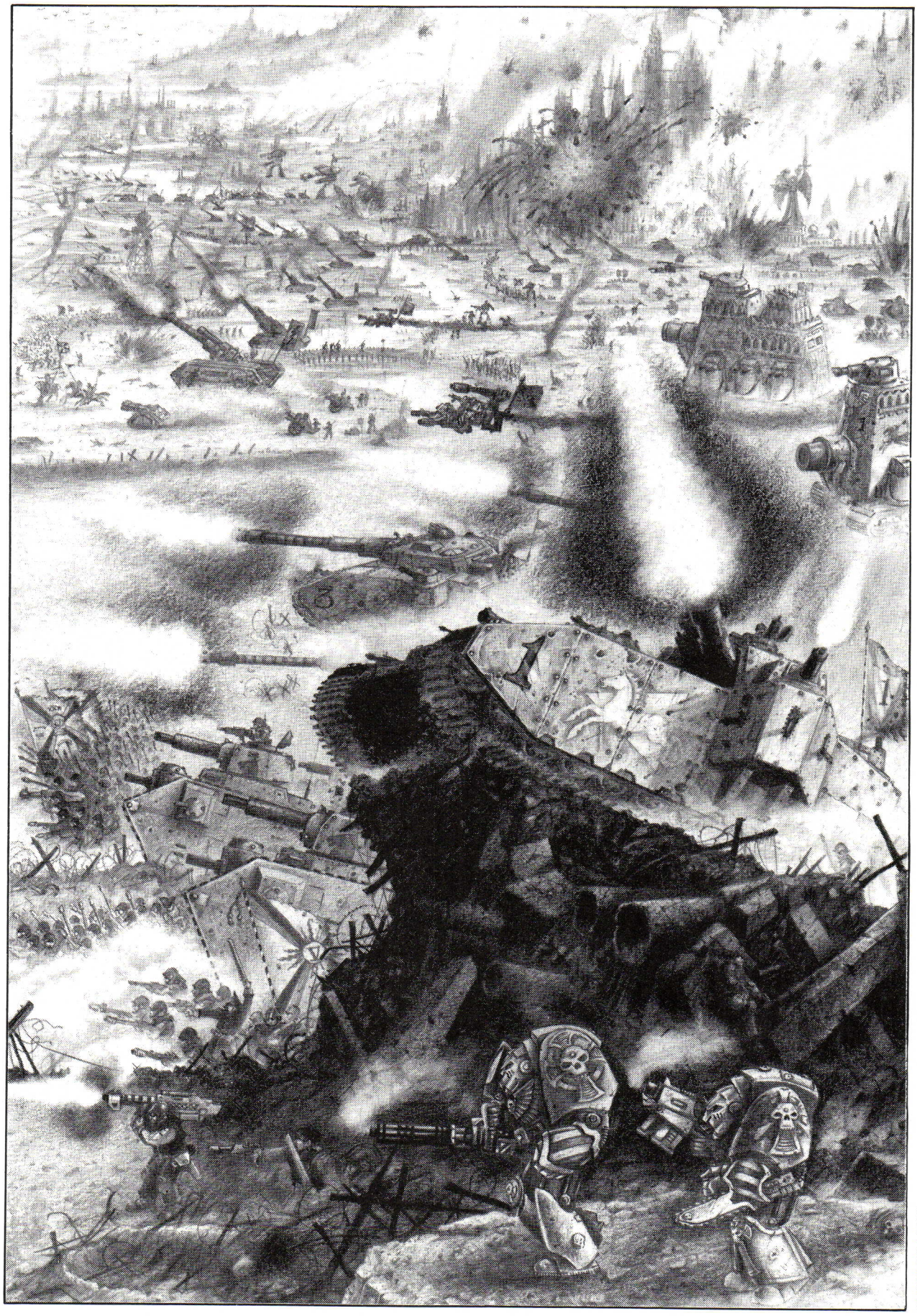


Rolling the mesh into coils

Before attaching the wire to the base, we sprayed it with matt black paint. Once you've stuck it down onto the base you can drybrush it with Mithril Silver. It may seem a bit strange to spray silver mesh black, only to drybrush it silver again, but you'll find that if you don't paint your wire in this way it looks too shiny on the tabletop – a bit like cut aluminium mesh in fact – so we think its well worth the extra effort.



Attaching the coiled mesh to the support



JOHN BLANCHE

With any modelling project, you can go on adding detail almost indefinitely. For example, a thin wash of Chestnut ink will make the wire look old and rusty. Once a section has thoroughly dried, you can add further detail by adding tiny blobs of PVA glue and dipping this into course sand. The sand can then be painted and drybrushed to look like areas of stones or gravel.

MINEFIELDS

The final scenic model we want to deal with is minefields. These were very easy and a lot of fun to make. First of all we cut the card bases into 125mm by 5mm sections. Making them in this way allows you to be a bit more flexible with your layouts on the table. Using this size, you'll be able to put two sections together to run around a wood, or follow the contour line around a hill (Note however, that in the rules for minefields, each 25cm section must be separated from the next minefield by at least 10cm of open ground.).

The craters were made by rolling out some DAS modelling clay or epoxy modelling putty and bending it round to make a small ring. This was then stuck down gently onto the card and the edges carefully smoothed down with the end of a matchstick. We particularly like to use matchsticks for our modelling work, because their rough ends give a course texture to the putty. If you can't get hold of any DAS or modelling putty, then plastiscene will do just as well, but as it doesn't dry hard, you'll have to handle your finished model just a bit more carefully.

Once the putty had hardened we carefully painted the craters with Snakebite Leather, gave them a quick wash with brown ink and when this was dry highlighted them by drybrushing with Spearstaff Brown and finally with Bleached Bone. We then spattered the base with Woodland Green and put the whole thing on one side to dry.

Because Robin's Imperial Guard army plays lots of games against Space Marines, he decided to place a wrecked Rhino on to one of his minefield sections. He took a plastic Rhino from the Space Marine set and carefully shaved away one of the sides with a modelling knife to make it look as if it had hit a mine and had its track blown off. You could do exactly the same thing with and Ork Battlewagon, or Eldar Gravtanks.It's these kind of touches make all the difference to the look of a scenic model.

The models in this article are all simply designed, the materials are cheap and they are great fun to make. Best of all is the fact that you can use them all straight away in your games of Space Marine, by using the Epic Fortification Battle cards that we've printed elsewhere in this issue.

We hope that the techniques have also given you lots of ideas of your own. The Bunkers and fortifications are particularly Imperial looking and it would be really fun to see what kind of models an Ork Warboss would come up with for his Boyz.

The final model on the fortification cards is the Stronghold and we've already got some great ideas for building these which we'll bring you in the next Modelling Workshop.

Epic Fortifications – Stronghold Card

You can use this card together with the others printed elsewhere in this issue to purchase Strongholds and Fortresses for use in you games of Space Marine

FORTIFICATION - STRONGHOLD

This card enables you to place a single Stronghold or Fortress up to 15cm square, anywhere in your set up area.

POINTS VALUE 150

The stronghold is essentially a large building and all of the rules that attach to buildings also apply to it. The thick walls of a Stronghold confer a 4+ saving throw to any model completely inside it. In addition, any models inside a Stronghold receive the benefit of the -2 to hit modifier shown on the terrain effects table for being inside a building.

Strongholds can be destroyed in the same way as a normal building and have a saving throw of 2+ on 2D6

The points cost for a Stronghold includes one super heavy defence turret, which can be fitted with any weapon that can be attached to a Titan (with the exception of plasma weapons, which require the Titan's plasma reactor in order to be used). The turret may be attacked separately, in which case it should be treated as an armoured vehicle with a saving throw of +1

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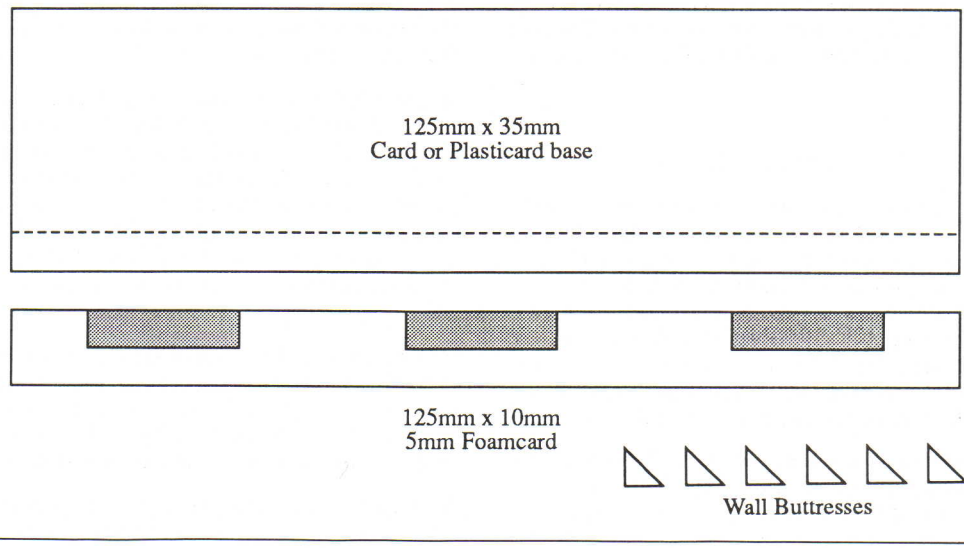
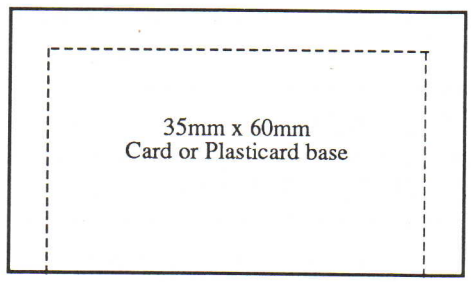
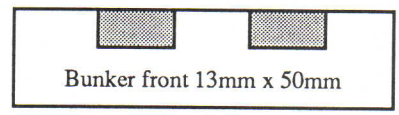
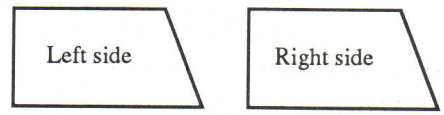
SPACE MARINE ENTRENCHMENT TEMPLATE

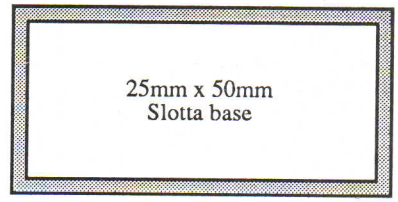


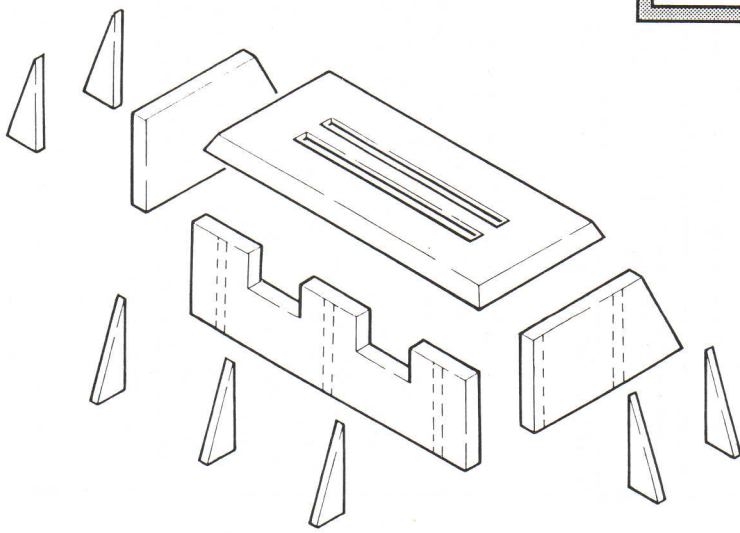
SPACE MARINE BUNKER TEMPLATE











SPACE MARINE BUNKERS AND ENTRENCHMENTS

Photocopy or cut out the templates and place them on top of your foamcard or cardboard. Press a compass point or needle through the corners of the templates so that shapes are transferred onto your material. Remove the template and join up the dots. You can now cut the shapes out of your card or foamcard.

Both of the model templates shown on this page can be readily adapted to suit your own Epic army.

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SPACE MARINE™

STRONGHOLDS

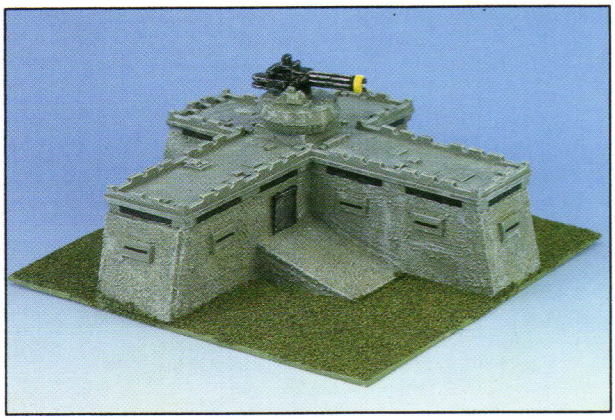
by Robin Dews

Across the universe of the 41st Millennium, a myriad of castles, fortresses and strongholds stand guard at the fringes of the Imperium. In the last issue we talked about different ways of constructing bunkers, minefields, entrenchments and razor wire for Space Marine. This month, we finish our look at epic fortifications by discussing some different ways of building strongholds to use in your games.

Strongholds are specially constructed fortifications, designed to withstand the fiercest assaults and bombardments. Last month's article covered a variety of different techniques for constructing epic fortifications. To conclude this special epic scale Modelling Workshop, we're going to cover some of the different ways of representing strongholds on your tabletop.

The rules for strongholds state that you can purchase a single stronghold or fortress up to 15cm square for 150 points. The stronghold can then be placed anywhere in your set-up area. Strongholds, and indeed any epic fortifications, are not limited to attack/defence scenarios. You can purchase these cards for use in any of your games so long as you have the models to represent them on the tabletop. I can imagine lots of situations where a strategically positioned stronghold, such as one covering a river crossing or guarding a flank, could make all the difference to the outcome of a game.

By their very nature, strongholds and fortresses seem to attract enemy attention. In this respect they are a bit like Titans. Whenever a Titan appears on the tabletop you can almost guarantee the enemy will throw everything within range at it, regardless of the real danger. A stronghold will often cause your opponent to overcommit his forces in an attempt to destroy it, leaving him vulnerable elsewhere. A careful commander will always consider alternatives, such as infiltrating troops past the stronghold through woods and gulleys before committing his troops to a bloody frontal assault against such a position.



A completed stronghold model.

There are of course occasions when you have no choice but to tackle a stronghold head-on. For example, it might be guarding a vital terrain feature or objective counter. If this is the case then make sure that you bring the appropriate weaponry to bear. Strongholds have a saving throw of 2+ on 2D6 and so you're going to need something with a hefty save modifier to have any effect.

DESIGNING YOUR STRONGHOLD

There are many different ways to represent strongholds on the tabletop. You could just take one of the buildings from the Space Marine game and simply designate it as a stronghold or you might have some other buildings in your collection that you could use. In either case make sure that you agree with your opponent before the battle starts just what each model represents.

This is what we did when we developed the rules for strongholds, but it wasn't long before many of the Studio staff started to design and construct their own epic scale strongholds and fortresses.

There are no hard and fast rules as to how to go about building your own models. The photos and templates in this article are really just to get you started. Once you begin to experiment with different techniques and materials, you'll find the ideas come thick and fast.

BUILDING THE STRONGHOLD

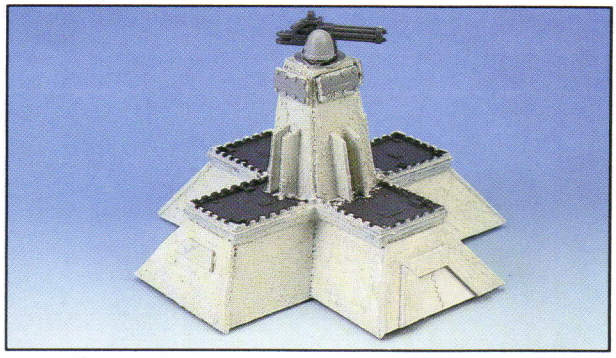
The rules specify a base size of up to 15cm square for a stronghold or fortress model so we started off by cutting a square of cardboard to this size. We'd decided to use one of the building roofs for our stronghold because we wanted to retain the gothic feel of the battlements. You could use one of the roofs from your Space Marine game, but this isn't essential. You could just as easily cut a piece of card into the same shape and use that instead.

The walls were all cut from 5mm foam card. This is an extremely useful material that you can buy from art shops or graphic suppliers. It consists of a foam 'sandwich' with thin card on the outside. It's available in different thicknesses, but we find that the 5mm (¼") is the most useful. If you can't get hold of any foamcard, don't worry, any reasonably thick card will do.

Before you glue your model, first try out all of the pieces to ensure that they fit together snugly. You can use bits of tape to hold the different sections together while you do this. Once you are certain that they all fit and you like the look of the model, glue the pieces together. The end walls were cut out from the same card as the base. This was so that they would cover the ends of the foam card and create a neater finish.

Once the glue had dried, we textured the model by brushing on textured masonry paint. You can buy this from DIY or hardware stores. As an alternative you can use a plaster filler such as tetrion or polyfilla mixed to a slightly thinner consistency than usual. We texture our models in this way to enhance their appearance, it makes them look as if they are built out of rough concrete or stone, and also to conceal and gaps in the construction. You can of course paint directly onto your model, it's really up to you.

The final stage is to paint the model. First of all we gave our stronghold an undercoat by spraying it with matt black car paint. This was then drybrushed with Space Wolf Grey. The highlights around the corners and edges of the roof were created by mixing increasing amounts of Skull White to the grey until the final highlights were almost pure Skull White. The base was brushed with PVA glue and then sprinkled with modellers flock. This was done so that the model would blend in with the gaming table we use for doing photography. When you make your own model you can finish it off so that it fits in with your own gaming set-up.

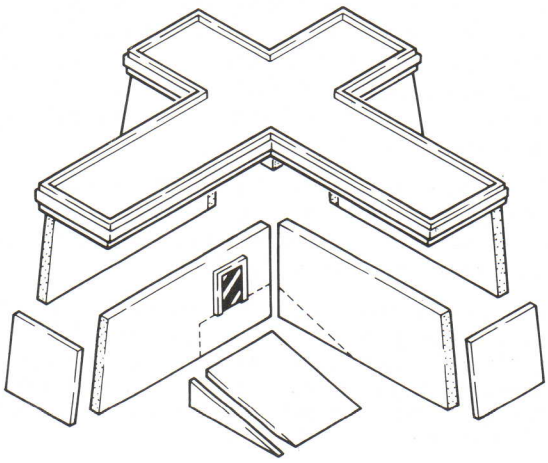


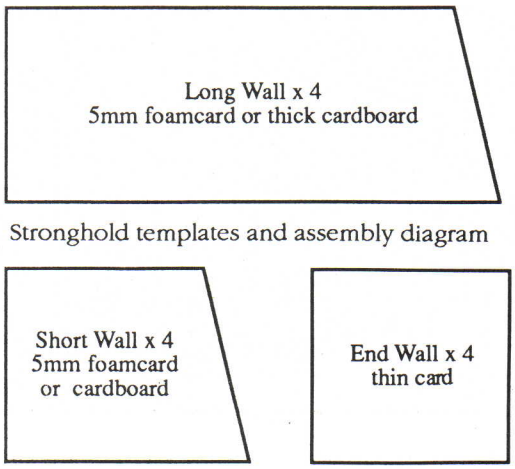
A stronghold model ready for painting

The final details are really up to you. In the photograph on this page, you can see how we've sloped the sides of the stronghold, added a tower and mounted a Titan weapon on the top. Clever use has also been made of a few spare wheel plates from an Ork Battlewagon kit. On the other model, the turret was made from a few spare slottabases and firing slits and a ramp were added to the sides and back of the stronghold. Later on we want to design a model that will allow us to clip the roof on and off. This is so we can place infantry stands inside the stronghold when we're fighting battles.

You can go on adding detail to your model almost endlessly. Observation towers, weapon mounts and radar dishes can be made from spare plastic shields. Razor wire or entrenchments could be built onto the base. It really is a case of how far you want to go.

Because we're currently collecting and painting an Imperial army, the models we've made all have a strong Imperial feel. If you're collecting a Chaos, Eldar or Ork army then you feel free to experiment with these ideas and come up with a range of models that really add to the character and atmosphere of your force.





Stronghold templates and assembly diagram

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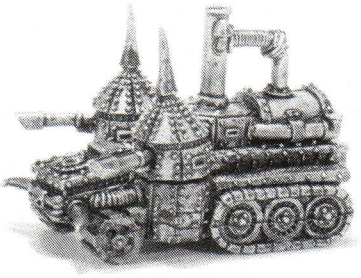
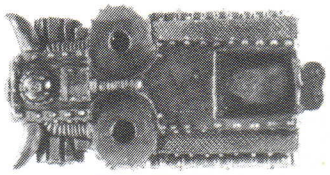
ORK WAR MACHINES

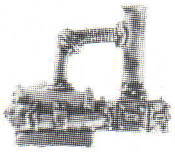


SKULL HAMMA

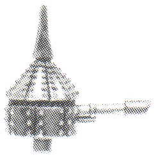
THE COMPLETE SKULL HAMMA CONSISTS OF:
1 x SKULL HAMMA CHASSIS
1 x BOILER
2 x SKULL HAMMA TURRETS



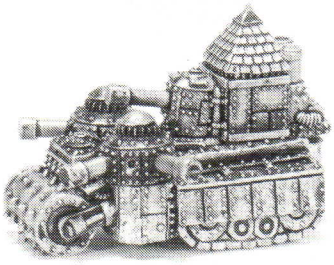
SKULL HAMMA CHASSIS
076247/1



BOILER
076247/2

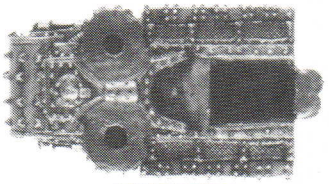


SKULL HAMMA TURRET
076247/3



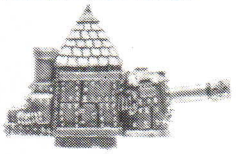
GIBLET GRINDA

THE COMPLETE GIBLET GRINDA CONSISTS OF:
1 x GIBLET GRINDA CHASSIS
2 x GIBLET GRINDA TURRETS
1 x GIBLET GRINDA OBSERVATION TOWER

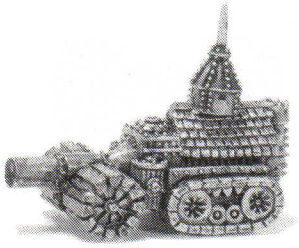


GIBLET GRINDA CHASSIS
076247/4

GIBLET GRINDA TURRET
076247/6

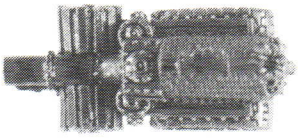


GIBLET GRINDA OBSERVATION TOWER
076247/5



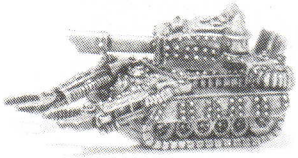
BRAIN CRUSHA

THE COMPLETE BRAIN CRUSHA CONSISTS OF:
1 x BRAIN CRUSHA CHASSIS
1 x OBSERVATION TOWER



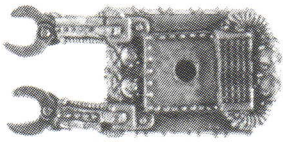
BRAIN CRUSHA CHASSIS
076250/7

OBSERVATION TOWER
076250/8



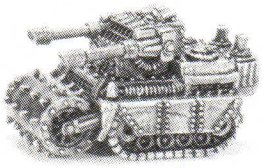
GUT RIPPA

THE COMPLETE GUT RIPPA CONSISTS OF:
1 x GUT RIPPA CHASSIS
1 x GUT RIPPA TURRET



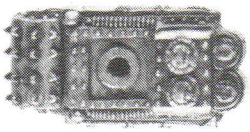
GUT RIPPA CHASSIS
076250/2

GUT RIPPA TURRET
076250/3

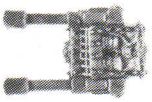


BONE CRUNCHA

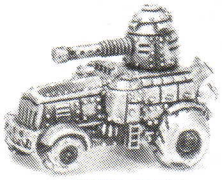
THE COMPLETE BONE CRUNCHA CONSISTS OF:
1 x BONE CRUNCHA CHASSIS
1 x DUAL AUTO CANNON TURRET



BONE CRUNCHA CHASSIS
076250/4

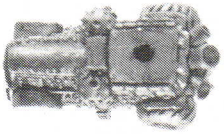


DUAL AUTO CANNON TURRET
076250/5



BOWEL BURNA

THE COMPLETE BOWEL BURNA CONSISTS OF:
1 x BOWEL BURNA CHASSIS
1 x BOWEL BURNA TURRET



BOWEL BURNA CHASSIS
076250/9

BOWEL BURNA TURRET
076250/10

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CITADEL MINIATURES

Designed by Kev Adams

EPIC ORK

GREAT GARGANT

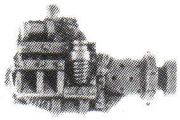
EXAMPLE OF COMPLETED ORK GARGANT

THE COMPLETE ORK GREAT GARGANT CONSISTS OF:
3 x BODY SECTIONS
1 x HEAD
2 x FEET
2 x SHOULDER MOUNTS
1 x OBSERVATION TURRET
1 x SCORCHER GUN
1 x FURNACE DOOR
1 x SUPER LIFTA DROPPA
1 x GUTBUSTER MEGA-CANNON
1 x MEGA-CANNON
1 x BALCONY

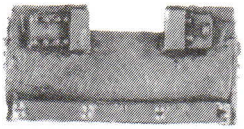
BALCONY
076208/9

SCORCHER TURRET
0827/14

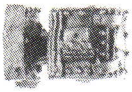
OBSERVATION TURRET
0827/13



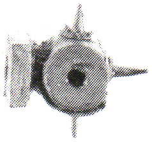
MEGA-CANNON
0827/26



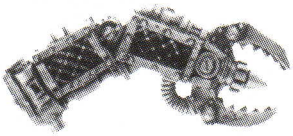
FURNACE DOORS
0827/22



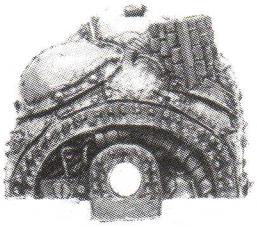
WEAPON MOUNT 2
0827/12



WEAPON MOUNT 1
0827/11

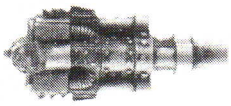


SUPER LIFTA DROPPA
0827/24

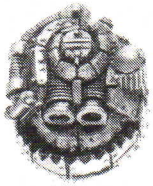


BODY SECTION 5
0827/21

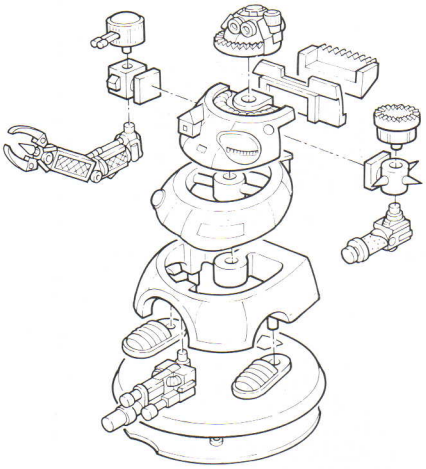
FOOT
0827/10

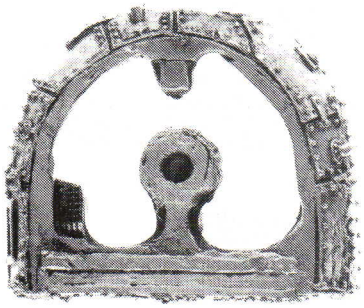


GUTBUSTER MEGA-CANNON
0827/25

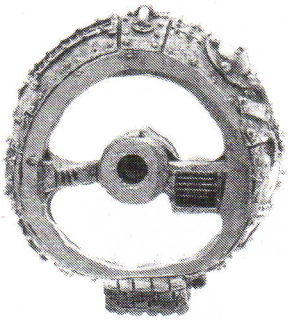


GORK HEAD 2
0827/23





BODY SECTION 4
0827/20



BODY SECTION 2
0827/5

Designed by Kev Adams

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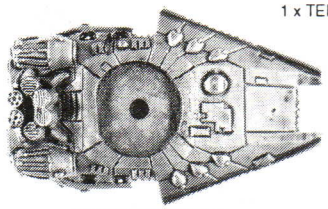
CITADEL MINIATURES

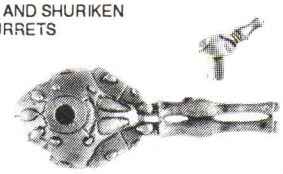
EPIC ELDAR

ELDAR TEMPEST GRAV TANK

THE COMPLETE TEMPEST CONSISTS OF:
1 x TEMPEST CHASSIS
1 x TEMPEST LASER AND SHURIKEN CANNON TURRETS



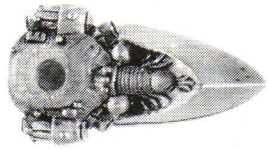
TEMPEST CHASSIS
076429/1



TEMPEST LASER AND SHURIKEN CANNON TURRETS
076429/2

ELDAR WAVE SERPENT

THE COMPLETE ELDAR WAVE SERPENT CONSISTS OF:
1 x WAVE SERPENT HULL
1 x WARP ENERGY GENERATOR

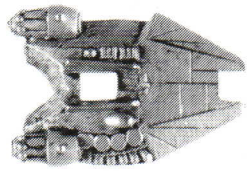


WAVE SERPENT HULL
076429/6

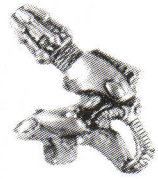
WARP ENERGY GENERATOR
076429/7

ELDAR DOOM WEAVER

THE COMPLETE ELDAR DOOM WEAVER CONSISTS OF:
1 x DEATHSTALKER / DOOM WEAVER HULL
1 x DOOM WEAVER WEB SPINNER



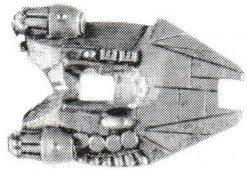
DEATHSTALKER / DOOM WEAVER HULL
076429/4



DOOM WEAVER WEB SPINNER
076429/8

ELDAR DEATHSTALKER

THE COMPLETE ELDAR DEATHSTALKER CONSISTS OF:
1 x DEATHSTALKER / DOOM WEAVER HULL
1 x PRISM CANNON



DEATHSTALKER / DOOM WEAVER HULL
076429/4

PRISM CANNON
076429/5

ELDAR WARP HUNTER

WARP HUNTER
076429/3

ELDAR WAR WALKER
076431/4

ELDAR AVATAR
076404/17

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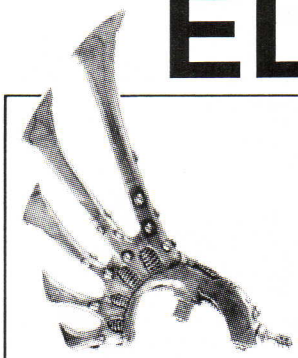
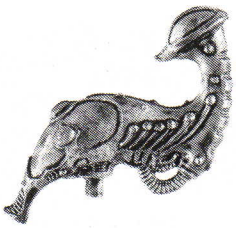
CITADEL MINIATURES

Designed by Jes Goodwin and Norman Swales

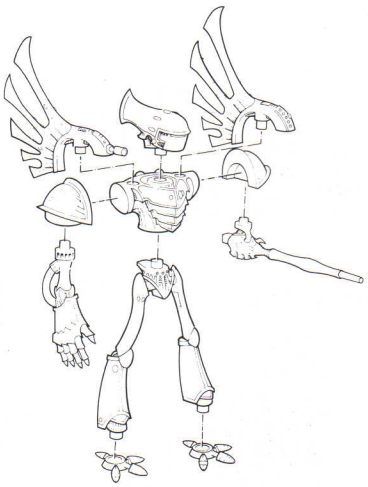
ELDAR TITANS

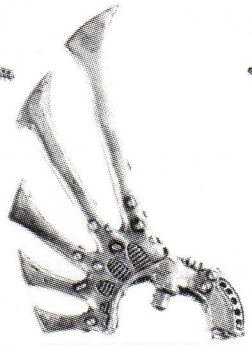


LAS CANNON WING
076404/2

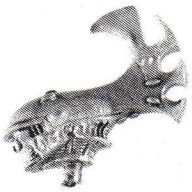


WARLOCK TITAN HEAD
076404/14



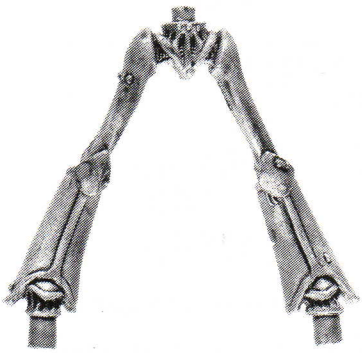


MISSILE LAUNCHER WING
076404/3

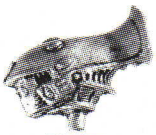


HEAD 1
076404/12

EACH COMPLETE ELDAR TITAN CONSISTS OF:
2 x WINGS
1 x LEGS
1 x TORSO
1 x HEAD
2 x FEET
2 x SHOULDERS
2 x WEAPONS
PLEASE STATE WHICH ITEMS YOU REQUIRE WHEN YOU ORDER



LEGS
076404/1



HEAD 2
076404/8

FOOT
076404/7

SHOULDER 1
076404/5

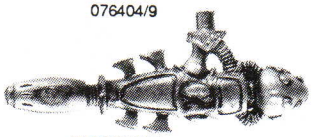
TORSO
076404/4

SHOULDER 2
076404/6

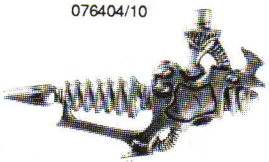
HEAT LANCE
076404/16

PSY CANNON
076404/15

PULSAR
076404/9

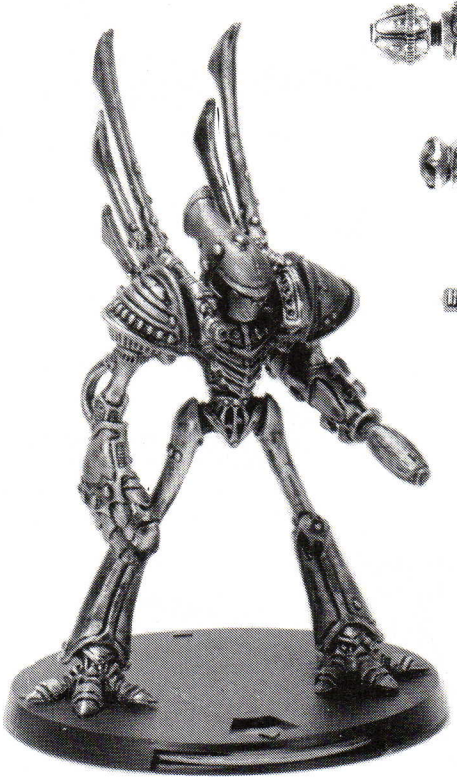


D-CANNON
076404/10

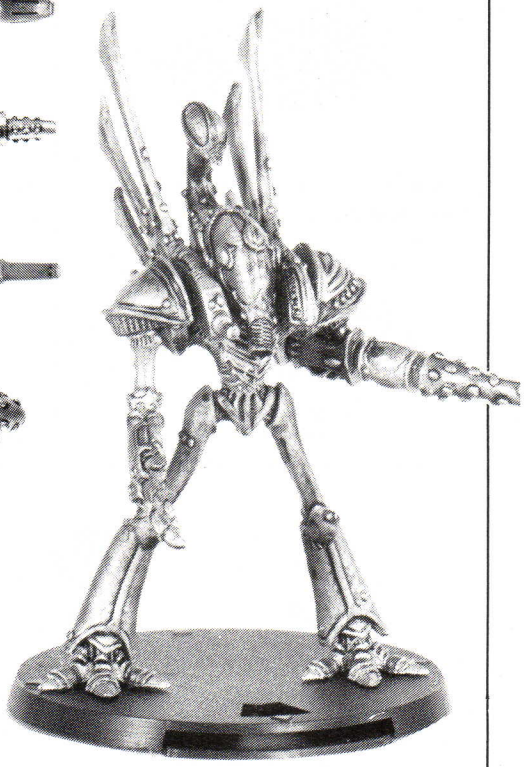


TREMOR CANNON
076404/13

POWER FIST
076404/11



EXAMPLE OF THE COMPLETE ELDAR TITAN



EXAMPLE OF THE COMPLETE WARLOCK TITAN

Designed by Jes Goodwin

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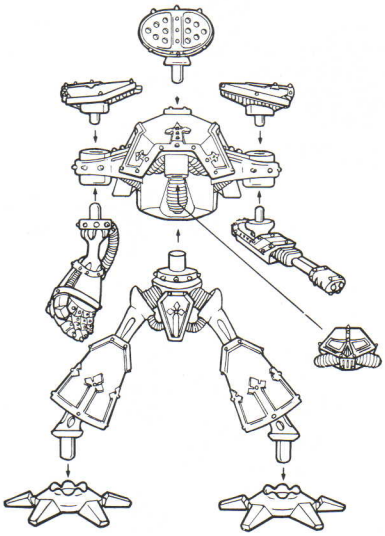
CITADEL MINIATURES

REAVER TITANS

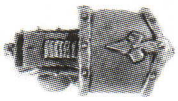
TURBO-LASER DESTRUCTOR
076015/4

PLASMA BLASTGUN
076015/6

DEVOTION SEALS
076015/11

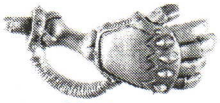


VULCAN MAGA-BOLTER
076015/6



MULTIPLE ROCKET LAUNCHER
076015/14

INFERNO GUN
076015/5



POWER FIST
076015/18

SHOULDER GUARD 1
076015/13

HEAD 1
076015/17

HEAD 2
076015/15

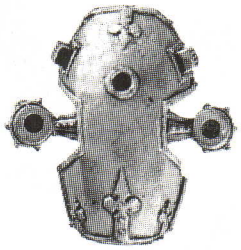
CHAIN FIST
076015/16

SHOULDER GUARD 2
076015/12

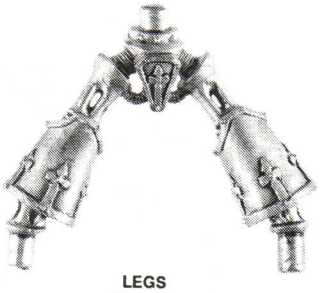
EACH COMPLETE REVER TITAN CONSISTS OF:

1 x CARAPACE	1 x LEGS
1 x HEAD	2 x FEET
2 x SHOULDER GUARDS	3 x WEAPONS

1 x DEVOTION SEALS
YOU MAY CHOOSE TO HAVE A BANNER POLE INSTEAD OF ONE OF THE WEAPONS
PLEASE STATE WHICH ITEMS YOU REQUIRE WHEN ORDERING



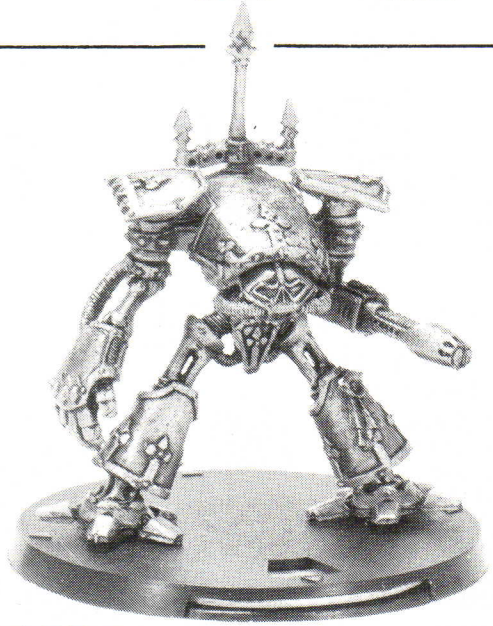
CARAPACE
076015/8



LEGS
076015/9

FOOT
076015/10

BANNER POLE
076015/19



THESE ARE EXAMPLES OF COMPLETE REVER TITANS

Designed by Jes Goodwin

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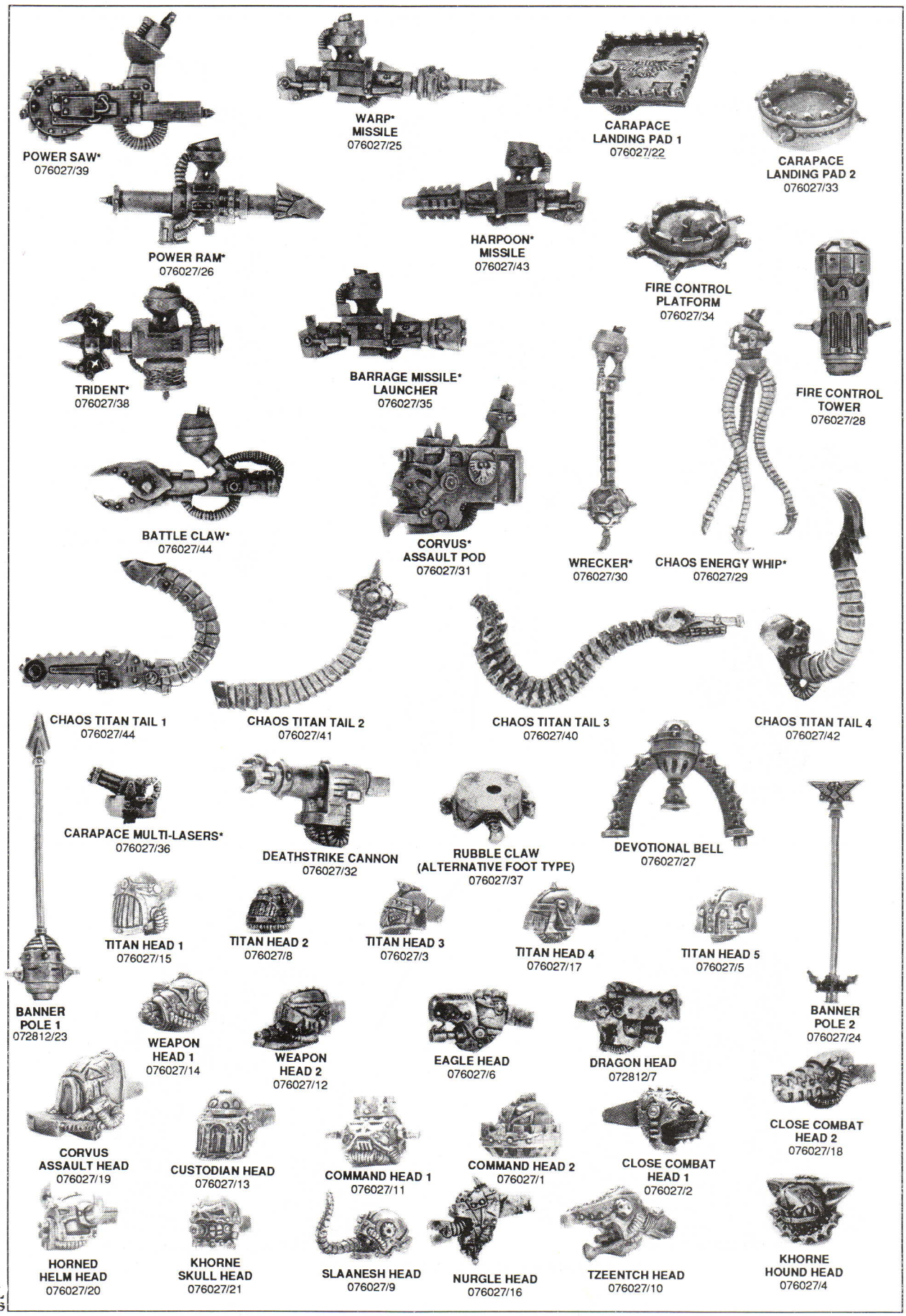
CITADEL MINIATURES

TITAN HEADS AND WEAPONS



ALL THESE MINIATURES CAN BE MOUNTED ON THE PLASTIC WARLORD TITANS. THOSE MODELS WITH AN ASTERISK ALSO FIT THE REAVER TITAN.

Designed by Colin Dixon

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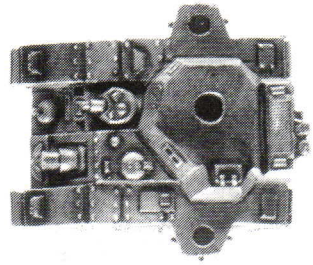
CITADEL MINIATURES

IMPERIAL WAR MACHINES

BANEBLADE
SUPER HEAVY BATTLETANK

THE COMPLETE BANEBLADE CONSISTS OF:
1 X BANE BLADE CHASSIS
1 x BANEBLADE TURRET
1 x SPONSON TURRETS 1



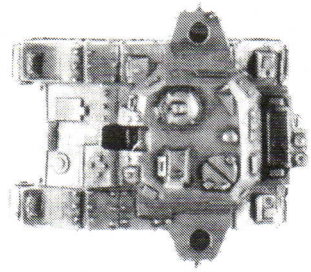
BANEBLADE CHASSIS
076054/1

BANEBLADE TURRET
076054/3

SPONSON TURRETS 1
076054/2

SHADOWSWORD
SUPER HEAVY TANK DESTROYER

THE COMPLETE SHADOWSWORD CONSISTS OF:
1 x SHADOWSWORD CHASSIS
1 x VOLCANO CANNON
1 x SPONSON TURRETS 2

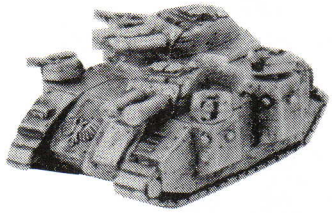


SHADOWSWORD CHASSIS
076054/4

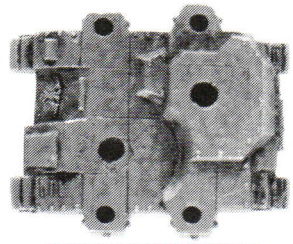
VOLCANO CANNON
076054/5

SPONSON TURRETS 2
076054/6

THE COMPLETE STORM HAMMER CONSISTS OF:
1 x STORM HAMMER CHASSIS
2 x STORM HAMMER TURRETS
2 x SPONSON TURRETS 2



STORM HAMMER

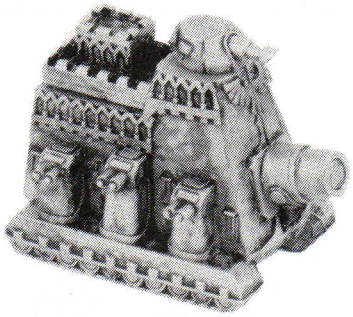


STORM HAMMER CHASSIS
076054/7

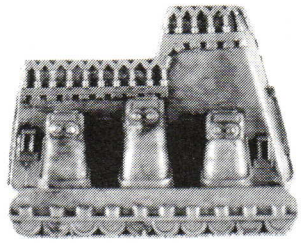
STORM HAMMER TURRET
076054/8

SPONSON TURRETS 2
076054/6

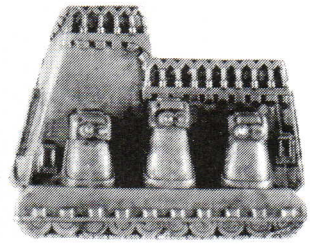
IMPERIAL LEVIATHAN



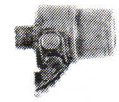
THE COMPLETE LEVIATHAN CONSISTS OF:
1 x LEVIATHAN RIGHT SIDE
1 x LEVIATHAN LEFT SIDE
1 x DOOMSDAY CANNON
1 x LEVIATHAN TURRET
1 x LEVIATHAN TOWER



LEVIATHAN RIGHT SIDE
076113/2



LEVIATHAN LEFT SIDE
076113/1



DOOMSDAY CANNON
076113/3

LEVIATHAN TOWER
076113/5

LEVIATHAN TURRET
076113/4

Designed by Norman Swales and the Citadel Design Team

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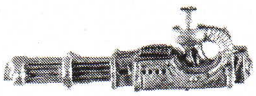
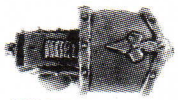
CITADEL MINIATURES

WAR HOUNDS

INFERNO GUN
076015/5



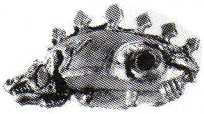
VULCAN MAGA-BOLTER
076015/6



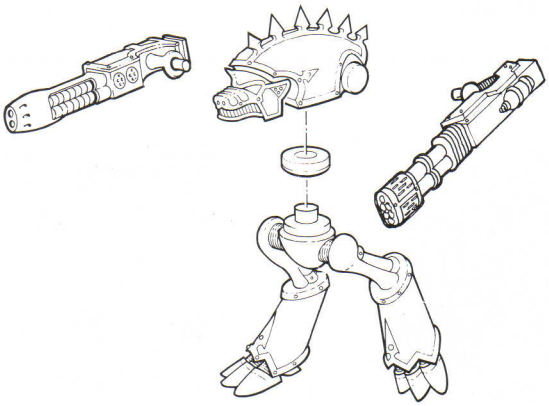
MULTIPLE ROCKET LAUNCHER
076015/14

TURBO-LASER DESTRUCTOR
076015/4

PLASMA BLASTGUN
076015/6

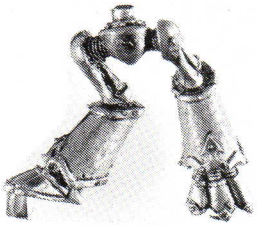


HEAD AND TORSO
076015/2



CONNECTING RING
076015/3

EACH COMPLETE WAR HOUND CONSISTS OF:
1 x LEGS
1 x HEAD AND TORSO
1 x CONNECTING RING
2 x WEAPONS
PLEASE STATE WHICH WEAPONS YOU REQUIRE WHEN ORDERING.



LEGS
076015/1

THESE ARE EXAMPLES OF COMPLETE WAR HOUNDS

Designed by Jes Goodwin

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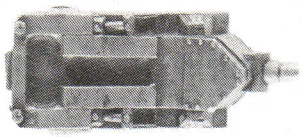
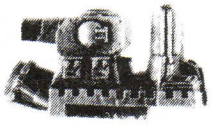
CITADEL MINIATURES

EPIC SQUATS

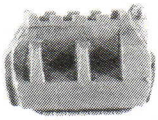
SQUAT LAND TRAIN



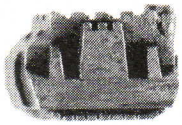
LAND TRAIN ENGINE CHASSIS
076707/1A



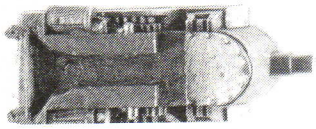
LAND TRAIN ENGINE SUPERSTRUCTURE
076707/2



BATTLECAR CHASSIS 1
076707/3A



BATTLECAR CHASSIS 2
076707/3B



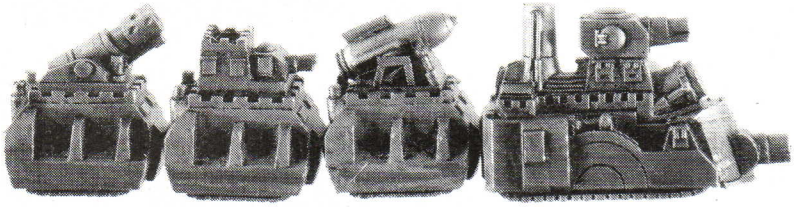
LAND TRAIN ENGINE CHASSIS
076707/1B

BERSERKER BATTLECAR
076707/4

DRAGON BATTLECAR
076707/5

BOMB BATTLECAR
076707/6

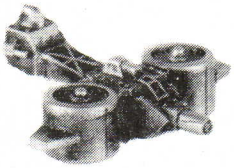
MORTAR BATTLECAR
076707/7



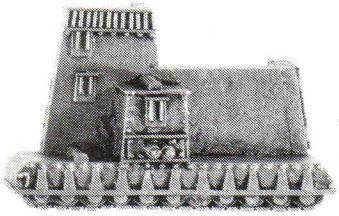
EXAMPLE OF A SQUAT LAND TRAIN WITH TWO EXTRA BATTLE CARS

THE COMPLETE LAND TRAIN CONSISTS OF;
1 x LAND TRAIN ENGINE SUPERSTRUCTURE
1 x RANDOM BATTLECAR WEAPON
1 x LAND TRAIN ENGINE CHASSIS
1 x BATTLECAR CHASSIS

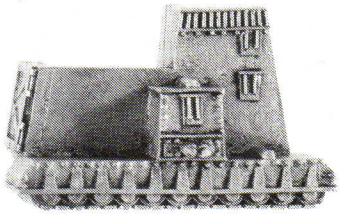
IRON EAGLE GYROCOPTER



SQUAT GYROCOPTER
076722/8

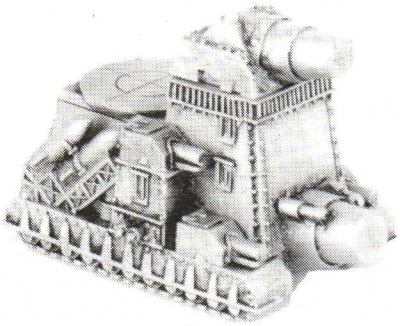


COLOSSUS LEFT SIDE
076722/1



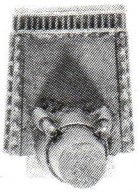
COLOSSUS RIGHT SIDE
076722/2

SQUAT COLOSSUS

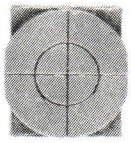


THE COMPLETE SQUAT COLOSSUS CONSISTS OF:
1 x COLOSSUS THUNDERER CANNON
1 x COLOSSUS DOOMSDAY CANNON
1 x IRON EAGLE GYROCOPTER
1 x PLASTIC FLYING BASE
4 x BATTLE CANNON TURRETS
1 x COLOSSUS RIGHT SIDE
1 x COLOSSUS LEFT SIDE
2 x MISSILE RACKS
1 x LANDING PAD

COLOSSUS THUNDER CANNON
076722/4



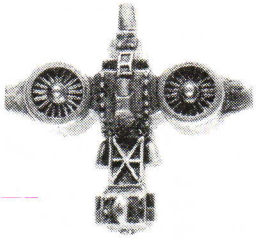
COLOSSUS DOOMSDAY CANNON
076722/3



LANDING PAD
076722/5

MISSILE RACKS
076722/7

BATTLE CANNON TURRETS
076722/6



SQUAT GYROCOPTER
076722/8

Designed by Norman Swales

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TITAN LEGIONS

RULE BOOK

'EAVY METAL™

RULEBOOK

By Andy Chambers

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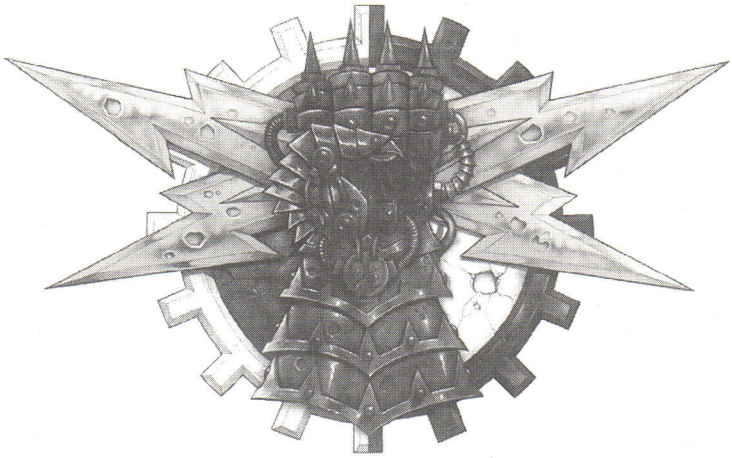
Artwork: John Blanche, Wayne England, & Mark Gibbons

Component art: Dave Gallagher & Richard Wright

Story: Bill King



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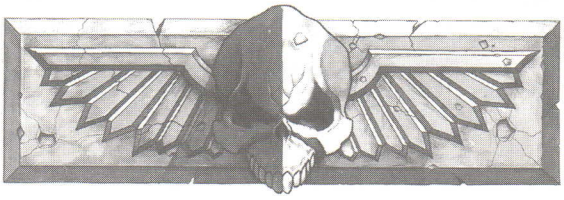

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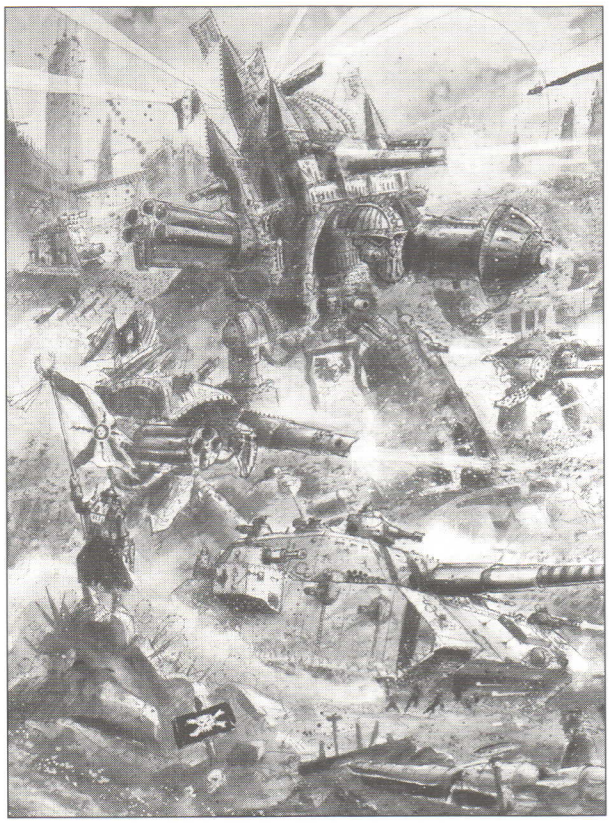


It is the far distant future and an age of horror and war has descended upon the galaxy. On a thousand worlds battle rages between the hard-pressed Imperium of Man and hordes of alien invaders. The enemy is utterly implacable and will not rest until mankind is defeated and destroyed. Every victory earns a brief respite until the next attack. Every defeat brings mankind a step closer to extinction.

The Titan Legions game enables you to fight Epic battles between human and alien armies on a tabletop battlefield. Opposing armies of models, assembled and painted by yourself, represent the armed forces of your chosen race. You will find more information about the galaxy's human and alien races in the Codex Titanicus book. Each race has its own distinct methods of fighting, types of weaponry and unique tactical strengths which make it different and challenging to play.

As the commander of a mighty army you are ready to fight battles against other players. As you play more battles you will learn how to command your force to its best advantage. You may not win all your battles but even defeat provides valuable lessons of war. If you want to become a great commander you must develop sound tactics, you will need to anticipate and counter your enemy's every move, and you must exploit such good luck as fortune grants you.

As you fight more battles you will want to expand your forces by adding more models to your army. Building up an army and learning how to use it is something that takes time and commitment, but there is nothing quite so satisfying as the sight of a well ordered force sweeping across the battlefield in a carefully planned and co-ordinated attack.

The Epic Games System

Titan Legions is part of the Epic games system, and is fully compatible with all the other Epic games and game supplements, and with the full range of Epic models available from Citadel Miniatures. If you are an established Epic games player then you will already own Space Marine, the other main game in the series. Both the Space Marine game and Titan Legions include the basic Epic rules system, so players already familiar with Space Marine will have no problem getting to grips with Titan Legions. Whether you own only Titan Legions or only Space Marine, you can still utilise all of the supplements for the Epic games system.

Making a Start

This book contains the game rules, but don't worry, you don't need to know every rule before you begin. Indeed the best way to learn the rules is to play. You'll find there is a helpful 'How to Play' sheet in the Titan Legions box. This is designed to take you through a few sample combats involving different models, and will give you an idea how the game works right from the start. Although this rule book is quite long, a great deal of space is devoted to diagrams and explanation in order to make things as clear as possible. The most important game rules are summarised on the separate card play sheet, and you'll quickly find that this is all you need to play, consulting the text only occasionally to resolve an unusual situation.

The Titan Legions box also includes the core of two opposing armies – the human Titan Legion and the implacable alien Orks. The Titan Legion is represented by a massive Imperator Titan plus a number of smaller fighting machines called Knights. The Orks have Mega-Gargant machines plus Ork Bonebreaka tanks. These two forces will be enough to get you started, and can be used as the nucleus of a larger army of either Titans or Orks.

IMPORTANT! The Imperator Titan and the Ork Mega-Gargant models are multi-part kits, and we recommend that you use polystyrene cement to put them together. As you'll wish to make as good a job as possible of these large models take your time, especially if you are not an experienced kit maker. Read the enclosed instruction sheet and make sure you are properly prepared before you begin assembly. Undoubtedly you will want to get playing Titan Legions as soon as possible, and for this reason we've included a card representation of the Imperator Titan which you can use right away. Use this card model to familiarise yourself with the rules system by playing through the examples on the 'How to Play' sheet.

COMPONENTS

THE TITAN LEGIONS BOX

This box contains the following plastic models, rulebooks and card pieces.

1 Imperator Titan & 2 Ork Mega-Gargant models
10 Imperial Knight Paladin models
12 Ork Bonebreaka tank models
The Titan Legions rulebook
The Codex Titanicus book
Fires of Gehenna scenario booklet
How to Play/Assembly instructions sheet
10 card building models, 10 card ruins/rubble markers
1 card stand-up Imperator Titan
1 card rules summary sheet
2 card hit location templates
1 Imperator Titan & 2 Mega-Gargant datacards
10 Titan/Gargant mission cards
58 Epic army cards
187 card counters & 8 card weapon effect templates
15 dice (10 6-sided, 1 scatter, 1 artillery, 2 aim, 1 sustained fire)

Rulebook & Codex Titanicus

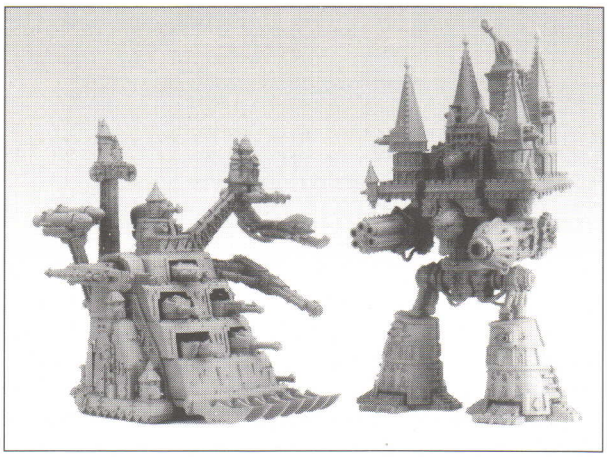
The rulebook describes how to play Titan Legions and the full Epic Battles game system. The Codex Titanicus book contains vital background information about the Imperium and its enemies as well as special rules for many of the warriors and war machines of the 41st Millennium.

Titan/Gargant Mission Cards

Mission cards are used to determine game objectives for large Titan or Gargant fighting machines, like Emperor class Titans or Mega-Gargants, as well as units of smaller types of Gargant and Battle Titans.

The Models

There are both plastic and card models in Titan Legions. You can find notes and diagrams for assembling the models in the introductory How to Play sheet in the Titan Legions box.

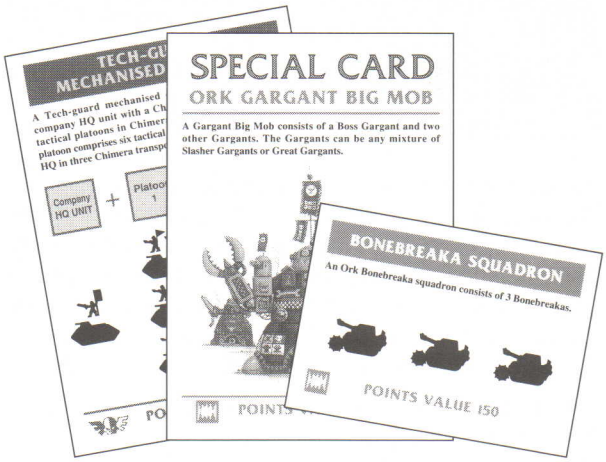


Assembled Mega-Gargant and Imperator Titan models

Datacards, Hit Location Templates & Rules Summary Sheet

Later on we'll explain in detail how the datacards and hit location templates are used. The datacards have counters placed on them to keep track of the crews, damage, ammunition and power levels of the Imperator Titan and Mega-Gargant fighting machines. They need to be placed somewhere safe near the gaming area where they won't get knocked. The hit location templates are used for determining hits and damage so they too should be kept handy. The rules summary sheet is also printed on the back cover of this rulebook and includes useful information and tables you'll need during the game.

Epic Army Cards



From left to right: Company card, Special card, Support card

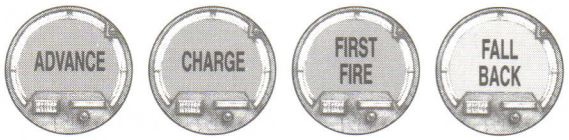
Also included in the game are Epic army cards for the different armies of the 41st Millennium – see the Codex Titanicus book for details of specific forces. The Epic army cards are used for selecting units of tanks, troops and other fighting machines when you play a game of Epic Battles. We have provided enough cards for you to use the contents of this box plus a variety of the many extra models which are available separately.

Note that you are not limited to choosing each card only once. For example, there is only one Mega-Gargant card, but you could pick this card twice to represent two Mega-Gargants. In general it's best to have a separate card for each unit but we thought you'd appreciate an interesting selection of units rather than multiples of the same thing. Additional army cards, and many other unit types, can be found in the Epic Battles supplements Armies of the Imperium, Renegades and Ork & Squat Warlords.

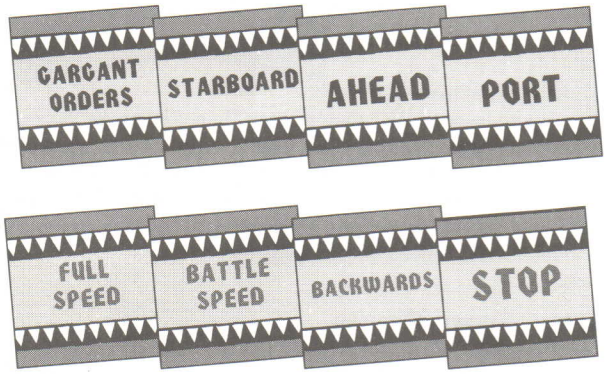
COUNTERS

Titan Legions includes a large number of cardboard counters: order counters, damage counters, track counters, plasma counters, objective markers and troop counters. Instructions for using these different sorts of counters are given in the rules which follow but they are summarised below for convenience.

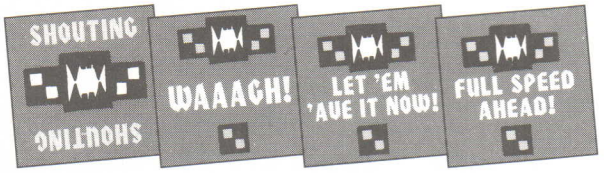
Order Counters



Order counters



Gargant order counters
Top row: Course counters; Bottom row: Speed counters



Gargant Shouting counters

Orders are placed to show what orders you are issuing to your units.

Damage Counters

Left: Ork Damaged/Destroyed counter

Below left: Imperial Damaged/Destroyed counter

Below right: Reactor Breach counter

Damage counters are placed on the Titan and Gargant datacards to show which areas have been damaged or destroyed.

Track Counters

Left: Hellstorm Ammo counter

Below left: Ork Mega-Gargant Power Field, Fires and Hull Damage counters

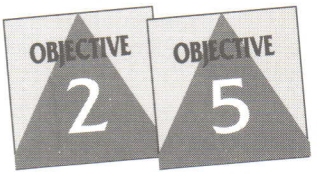
Below right: Imperial Titan Void Shield counter

The track counters are placed on the tracks on the Imperator Titan and Mega-Gargant datacards to show levels of power, damage and ammunition for different locations. The Fires counter is used to show how many fires are burning on the Ork Mega-Gargant.

Plasma Counters

Plasma counters are placed on the datacard of Emperor class Titans such as the Imperator Titan to allocate power to different systems such as weapons, shields, engines, etc.

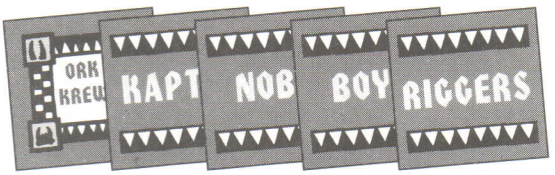
Objective Markers



The Objective markers are placed on the battlefield to indicate the objectives that the opposing armies are fighting for.

Troop Counters

Imperial Tech-Guard troop counters



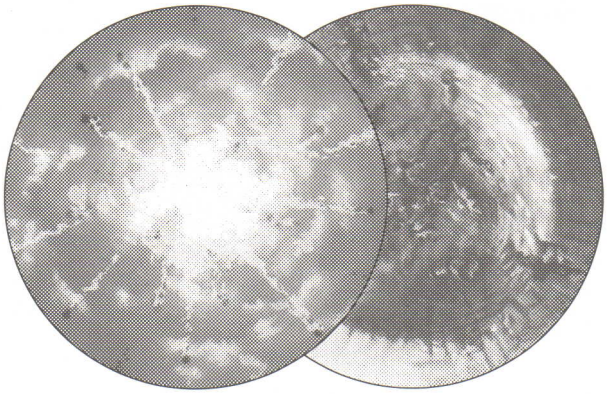
Ork Mega-Gargant Krew counters

Troop counters are used in Titan Legions to represent the crews or garrison troops of Titans and Gargants. The large fighting machines of the 41st Millennium are crewed by many hundreds of individuals who direct, maintain and repair their machine as it crashes across the battlefield.

WEAPON EFFECT TEMPLATES

The card weapon effect templates are used to represent the area affected by some weapon attacks. Note that some of the templates are printed differently on their reverse side.

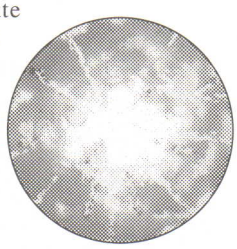
Barrage/Crater



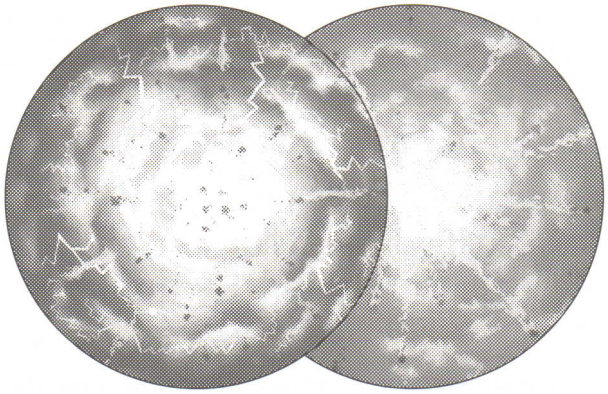
The barrage template is a 6cm circle with an explosion illustrated on one side and a smoking crater on the reverse. Many artillery pieces and similar weapons use barrage templates to represent their area of effect because they hit a broad swathe of ground instead of a single target. Some barrage weapons like the Hellstorm cannon on the Imperator Titan even fire a volley of shots which use several barrage templates at once so we have provided multiple barrage templates so that they can all be placed at the same time. The crater side of the templates can be used when a Titan or Gargant blows up and leaves a smoking crater behind.

Gargant Gutbuster Ball Round

This is a 3cm circular template illustrated with an explosion on both sides. This template is used to represent ball rounds fired from the Gutbuster belly gun commonly mounted on smaller types of Gargant fighting machines.



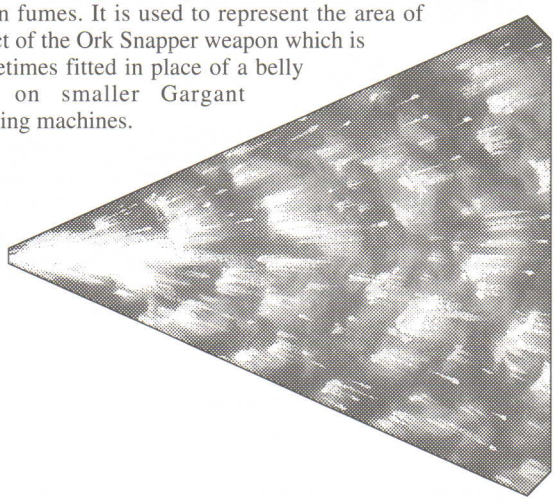
Barrage/Super Lifta Droppa



This is another 6cm circular template illustrated on one side with green crackling lightning and on the other with the barrage explosion. The green side is used for a weird Ork force field weapon called a Super Lifta Droppa which is mounted on the Mega-Gargant. The barrage side is just to give you an extra barrage template if you need it.

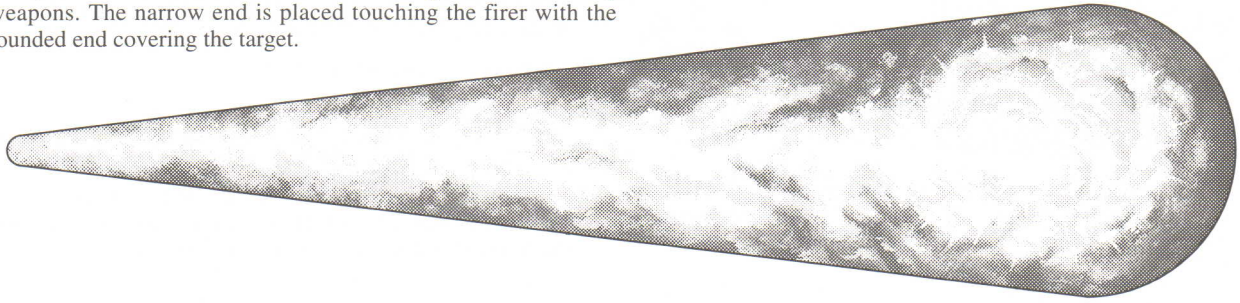
Snapper Template

This is a triangular template illustrated with billowing green fumes. It is used to represent the area of effect of the Ork Snapper weapon which is sometimes fitted in place of a belly gun on smaller Gargant fighting machines.



Flame Template

This is a tear-drop shaped template illustrated with flames. It is used to represent the area of effect for short ranged firethrower-style weapons. The narrow end is placed touching the firer with the rounded end covering the target.

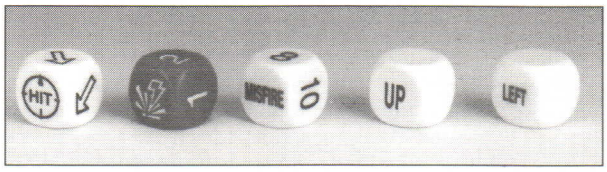


DICE

Five different sorts of dice are supplied with the game.

10 Ordinary dice (D6) 1 Scatter dice 1 Sustained Fire dice
1 Artillery dice 2 Aim dice

Ordinary dice are marked 1 to 6 in the usual way. These are used extensively in the game to resolve the effects of shooting, close combat, morale and the like. These dice are referred to as D6 so when the rules tell you to "roll a D6" this means roll an ordinary dice. When the rules tell you to roll 2D6 this means roll two ordinary dice and add the results together so you could score between 2 and 12; 3D6 is the three ordinary dice added together (for 3-18) and so on. There are ten ordinary dice provided in the Titan Legions box but you'll find it's worth getting hold of as many as possible, especially for large games.

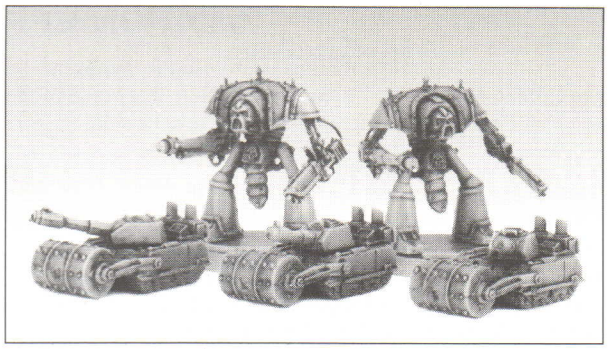


From left to right: Scatter dice, Sustained Fire dice, Artillery dice and a pair of Aim dice

Scatter dice are marked with four arrows and two HIT symbols. This dice is used to determine where shots from certain kinds of weapon land. If such weapons miss their target the arrows indicate which direction the shot lands in relative to its target. Note that even the sides marked HIT have a small arrow above the 'I' so the Scatter dice can always be used to establish a random direction from any point. Using the Scatter dice is fully explained in the rules for weapons and attacks which use it.

Sustained Fire dice are marked 1, 1, 2, 2, 3 and with a special jam symbol. This dice is used for some weapons like Mega-Gargant Skullcrusha cannon which can fire a volley of shots but are prone to jam at inopportune moments. Using this dice is fully explained in the rules for weapons which use it.

The **Artillery dice** is marked 2, 4, 6, 8, 10 and MISFIRE. This dice is used to determine the effects of some weapons which fire a barrage or a very intense volley of shots but can fail to fire or even blow up! Rules for the Artillery dice are given with the rules for these weapons.



Ork Bonebreaka tanks (front) and Imperial Knight Paladin models (back)

Aim dice come in pairs, one is marked left/right, the other up/down. These are rolled to determine scatter when aiming at location on Titans and Gargants. Their use is more fully explained in the Combat section of the rules.

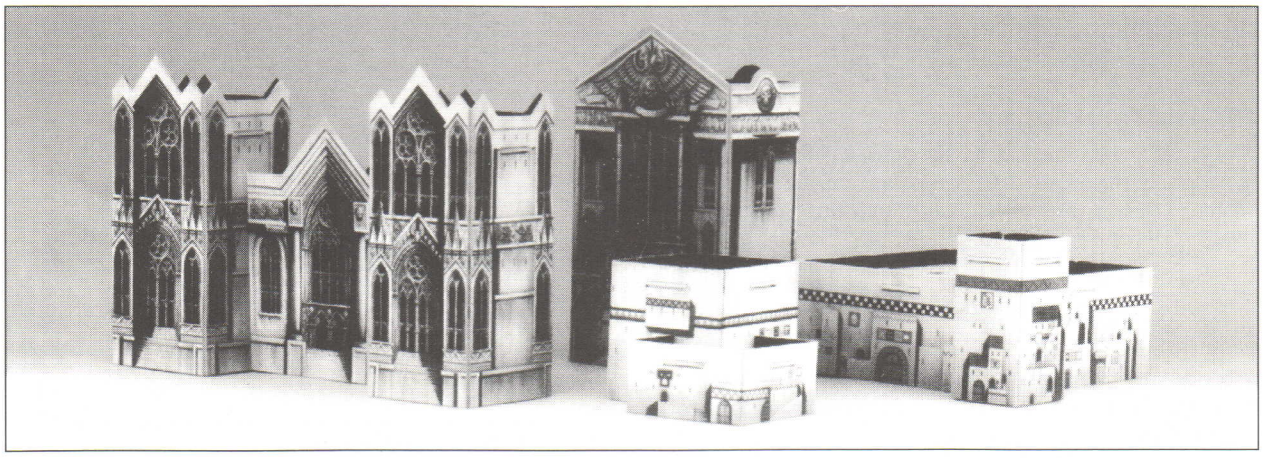
Card Imperator Titan

We have included a stand-up card Imperator Titan model in the Titan Legions game so that you can start playing a game immediately without having to assemble the Imperator model first. The card Imperator is designed to fit securely into the plastic base provided – it shouldn't be necessary to use glue.

WHAT ELSE YOU WILL NEED

To play Titan Legions you will need two or more players and a firm, flat surface such as a tabletop or area of floor. The kitchen table will do fine. Some gamers make their own games table from a piece of chipboard or something similar and place this on top of their kitchen or dining room table (after covering it first to prevent scratches of course!). This means the games table can be slightly larger than the table supporting it. Many players find that a green cloth draped over the table makes an ideal surface for a battle. You can then place books or other suitable objects under the cloth to create hills and folds in the ground.

As well as a battlefield and an opponent you will need at least one retractable metal tape measure marked in metric and Imperial increments. Nearly all measurements in Titan Legions are in centimetres but occasionally feet and inches are useful too. Paper and pens can come in handy for making notes as well.



A selection of the Epic card buildings supplied in Titan Legions

STARTING THE GAME

Titan Legions may look daunting when you first open the box but don't worry, you don't need to learn everything in the books before you can play! It is a good idea to read through the Titan Legion game rules before you play a game but there's no need to learn them all straight away. The best way to learn the game is by playing! Included in this box you'll find the Titan Legions scenarios book *Fires of Gehenna*, which uses a short campaign of interlinked games to introduce you to the rules. Once you have fought your way through the scenarios and mastered the art of wielding the war machines supplied in the Titan Legions box you will be ready to command larger and more varied forces from the gigantic armies of the 41st Millennium.

THE BATTLE

A battle is fought between two sides. Each side is normally represented by a single player, though you can involve several players on a side if you want. One player can act as overall commander while others can help to move troops and roll dice. In the descriptions that follow we are assuming that each side is represented by one player.

Choosing Your Force

Before you are ready to fight a battle both sides must choose their forces. If you are going to fight one of the pre-planned scenarios from the scenarios book you don't have to worry about this part because the forces have already been selected for you.

Otherwise, to pick your forces you will need the epic army cards. In the Titan Legions box you will find army cards for Imperial forces (Titan Legions, Knights, Imperial Guard and Space Marines) Eldar, Orks, Squats and Chaos. Each player chooses the force he wants to represent and takes the appropriate cards. So, if you want to be the Imperial forces you take the Imperial Forces cards, if you want to be Orks take the Ork cards, and so on.

Further decks of cards representing other forces can be found in the Space Marine game, Epic supplements and published in Games Workshop's monthly magazine White Dwarf. These expand the scope of the game by introducing new troops, weapons, fighting vehicles, Titans, and other special equipment. Although you will undoubtedly wish to investigate these for yourself later, to begin with we shall stick to the giant war machines and supporting vehicles included in the Titan Legions box. The contents of Titan Legions will give you two reasonably sized starting forces, one of Orks and one of Imperial forces.

Before reading on it may help you to know that the smallest models are human-size troops about 6mm tall. These are far too tiny to use individually, and are therefore employed in a base or stand of five men, called **troop stands**. Troop stands move and fight as a single model, just like a tank or a Knight.

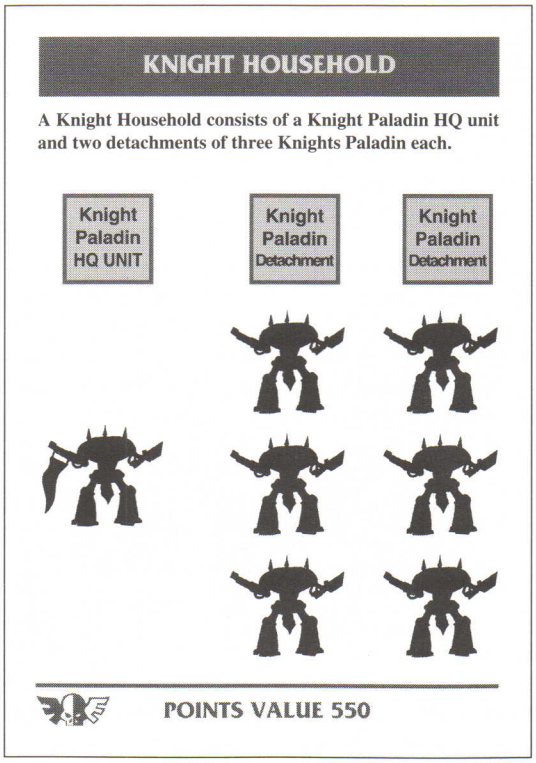
Army Cards

You will see that there are three types of card – large *company cards*, small *support cards*, and *special cards*.

- Company cards represent large formations containing many troops or war machines.
- Support cards represent smaller platoons or sections attached to a company to support it in battle.
- Special cards represent rare or special units.

Each card has one or more items shown on it. An item will be something like an Imperial Knight household or an Ork Bonebreaka squadron. Each item consists of a number of the same type of infantry troop stand or vehicle. For example, a Knight household comprises seven Imperial Knights, and an Ork Bonebreaka squadron consists of three Ork Bonebreaka tanks. Cards don't always include several units, they may equally comprise, for example, a single Ork Mega-Gargant.

As an example, take a look at the Knight Household card which is printed below. The Knight household is a company card and the household comprises two detachments of Knights Paladin – bipedal armoured fighting machines some 10 metres tall armed with battle cannon and giant chainswords. There are three Knights Paladin in each detachment and in addition to this there is one Knight Paladin HQ unit who leads the household in battle.



Each player selects cards to represent his army. You must take at least one company card (but can take more if you wish) and can choose up to five support cards for every company card you take.

Every card has a points value which reflects the combat value of the troops described on it. For example, the Imperial Knight household is worth 550 points whereas the Ork Bonebreaka squadron is worth 150 points. To begin with, both players select forces worth a maximum of 3000 points each. This limit is about right when you play for the first time. As you gain experience you may wish to increase the points values of your armies to include more troops and produce a longer and more challenging game.

Special Cards

Each epic army card deck includes a number of *special cards*. Your army can only include a limited number of these special cards, which represent rare or special units such as an Imperator Emperor class Titan or Eldar Exarch troop stand for example. We have included a few cards in Titan Legions just to give you an idea of what special units are available to each force.

Your army may include one special card for every company card in your army. For example, if your Imperial army has two company cards, you might include an Imperator Titan and a Knight Baron.

Allies

In the war torn galaxy of the 41st Millennium forces frequently include allied troops or machines fighting for a common cause.

All the army cards are coloured to show which force they are part of: red for Space Marines, blue for Imperial Guard, dark blue for Titan Legions, purple for Eldar, green for Orks, orange for Squats and black for Chaos.

When you choose your army you can include allied formations from different forces within the following restrictions:

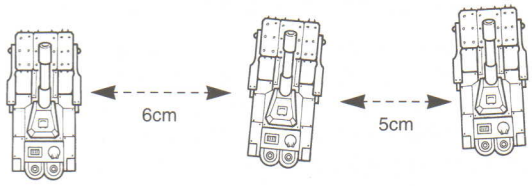
1. Allies must be chosen from the list given in the Choosing Forces section for the appropriate force in the Codex Titanicus book.
2. Support and special cards may only be chosen for company cards if they are banded with the same colour. For example, Space Marine cards are red hence a Space Marine company could only have red support and red special cards chosen to go with it.

Some cards are a split colour like the blue/dark blue Hydra detachment support card. Split colour cards count as being either colour for picking forces so the Hydra detachment mentioned above could accompany an Imperial Guard or a Titan Legion company card.

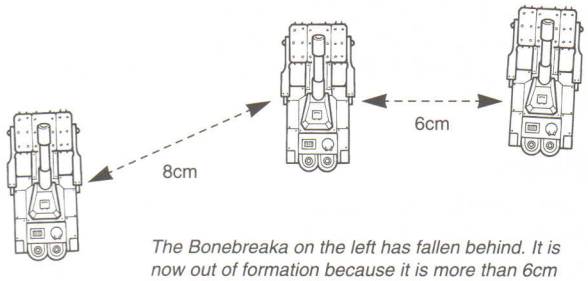
THE FORMATION RULE

A detachment of foot troops or a squadron of vehicles like those shown on the cards is an indivisible military unit. To represent this in the game, troop stands and vehicle models which form a detachment or squadron must keep together; individual troop stands or vehicles are not permitted to wander off on their own just as they please.

Troop stands in a detachment and vehicles in a squadron must be placed close to each other, as if they were joined by invisible links forming a sort of chain, this is called a *formation*. No model in the formation may be separated by more than 6cm from at least one other model in the chain. This is illustrated by the diagram below.



Three Ork Bonebreakas in formation. No model is more than 6cm away from another.



The Bonebreaka on the left has fallen behind. It is now out of formation because it is more than 6cm away from another Bonebreaka.

Orks fight in units called mobs rather than detachments, and some other units also have their own terms such as bike squads and batteries of artillery. This is a difference in terminology only. When the rules refer to detachments and squadrons you will know this refers to appropriate mobs and other units as well.

Note that in a company which contains several separate detachments or squadrons, there is no need for those units to stay close to each other. They can be deployed where you like – at opposite ends of the battlefield if you want!

Sometimes models become separated from the rest of their formation for reasons beyond your control, for example if an interlinking model is destroyed by enemy fire. When this happens, the remaining models must assume an acceptable formation the next time they move. Models may remain out of formation so long as the unit does not move.

Troops riding into battle in Rhinos or other transport vehicles will often want to leave their vehicles in order to fight or deploy. Normally transport vehicles will be able to keep up with foot troops, but sometimes this won't be

possible. For example, if the infantry move into terrain which is impassable to the vehicles. In this case the transport vehicles may ignore the normal formation rule, but must stay as close as they can to the infantry.

Some special formations like Titan battle groups and Gargant big mobs also have special formation rules. Where this is the case the special rules will be summarised on the back of the formation's army card and explained more fully in the appropriate section of the Codex Titanicus book.

SETTING UP THE BATTLEFIELD

Before the opposing armies clash you need to prepare the floor or tabletop area for battle. Initially at least, a small playing area will suffice, say about 2 feet by 4 feet. A large dining room table is ideal, but the floor will do just as well. Obviously, the larger the game you want to fight the larger the area you will need, and experienced players may wish to increase the dimensions to 6 x 4 feet or more.

A tabletop or floor is, of course, a flat and featureless plain, devoid of trees, slopes, and all the other terrain which gives a battlefield individuality and depth. You can make woods, hills, craters and other terrain yourself, but to begin with the buildings provided in this game will be sufficient. Once you have played a few games you will be ready to introduce more terrain.

Terrain

For the uninitiated, terrain is a gaming term for all the model trees, hills and buildings games are played over and around. Terrain is important for two reasons. First, and probably most importantly, well modelled terrain makes the game look much better. Until you've played a game with nice, varied and interesting terrain you just can't appreciate what a difference it makes.

If you haven't had much experience of terrain making then watch out for articles in White Dwarf magazine. You can also visit your local Games Workshop store where you'll be able to see examples of well-made terrain and receive lots of free advice on how to make it! As a temporary measure you can improvise by using books laid flat to represent hills, twigs and roots for trees, and polystyrene packing for buildings. This should supply you with a more varied selection of terrain to be going on with.

The second reason that terrain is so important is that it breaks up the lines of sight and fields of fire when you are playing the game. The line of sight (LOS for short) is a straight line drawn between an attacker and his target. If this line is blocked, by a piece of terrain for example, the attacker can't see the target and may not shoot.

Field of fire is best explained by an example. Imagine a tank parked on the top of a hill. It can fire all around so it has an unrestricted field of fire across the surrounding countryside. If the tank were in a wood it could not see all round itself so it would have a restricted field of fire and opposing infantry could easily creep up on it without being blasted en route.

Having terrain that affects the line of sight and fields of fire of your formations is important because it prevents battles turning into long range slogging matches with victory going to the player with the longest range guns. With terrain to work with you can use sheltering ridges to move up your infantry and manoeuvre through urban zones to set up deadly crossfires.

Placing Terrain

Because some forces are better at close ranges than others it is important that neither player entirely dictates the set-up of terrain; real commanders are seldom granted the luxury of choosing their battlefield so neither are you!

To set up the battlefield fairly we have devised a terrain generator system which allows you to determine what types of terrain are present. Don't worry if you generate items of terrain you don't have, just re-roll until you get a result you can use. Many players like to draw up their own terrain generator charts based upon their collection of terrain pieces. This is certainly a good idea as it saves endless re-rolling of unwanted results.

Begin by dividing your playing area into 2 foot by 2 foot areas. For each area, roll a D6 and halve the score (rounding up) to find out how many pieces of terrain it contains. To determine what each piece of terrain is refer to the Terrain Table on the playsheet. The chart is very simple to use: roll one dice and find the score along the top of table, then roll a second dice and find the score down the side. Cross-reference the two numbers to find what piece of terrain you have generated.

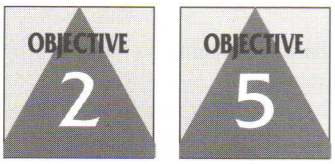
Once you have determined what the terrain is, position it somewhere in the area. Each player places a piece of terrain in turn to keep things fair. Each piece of terrain should ideally cover about a quarter of the 2 foot section it occupies, filling a 1 foot square area or thereabouts with woods, buildings, hills or whatever.

An alternative way of setting up your battlefield is for one player to set up the terrain while the other player has the choice of which table edge he wishes to set up from. This is a good method where time is short, as one player can set the game up while he waits for the other player to arrive.

The meaning of victory is not the defeat of your enemy but his destruction, to eradicate him from living memory, leaving no remnant of his endeavours, crushing utterly his every achievement and removing from all record his every trace of existence. From that defeat no enemy can ever recover. That is the true meaning of victory!

Tactica Imperium

Objectives



Objective counters

Every battlefield has tactically important features which both sides will want to control. For example, commanding heights which offer a good view of the opposing lines, or main pathways between treacherous terrain, or dark woods where defenders can conceal themselves.

These important areas are called **objectives** and are represented on the battlefield by **objective counters**. Each counter marks an area that constitutes a vital objective to one side or the other. How you capture objectives, and how they help you win the game, is explained under Victory Points at the end of the rules section. For the moment, you need only place the counters on the table.

Punch out the 16 Objective counters from the card sheet. There are eight red and eight green counters. Later on the colours are used to denote which side controls the objective. Each side takes four Objective counters and takes it in turn to place a counter face down on the playing area. Each objective counter must be placed:

a) At least 25cm from any table edge

b) At least 25cm from any other Objective counters

Remember, when you place the counters you do not know where your forces will be setting up. Obviously you must bear this in mind as you place them. On the whole it is best to spread the counters around the table as evenly as possible.

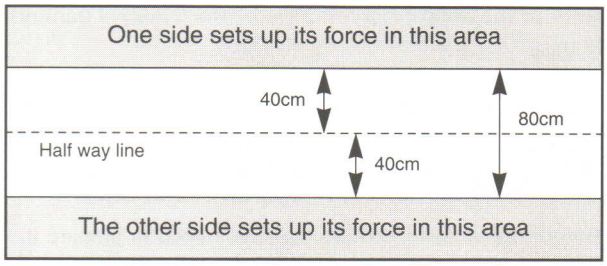
TITAN MISSIONS

When the truly awesome main fighting units – Emperor class Titans and Mega-Gargants, Gargant big mobs and Titan battlegroups, fight in a battle it can be guaranteed that they will be pursuing specific objectives of their own. Often their missions will be unrelated to the battle going on. Instead their objectives will be part of the "big picture" – a Titan battlegroup might have been sent to bolster the line against an enemy thrust, or a Gargant big mob may be intent on demolishing a city, for example. The Titan and Gargant mission cards reflect these specific objectives and are worth additional victory points as indicated on the cards themselves.

At the start of the game, after terrain has been set up, draw a Mission card for each Emperor class Titan, Mega-Gargant, Imperial Titan battlegroup, Eldar Titan squadrons and Ork Gargant bigmob.

SETTING UP THE ARMIES

Armies are set up along the long edges of the table or playing area. Both players roll a D6, and the player who scores the highest may choose which edge of the table he will set up on. His opponent sets up on the opposite edge.



Armies are set up secretly so that neither side knows where the other has deployed until its own troops have been positioned. You can do this in one of several ways.

A method which enables both sides to set up at the same time is to erect some sort of screen across the middle of the table. This way neither player can see the other player's half of the table. Use whatever you have available to create the screen, large Games Workshop game boxes are quite handy for this. You could even use the Titan Legions box itself!

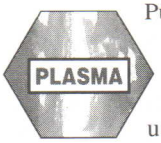
Alternatively, each player may draw a sketch map of the battlefield and mark the positions where he wants his troops to set up. Once both players have marked their positions both sides set up their forces as indicated on their maps.

A third method is to abandon the notion of secret deployment and simply set up troops one after the other. One player places the troops from one epic army card, his opponent does the same, then the first player selects another army card and places those troops, and so on until both players have set up their force. This method is fast and ideally suited to a small 'knock-about' game where you don't have time to make maps and set up properly.

PREPARING THE IMPERATOR TITAN FOR BATTLE

A special datacard is supplied for the Imperator Titan. It is used to control the Titan and keep track of accumulated battle damage, the troops onboard it, ammo expenditure, shield strength and so on. All sorts of vital information about the Imperator Titan is included on the datacard and before the battle begins you need to lay it out somewhere flat where it won't get knocked during the game.

Plasma Counters



Punch out the hexagonal plasma counters and put them in a pile by the datacard for use later. These counters represent the power level in the Titan's plasma reactor and are used to designate which of the Titan's systems are being given the energy to function.

Hellstorm Ammo Counters

The Hellstorm cannon is a massive multi-barrelled projectile weapon the Imperator Titan uses for destroying swathes of men and machines or destroying entire city blocks. The Titan carries a limited amount of ammunition for the Hellstorm cannon represented by the Hellstorm ammo track. Place all the Hellstorm ammo counters in the boxes on the track. When the cannon is fired one ammo counter is removed for each barrage it shoots.

Void Shield Counter

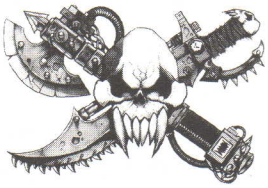
The Imperator Titan is protected by multilayered defensive energy fields called void shields. There is a special track on the datacard that shows the number of shields which are operational. Place the void shield counter on the box numbered '12' on the track to show the shields are at maximum strength.

Garrison Troops

The Imperator Titan often carries troops onboard it. These can be represented by the counters provided, although you may use model troop stands if you wish. Only the specially marked boxes on the datacard can be occupied. Place the counters or troop stands to be carried in the appropriate boxes before the battle begins.

THE MEGA-GARGANT DATACARD

A datacard is also supplied for the Ork Mega-Gargant machine. Like the Imperator datacard, it helps you to keep track of the krew onboard the Mega-Gargant, what damage the Gargant has suffered and a wealth of other details. You can also use the datacard to keep a note of how many Titans the Mega-Gargant has killed and how many battles it's fought in.



Power Field Counters

A Mega-Gargant is protected by numerous power field generators. Unfortunately these break down all the time and require constant maintenance (not the Orks' strong point). To represent this, each Mega-Gargant starts the battle with a random number of operational power fields equal to the roll of a D6 plus 6, so it will have 7 to 12 power fields. There is a special track on the datacard which shows the number of power fields that are operational. The Power Field counter is placed on the appropriate numbered space on the track to show the number of operational fields.

Hull Damage Counters

Mega-Gargants are tremendously well armoured and strongly built but the battering of combat will gradually wear them down. The Hull Damage counter is placed on the hull damage track to keep count of this cumulative damage. As the Mega-Gargant's hull takes more and more of a battering fires are more likely to break out, eventually destroying the Mega-Gargant completely.

Fires Counter

Mega-Gargants are so big that though they can be damaged in combat they can only be totally destroyed by fires burning out of control. The Fires counter starts on zero on the fire track initially. As battle damage is accumulated fires will break out and the Fires counter is moved to show the number of fires burning at the time. Fires can also be extinguished by the krew, in which case the Fires counter can be moved back down the track.

Krew Counters

A vast 'krew' of Orks, Gretchin and Snotlings ride into battle aboard each Mega-Gargant. The Orks fire the guns and stoke the boilers under the stern eye of the Gargant Kaptin and his Nobz. Teams of Snotlings and Gretchin 'Riggers' armed with spanners and oily rags are sent frantically crawling into the cramped workings of the Mega-Gargant to fix things and fight fires as the Mega-Gargant suffers battle damage.

The Mega-Gargant datacard includes ten spaces for krew squads. These are divided into three sections: the boiler room, the gun decks, the guardrooms and the bridge. Krew counters are drawn at random at the start of the game and placed in the different sections of the Mega-Gargant to operate the guns, stoke the engines etc. There are four types of krew: Riggers, Boyz, Nobz and the Kaptin.

Riggers: Rigger are squads of Gretchin and Snotlings with a Mekboy overseer. Riggers can fight fires and fix damaged areas but are pretty useless in close combat if the Mega-Gargant gets boarded by enemy infantry.

Boyz: Da Boyz do most of the real work: lugging around shells, stoking the boilers, firing the guns and so on. Boyz can fight fires but they can't repair damage. On the other hand they can make sure no zoggin' humies can get on board the Mega-Gargant.

Nobz: Nobz spend all their time telling the Boyz and Riggers what to do so they don't fight fires or fix damage. On the other hand Nobz are the biggest, meanest Orks around so a Mega-Gargant with a lot of Nobz on it is quite safe from being boarded. Nobz can also lead the krew if they dismount from the Mega-Gargant.

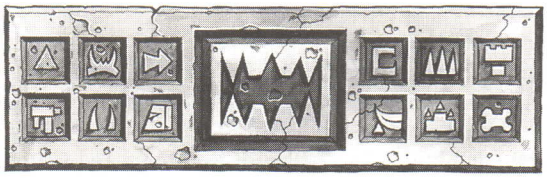
Kaptin: Every Mega-Gargant starts the battle with a Kaptin in command. A Kaptin is either a powerful Ork Warlord or one of his trusted Warbosses. Orks see Gargant Kaptins as heroic individuals who are favoured by da gods, often attributing the destruction wrought by Mega-Gargants to their Kaptin, "Kaptin Ugluk sure trashed dat city" and so on.

If areas of the Mega-Gargant are left unoccupied (either because of casualties or because the krew disembark) the running of the Mega-Gargant will suffer. The effects of empty squad boxes are noted on the datacard itself.

Shouting Counters

The angry bellows of a Mega-Gargant's Kaptin can have an almost magical effect on his krew. They will suddenly catapult into a frenzied blur of activity stoking the boilers or loading the gunz or doing whatever else the Kaptin's yelling about. Mega-Gargants even have special speaking tubes which lead from the bridge to different decks so that when the Kaptin shouts everybody in the right bit of the Mega-Gargant gets to hear him.

Each Mega-Gargant gets a D3 Shouting counters at the start of the game. There are three different sorts of counters which are explained below. You can only play one Shouting counter per turn.



MEGA-GARGANT SUMMARY

1. DRAW KREW COUNTERS

The first thing you need to do is sort a Kaptin stand for each Mega-Gargant and place it on the datacard in the bridge section. Next draw nine krew counters at random for each Mega-Gargant and place them in the boiler room, gun decks and guardroom.

2. CALCULATE POWER FIELDS

Roll a D6 and add 6 to the score for each Mega-Gargant to find out how many power field generators the Mekboyz have got running in time for the battle. Place the Power Field counter on the power field track to show the number of power fields the Mega-Gargant has.

3. DRAW SHOUTING COUNTERS

Place all the Shouting counters in a mug or cup and draw D3 Shouting counters for each Mega-Gargant.

4. BREAK OUT THE FUNGUS BEER AND TOASTED SQUIGS – YOU'RE READY TO GO!

SHOUTING

Waaagh!

This counter may be played in the close combat phase. When this counter is played all the Orks on the Mega-Gargant are filled with the ferocious power of the Waaagh! They howl and fire their weapons wildly in a fearsome display of barbaric fury.

For the rest of the turn roll an extra dice in any close combats fought by the Mega-Gargant itself and da Boyz and Nobz from its krew (whether they're onboard the Gargant or not). Because the Orks are far too excited to aim properly all firing by the Mega-Gargant and its krew suffers a -1 to hit penalty for the rest of the turn. Note that this counter doesn't let Gretchin Riggers roll an extra dice, even though their shooting is affected in the same way as the Orks.

Let em 'ave it!

This counter can be played during the combat phase. The Kaptin yells at the gunners to pull their zoggin' fingers out and fire! The gunners snap to it with amazing precision and let fly immediately. The Mega-Gargant can fire one phase earlier than it normally would. So if it was going to fire in the advance phase it would fire in the first fire phase. To hit penalties for the Mega-Gargant's speed apply as normal.

Full Zoggin' Speed Ahead!

This counter can only be played in the movement phase before the Mega-Gargant moves. The Kaptin yells down to the boiler room to give him an extra burst of speed. The stokers shovel fuel into the furnaces at an astounding rate, so the Mega-Gargant moves 3D6cm and can make one 45° turn to port or starboard regardless of its speed and direction orders, even if it's on Stop orders. There is no penalty on firing for this extra spurt of movement.

ARMIES OF THE EPIC BATTLEFIELD

The Epic game system lets you fight battles with everything from lowly infantry to the terrifying Titans and Gargants that dominate the battlefields of the 41st Millennium. From the smallest to the greatest every warrior and weapon has its part to play and to a large extent complement one another in combat: Titans fighting in built up areas need infantry to enter buildings and flush out enemy troops; infantry in the open need support from their own tanks and Titans lest they be swept away by enemy tanks and so on.

For convenience different types of war machine and troops are categorized into three size classes. These are significant both in close combat and for the effects of some special weapons.

Infantry/Vehicles

Infantry: Infantry in Epic come in 'stands' of five individual trooper models, representing a squad or other small fighting unit. Stands are normally, but not always, armed with bolters or lasguns for firing at other infantry and a missile launcher or lascannon for hitting armoured targets.

Cavalry/Bikes: Cavalry and bike squads are represented by two models mounted on an infantry base. Mounted troops are common to all races in the 41st Millennium and are greatly valued for their speed and flexibility. They are used for scouting, pursuit and shock assaults.

Dreadnoughts/Walkers: Dreadnoughts and Walkers are armoured bipedal fighting machines which stand up to twice the height of a man. Each Dreadnought or Walker is represented by an individually based model. They are usually armed with heavy weapons and lend supporting fire to their own troops or spearhead infantry assaults. Large creatures such as Ogryns, Minotaurs and daemons are also classified as walkers, though they count as infantry for movement.

Vehicles: Vehicles are represented by individual models. This catch-all classification includes all manner of small and medium sized tracked, wheeled, hover and flight capable war machines. Vehicles fulfil roles from tanks to mobile artillery pieces to aerospace fighters to tunnellers to troop transporters. The individual characteristics for each vehicle type cover their weaponry, armour, motive types and special capabilities. Titan Legions contains twelve miniatures of the Ork Bonebreaka tank, a fairly typical example of the vehicle class war machine.

Super Heavy Vehicles

Knights: Knights are represented by individual models. They are large humanoid fighting machines which are controlled by a single crewman and armed with powerful ranged and close combat weapons. Knights fight rapid and highly mobile combats usually relying on close combat to rout their opponents after duelling at long range with weapons fire. The Titan Legions box contains some ten miniatures of the Knight Paladin, probably the commonest fighting machine of the Knight class. Greater Daemons and Primarchs are classified as Knights for the purposes of combat, though they count as infantry for movement.

Super Heavy Vehicles: Super heavy vehicles are represented by individual models. Super heavy vehicles, as their name implies, are large war machines the size of a big building or in some cases a city block! Examples include Ork battle fortresses and the Imperium's Baneblade super heavy tank. Undoubtedly the biggest super heavy vehicles are those built by the Squats which rival Titans in size and firepower. Most super heavy vehicles are tracked due to their great weight, though huge tunnellers and gravitically powered machines also exist.

Titans

Battle Titans: Battle Titans are represented by individual models. Battle Titans are giant bipedal war machines in excess of 10 metres tall, heavily armoured, protected by energy shields and hideously beweaponed. Battle Titans have a substantial number of crewmen to operate them and are capable of sustaining (and repairing) a considerable amount of damage before they are destroyed.

Scout Titans are light, manoeuvrable Battle Titans used for scouting and reconnaissance which also fall into this category. Battle Titans are among the most powerful machines in the Epic system and they are able to take on many times their number of conventional tanks and troops in combat. Battle Titans are most commonly built and used by the Imperium, the Eldar and the forces of Chaos.

Gargants: Gargants are represented by individual models. Gargants are the Ork equivalent of Battle Titans but are crude, mechanical monsters built as idols to their bloodthirsty gods. Gargants come in a variety of shapes and sizes but are basically similar in their construction requiring large crews and constant maintenance. What Gargants lack in quality they more than compensate for in quantity as they mount mount batteries of weapons and are protected by plenty of simple but effective power fields.

Emperor Class Titans: Emperor class Titans are represented by very large individual models. Emperor class Titans are among the largest machines capable of fighting on a planetary surface. They carry more energy shields, armour and weaponry than anything else. A single 'Imperator' Emperor class Titan model is included in the Titan Legions game.

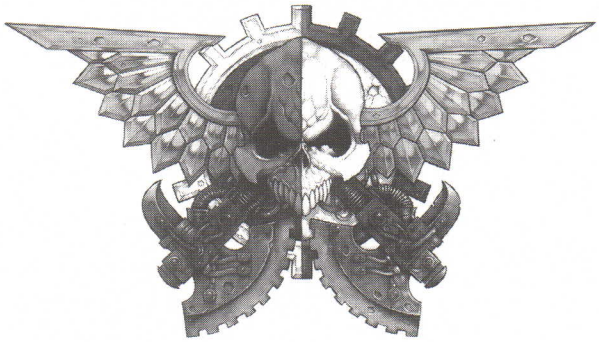
Mega-Gargants: Mega-Gargants are also represented by very large individual models. Mega-Gargants are the biggest and most heavily armed Ork Gargants around and they are used to bludgeon particularly tough enemy positions into submission. Two Mega-Gargant models are included in the Titan Legions game.

Violent aggression alone is not enough to win a war. Violence must be accompanied by intelligence as aggression must be tempered by purpose. There is no blow as ultimately destructive as that which is ultimately considered.

The Science of War, Selaz Cuwict, Technomagus of the Adeptus Mechanicus

SEQUENCE OF PLAY

In a battle lots of things happen at once: forces move, shoot, await orders, take up fresh positions, and perform countless other actions. So that all this furious activity can be represented in the game Titan Legions is divided into turns. Each turn is itself divided into five phases: the **order phase** when orders are issued, the **movement phase** when forces move to new positions, the **psychic phase** when psykers use their powers, the **combat phase** when units fire their weapons, and the **end phase** in which the progress of each army and the state of its morale are assessed.



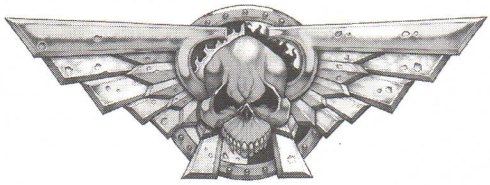
During a turn both sides are allowed to give orders, move, and shoot. So, both sides give orders in the order phase, move their units in the movement phase, employ psychic powers in the psychic phase, fire their weapons in the combat phase and so on.

The game rules are presented in this rulebook in the same order as the sequence of play. The best way to learn the rules is to read through them once, and then start playing your first game. As you come to each new phase, read through the relevant rules section and then perform any actions for the phase. You'll quickly get into the swing of things even it seems a little confusing at first.

More Than Two Players

Though the rules assume the game is being played by two people, there is absolutely no reason why more than two players should not take part in a game. In fact, multi-player games are often more fun than 'head-to-head' games as the extra players speed up play by helping to move troops and roll the extra dice.

In a multi-player game the players split into two sides, with the forces available to each side divided between the players in some mutually agreed way. Each player is responsible for his own troops throughout the game. Of course, there is nothing to stop one player 'helping out' another if he has time, nor is there any reason why players on the same side shouldn't confer. It is a good idea to nominate one player on each side as the Commander-in-Chief who becomes responsible for keeping track of the army's victory points and making sure any other recording is done.



TITAN LEGIONS SEQUENCE OF PLAY

ORDER PHASE

In the order phase Emperor class Titans allocate power to use in the forthcoming turn. Mega-Gargants set their course and speed orders. Both players also place an order counter face down beside each of their other units. Each player then rolls a D6 and the player who scores highest wins the initiative for the turn. All orders are then revealed.

MOVEMENT PHASE

Both players take it in turns to move their forces. The player who won the initiative may choose to move first or second. The player who moves first moves all of his models, and then his opponent does the same.

PSYCHIC PHASE

In the psychic phase both players alternate using models with psychic powers. The player who won the initiative goes first.

COMBAT PHASE

Combat is worked out in three separate phases in the following sequence:

First Fire Segment: Units with first fire orders may fire. Players alternate firing Titans or Gargants, troop detachments, vehicle squadrons, and other units starting with the player who won the initiative.

Close Combat Segment: All units in base-to-base contact fight a round of close combat.

Advancing Fire Segment: Units with advance orders may fire. Players alternate firing Titans, troop detachments, vehicle squadrons etc starting with the player who won the initiative.

END PHASE

Victory points are added up. If a player has reached the victory point level that he needs to win the game then the battle is over – he has won! Damaged Titans and Gargants may be repaired in this phase and troops with broken morale check to see if they go onto fall back orders next turn.

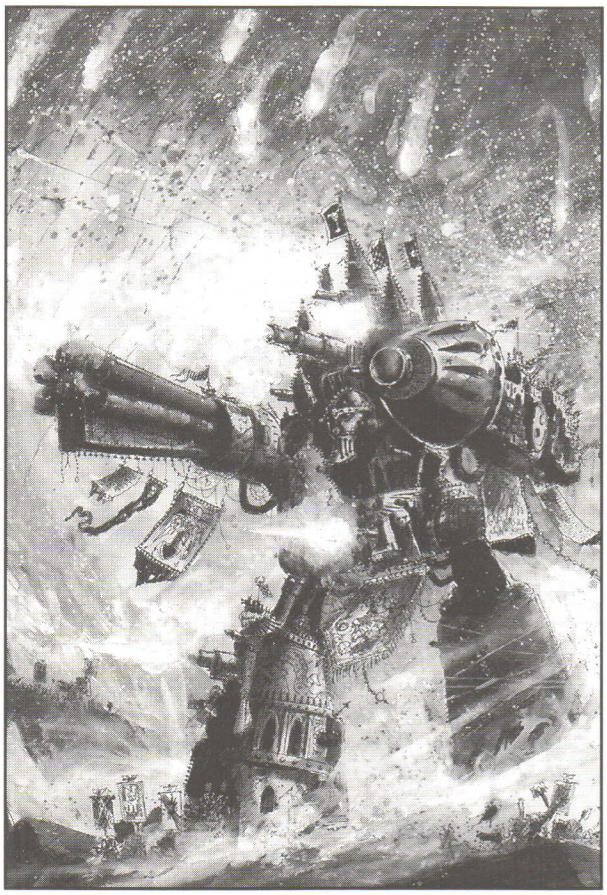
THE ORDERS PHASE

The gigantic engines of destruction in Titan Legions are too large to react instantly to changing circumstances. Their commanders have to plot their courses, gunners must lay their weapons on target as part of pre-planned salvos, engineers must bring their machineries up to full power in readiness and so on. Ordinary troops and tanks on the battlefield don't wander around aimlessly either, they move and fight with definite purpose as part of the carefully conceived strategy of their overall commander.

The **orders phase** is the part of the turn when you must think about and plan your strategy before you prepare your monstrous Titans or Gargants and choose appropriate orders for your troops. In many ways it is the most important phase as a mistake at this point will restrict what your forces can do for the rest of the turn.

EMPEROR CLASS TITAN POWER ALLOCATION

The dreaded Emperor class Titans of the Imperium are awesome fighting machines. They carry an entire arsenal of weaponry and are protected by powerful energy shields, called void shields, and armour thick enough to put even the fortress monasteries of the Space Marines to shame. A large part of the success of Emperor class Titans can be attributed to their giant plasma reactors which supply the prodigious amounts of power they require to keep moving and firing. While the smaller Scout and Battle Titans also have plasma reactors they are tailored to the requirements of the individual design – they produce exactly the right amount of energy that is required, no more and no less.



Emperor class Titans are unusual because the plasma they generate can be directed to different functions such as fire control, weapons, engines and so forth. The amount of plasma generated by the reactor can vary a lot during a battle but a good Princeps (as a Titan commander is called) can consistently out-shoot and out-manoeuvre a more conventional opponent.

Generating Plasma Counters

During the orders phase Emperor class Titans roll to determine the number of green plasma counters they generate for that turn. The number of dice rolled varies from type to type. The Imperator Titan, for example, rolls 2D6, while the Warmonger (another common Titan in this class) rolls 1D6 and adds +2 to the score. The actual number of dice rolled is indicated on the Titan's datacard. Roll the dice and place the number of plasma counters indicated in the reactor core with their green side uppermost.

Allocating Plasma

Plasma counters are placed in the power locations marked with a hexagon on the Titan's datacard. Different power locations perform different functions, these are described on the datacard and summarised in the diagram opposite.

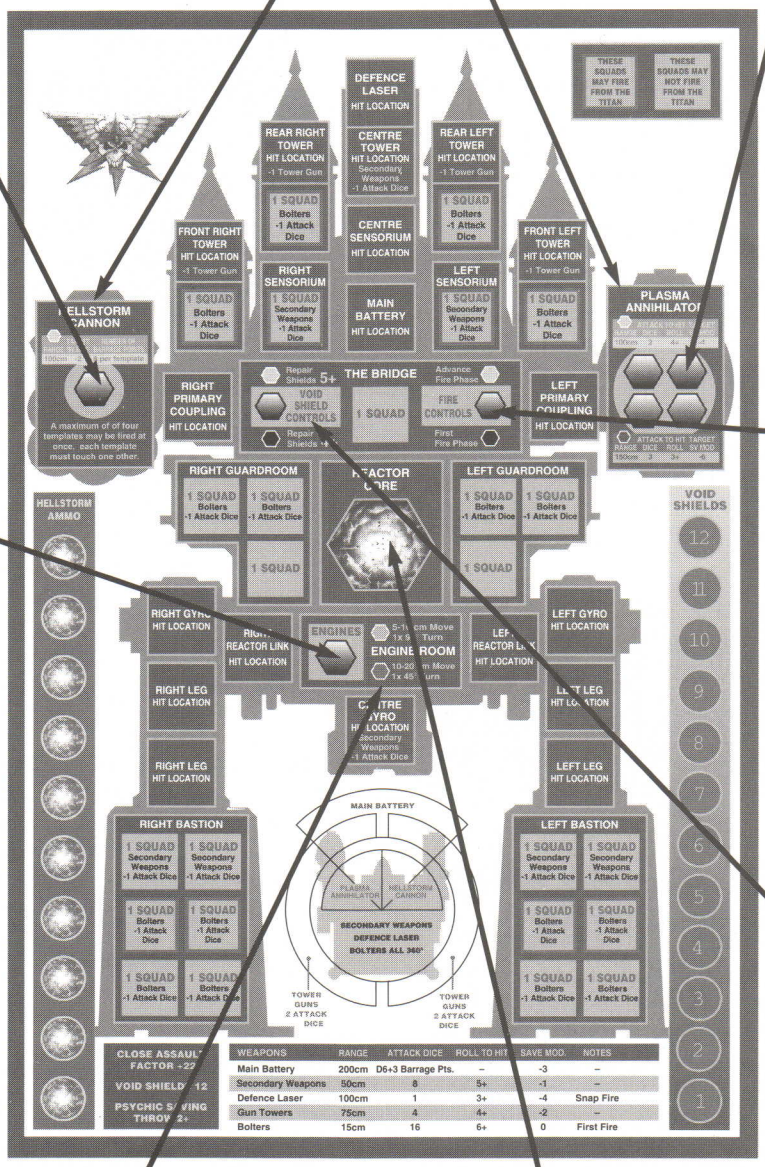
By placing a green plasma counter in a power location you, as the Titan's Princeps, are ordering power to be directed to whatever functions that location performs. For example, placing a counter in the Engines power location will enable the Titan to move across the battlefield in the coming turn, placing a counter in Fire Control will enable the Titan to fire and so on. This means that by placing plasma counters you can plan your coming turn – how fast you will move, when you will fire and how powerful your weapons will be.

All the locations on an Emperor class Titan that can have power allocated to them in the form of Plasma counters are marked with a hexagon like this.

PRIMARY WEAPONS. The primary weapons are an Emperor class Titan's most deadly armament. They are powered independently: the Hellstorm cannon is fully powered by one Plasma counter, while the Plasma Annihilator may be powered by up to four.

Some locations can be given more than two Plasma counters. Where this is the case, as on the Plasma Annihilator, several hexagons are shown.

Most locations can be allocated either one Plasma counter to charge them to 'green' level, or two counters to charge them to 'red' level. Locations charged to red level are more effective, so in the case of the engines, for instance, the Titan would move faster.



FIRE CONTROL
This power location determines how quickly an Emperor class Titan can bring its guns to bear. The more power that is allocated to Fire Control the faster the Imperator Titan can lock onto targets. If there is no power in Fire Control the Imperator Titan can't fire!

VOID SHIELD CONTROLS
This power location raises the Imperator Titan's energy shields; more power makes them regenerate faster. If the void shield controls have no power the shields can't be raised at all!

ENGINES. As noted above, the amount of power allocated to the engines dictates how fast the Titan can move – no power, no movement. Unlike most units, movement doesn't affect an Emperor class Titan's firing, which is dependent on *Fire Control* instead.

REACTOR CORE. This is where Plasma counters are generated, and where excess plasma can be stored for use later. The reactor core doesn't need to be powered by Plasma counters.

Overcharge Level

Once a green plasma counter has been placed in a power location that location has been energised and will function at the green level indicated below it. For example, the Imperator class Titan can move between 5cm and 10cm when its engines are powered up to the green level (ie, with a green plasma counter).

Some power locations can be powered up to a red "overcharge" level, giving an increased performance (the Imperator Titan's engines will move it 10-20cm if powered to the red level, for example). To increase the amount of power directed to a location up to the red level simply place a second green plasma counter on the location and flip it over to the red side to indicate that the location is now operating on red overcharge capacity.

Storing Plasma

You don't have to use all the plasma counters that are generated each turn, you can 'save up' plasma by leaving some counters in the reactor core. The saved counters can be added to the number of counters generated in the next orders phase. It is often a good idea to store plasma if you roll up a particularly large amount one turn as having some energy in reserve can help you out in future turns if very little plasma is generated.

At the end of the turn all plasma counters, regardless of colour, are removed from the datacard except for those that were left in the reactor core at the start of the turn.

Secrecy

You shouldn't keep the dice roll for plasma generation secret from your opponent – his sensors can pick up the level of power build up. However, when you come to allocate plasma keep your allocation secret until all other orders have been placed. You can use the box lid of this game to hide the Imperator Titan's datacard.

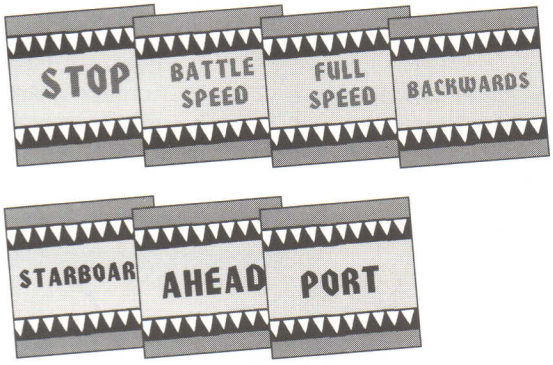
MEGA-GARGANT COURSE AND SPEED ORDERS

Unlike Imperial and Eldar Titans, Ork Mega-Gargants don't have sophisticated mind impulse units to control their main functions. Instead, the Kaptin of a Mega-Gargant must rely on bellowing orders down a speaking tube so that the Nobz in different parts of the Mega-Gargant will boot da Boyz into action and get the lumbering machine to move and shoot as the Kaptin wants. Well, most of the time it works.....

To represent this slightly unreliable command system Mega-Gargants need two order counters in the orders phase – one for speed and one for direction. There are four different speed orders and three course orders. The different Mega-Gargant order counters are shown below.

During the orders phase one speed order and one course order counter must be placed face down next to each Mega-Gargant. The speed orders dictate how quickly the Mega-Gargant will move and when it will fire in the turn.

The course orders dictate in which direction the Mega-Gargant will turn (if at all) during its movement.



The Speed Orders

STOP: When the Mega-Gargant is on stop orders the gunners can take full advantage of the momentary calm to blaze away at anything and everything nearby. This means the Mega-Gargant's weaponry can be fired more quickly and accurately than on any other orders – though manoeuvrability is obviously sacrificed. On stop orders the Mega-Gargant doesn't move but it fires in the first fire segment of the combat phase.

BATTLE SPEED: Battle speed is the standard fighting speed Mega-Gargants move at. The rattling, bouncing progress of the mchine upsets the aim of the gunners and they fire more wildly but the Kaptin has the compensation of maybe running over some enemy troops! A Mega-Gargant using battle speed orders can move in the movement phase and fire in the advance fire segment of the combat phase.

BACKWARDS: Mega-Gargants will sometimes move backwards to manoeuvre to a new firing position and this upsets their gunnery about as much as moving at battle speed. A Mega-Gargant using backwards orders can move in the movement phase and fire in the advance fire segment of the combat phase.

FULL SPEED: A Mega-Gargant moving at full speed is a terrifying sight. Smoke and steam belch from every opening, tortured metal screams and the whole machine lurches forward with startling speed. Firing at full speed is more a matter of luck than judgement but that doesn't stop the gunners trying! A Mega-Gargant using full speed orders can move in the movement phase and fire in the advance fire segment of the combat phase.

The Course Orders

Mega-Gargants are unusual because they have tracks, unlike other smaller types of Ork Gargant, which have crude feet. This means they can roar along at a fair rate of knots but can't turn quite as quickly as smaller Gargants.

Mega-Gargants can only turn if they are on battle speed or full speed orders. The course orders given to it will dictate which way the Mega-Gargant will turn, if at all, during its movement.

AHEAD: The Mega-Gargant may not make any turns, regardless of its speed.

STARBOARD: The Mega-Gargant must turn up to 45° right during its move if its speed orders permit it.

PORT: The Mega-Gargant must turn up to 45° left during its move if its speed orders permit it.

ORDER COUNTERS

During the orders phase you must place an order counter face down next to each of your troop detachments, vehicle squadrons, ordinary-Gargants and Battle Titans. The order counter you select determines when those troops may move and fire, and how effective they will be when they do so. There are three different orders that you can use:

FIRST FIRE: Troops and fighting machines with first fire orders remain stationary and prepare to fire at the first opportunity. None of the models may move, not even to turn to face a different direction. Models attack in the first fire segment of the combat phase.

ADVANCE: Units with advance orders move cautiously, making short halts or peering over cover to fire at the enemy. All models may move in the movement phase, and fire in the advance segment of the combat phase.

CHARGE: Models with charge orders move flat out, sacrificing firepower and caution for speed. The models move at double their normal speed in the movement phase, but may not fire at all in the combat phase (though they may fight in close combat, see later).

Units with no Order Counter

If you forget to put an order counter down for your troops then that troop detachment, vehicle squadron or Titan may not move. However, models are allowed to fire in the advance fire segment to represent the troops reacting to enemy troops nearby. On the whole it's not a good idea to forget to provide troops with orders!

Troops Onboard Emperor class Titans and Mega-Gargants

Emperor class Titans are so huge that they can carry detachments of troops onboard to defend the Titan and conduct ground assaults where needed. Similarly, Mega-Gargants have very large krews of Gretchin, Ork Boyz and Nobz who keep the machine working, fight off enemy boarders or use the Mega-Gargant as a giant transport vehicle.

As long as these troops remain embarked they are assumed to have first fire orders. Embarked troops never need to be given separate orders unless they are intending to disembark from their machine in the movement phase and fight on foot. If they intend to disembark the troops should be given advance or charge orders. Once they have left the Mega-Gargant or Titan the troops are treated like ordinary detachments and must be given orders each turn as normal until they embark again. Embarked troops are always in formation regardless of their location in the Titan or Mega-Gargant.

INITIATIVE

After all orders have been issued, you need to determine which side wins the initiative for that turn. Each player rolls a dice, and the side which scores highest wins the initiative. Re-roll any ties on the first turn, but thereafter the player who won the initiative on the previous turn loses if there is a tie.

The side that wins the initiative will be at an advantage for the rest of the turn. The player will be able to choose whether he moves first or second, for example. The effect of initiative in each phase is explained fully in the sections that follow.

REVEAL ORDERS

Once you have determined who has won the initiative, flip over and reveal all of your order counters. Orders may now be freely examined by either player.

SPECIAL RULE

COMMAND UNITS

Some troops are described as 'command units' on the data sheet. Examples are Knight HQ units, Eldar Warlocks and Ork Nobz. A command unit does not need orders: it automatically counts as having charge orders for movement and first fire orders for firing. There is therefore no need to place an order counter for these troops. The command unit is a distinct unit just like any other unit such as a tank squadron or an infantry detachment.

THE MOVEMENT PHASE

During the movement phase models can move if their orders allow them to do so. The side that won the initiative may choose to move first or second. The first side moves all of its models and then the second side does likewise.

Emperor class Titans may only move if they have allocated plasma to their engines; Mega-Gargants may move if they have any speed orders other than the stop order. The distances Emperor class Titans and Mega-Gargants can move can be found on the appropriate datacards, though they are also summarised below for convenience.

MEGA-GARGANT

Speed Orders	Min. Move	Max. Move	Restrictions
Stop	0 cm	0 cm	No turns
Battle Speed	5 cm	15 cm	1x45° turn
Full Speed	15 cm	25 cm	1x45° turn
Backward*	5 cm	5 cm	No turns

** Backward orders may only be used if the Mega-Gargant had stop orders in the previous turn.*

IMPERATOR EMPEROR CLASS TITAN

Engine Power	Min. Move	Max. Move	Restrictions
Energised (green)	5cm	10cm	max 1 x 90° turn
Overcharge (red)	10cm	20cm	max 1 x 45° turn

Models other than Emperor class Titans and Mega-Gargants may move in the movement phase only if they have advance or charge orders. Models with first fire orders may not move at all, those with advance orders move at the normal rate, and troops with charge orders move at double rate.

Models with advance orders can be moved up to their speed value as noted in their characteristics. Models with charge orders may move up to double their speed value. Note that all speed values are given in centimetres. Models on first fire orders cannot normally move but those embarked on Mega-Gargants or Emperor class Titans may move to different locations on the datacard during the movement phase. It is assumed these troops have to travel only short distances via lifts and travel tubes so their firing is not inhibited.

MOVING

As you move it is a good idea to move all the models in each unit at once – this means you won't forget to move some! Remember that the models' final position must conform to the Formation rule where applicable.

Except for Mega-Gargants and Emperor class Titans as noted above, models are never forced to move, regardless of their orders. However, once models have been moved you may not change your mind – when you have let go of the model you have completed its move.

Except for Titans and Gargants, models may be moved in any direction and in any manner you like – in a straight line, round corners or in a curving path. Vehicles always finish their movement facing in the direction they have travelled, except that they may turn up to 45° once their move is over to allow for their limited manoeuvrability. This prevents players moving in one direction (such as backwards) and turning right round to face another. Infantry are more mobile and so can be turned to face any direction once they have moved.

Titans move straight ahead, and they may only change direction by turning once during their move. The Titan may turn at any point at the beginning, end or any point in between. Most Battle Titans can make a single turn of up 90° during their movement, where this is not the case it is noted on their datacard. Turning distance for Emperor class Titans and Mega-Gargants is limited according to their orders as noted above.

Terrain

Some models are unable to move through some types of terrain, while others will be slowed down by it. This is indicated by the Terrain Chart on the playsheet. In the case of buildings, models are placed on the roofs to indicate that they are inside occupying balconies, ledges and other suitable fire positions.

SPECIAL RULES

TRANSPORTING TROOPS

Some infantry detachments include transport vehicles such as Rhinos, and some very large fighting machines such as Leviathans and Emperor class Titans often carry infantry on board. If an infantry stand uses up all of its movement before it gets into its transport then the transport may not move at all – it has spent all the time waiting for the infantry. If the infantry uses half its move to reach the transport then the transport may move half of its normal distance, this being the portion of time remaining.

In all cases whatever portion of time is used by the infantry will reduce the transport's move accordingly. The same applies in reverse when infantry are getting out of the transport – if the transport moves half its move then the infantry have half their move left.

Infantry are not allowed to enter and leave a transport on the same turn. Troops travelling in a transport vehicle may not fire or fight in close combat but they can use psychic powers or other special abilities such as those possessed by Medics and so on. Troops travelling onboard a larger machine may only attack if the rules for the model they are carried on state they can.

If a vehicle or super heavy vehicle is destroyed any troops inside are killed automatically. If a larger machine suffers a hit to a troop carrying location and fails its armour save the troops in that location also suffer a hit and will be destroyed unless they make a saving throw. If the larger machine is destroyed all the troops on board it are killed automatically.

SKIMMERS

Some vehicles hover above the ground using their gravitic reaction jets – a highly advanced form of anti-gravity motor. These vehicles are called skimmers. When you move a skimmer you can choose to fly over terrain features such as woods or buildings. This means the terrain doesn't slow the skimmer down as it would a vehicle that moves along the ground. Though skimmers can boost their height enough to fly over obstacles while moving they cannot maintain their height for a sustained period, hence a skimmer may not end its movement above impassable or difficult terrain.

Skimmers with first fire orders may make special 'pop-up' attacks. The vehicle pops up from behind concealing cover (buildings/woods/etc), fires at its chosen target, and flies down into cover again. When working out which targets the skimmer can see assume the model is somewhere above the tabletop and able to look down over any terrain. When skimmers make a pop-up attack, enemy units shooting in the first fire segment are allowed to fire back if they are within range, but enemy units firing in the advance fire segment may not fire at the skimmers if they have dropped back down behind cover where they cannot be seen.

FLYERS

Flyers are similar to skimmers because they use powerful engines or anti-grav units to propel themselves through the air over the battlefield. When you move a flyer it can ignore the terrain it passes over altogether so difficult and impassable terrain aren't a barrier to it. The flyer's move has to be made in a straight line, but it can turn by any amount at the beginning and end of its move. Some flyers have a minimum move, and where this is the case it is noted in their characteristics. These flyers must make their minimum move each turn; if they fail to do so they will crash.

At the end of its movement you can leave a flyer on its flying stand to represent it staying at low level to lurk behind buildings, woods and hills to make use of cover. Alternatively you can place the flyer on top of an upturned cup or something similar to show that it is rising high up in the air (enterprising players may want to make special tall flying stands using brass rod or thick wire for this but an upended plastic cup works just as well).

A flyer at high level can spot targets easily, ignoring intervening terrain, just like a skimmer executing a pop-up attack. When a flyer is high up in the air anybody shooting at it must add 25cm to the actual range between the two models, to represent the fact that the flyer's height makes it a much harder target to hit. Because the flyer is firing down at its foes it doesn't have to add 25cm to the range. This means a flyer can stay high up and out of the range of many weapons while still pounding its foes with its own weapons.

Flyers can't gain or lose height as fast as an ordinary skimmer so they can't make pop-up attacks. This means that as long as the flyer is at high level everything on the table can see the flyer and the flyer can see everything on the table. If you choose to keep the flyer at low level it can see whatever you can see from the model's eye view just like anything else in the game.

SNAP-FIRE WEAPONS

Some weapon systems mounted on Titans or specially designed vehicles are configured to track and shoot down fast moving targets such as skimmers or flyers. These weapons are often robotically controlled and are also useful for picking off ground targets moving from cover to cover or unshielded Titans attempting to withdraw out of sight.

These special systems are called snap-fire weapons. As long as a model mounted with a snap-fire weapon is able to fire in the first fire segment the snap-fire weapon can shoot during the movement phase. The owning player can interrupt an enemy's move part way through by declaring a snap-fire attack. All normal rules for line of sight, range and so on apply to the shot. If the enemy model survives it can complete its move once the snap fire attack has been resolved.

THE PSYCHIC PHASE

In the psychic phase models with psychic powers can use them to try and influence the battle. The nature of each race's psychic powers varies tremendously: Ork Weirdboyz blast their opponents with ravening bolts of energy, Chaos daemons unleash ancient and proscribed magics, Space Marine Librarians assail other psykers with mental duels while the esoteric Eldar manipulate the strands of fate with their dreaded Warlock Titans.

Though psychic energy and its uses are well understood by many in the 41st millennium there are few practitioners of sufficient strength to influence entire battles. It is quite likely that you will have few or even no psykers in your force. Details of individual psychic abilities are described in the rules for specific models.

During the psychic phases both sides alternate utilising their models' psychic powers. The side that has won the initiative goes first. The player chooses one of his psychic models, and unleashes its psychic powers. Nearly all psychic powers have a range and require a line of sight to work just like shooting attacks – see the combat phase for more details.

Shields

Power fields and void shields on Titans, Gargant and other large war machines set up interference patterns that disrupt psychic effects. Whenever a psychic power is used on a model which has functioning shields roll a D6: on a score of 1-3 the psychic effect is dispersed by the shields and nothing happens. On a score of 4-6 the psychic power penetrates the shields and the attack takes effect as normal. The shields are unaffected by the attack regardless of whether it penetrates or not.

Note that attacks like Ork Weirdboyz' psychic bolts which roll to hit and have a saving throw modifier must knock down shields just like normal weapon attacks. This is because they are psychic attacks that use physical energy like fire or lightning to inflict damage.

Psychic Saves

Some models are protected against psychic attack and have a special psychic saving throw. The rules for the model itself will tell you whether this is the case.

If a model has both shields and a psychic saving throw, like the Imperator Titan, psychic attacks must first penetrate the shields and then the model may make a psychic saving throw. For example, a Mega-Gargant shooting an Imperator Titan with its Weirdboy tower would knock down a shield with each hit it scored. If the Weirdboy bolts knocked down all of the Imperator's shields it would get a psychic saving throw against any remaining hits.

Psychic Save and Warp Attacks

Some weapons like Warp and Vortex missiles, Eldar Distortion cannon and Ork Shokk Attack guns use warp energy or manipulate the fabric of real space to achieve their effects. Units with a psychic saving throw can roll to save against these attacks as if they were psychic attacks.

THE COMBAT PHASE

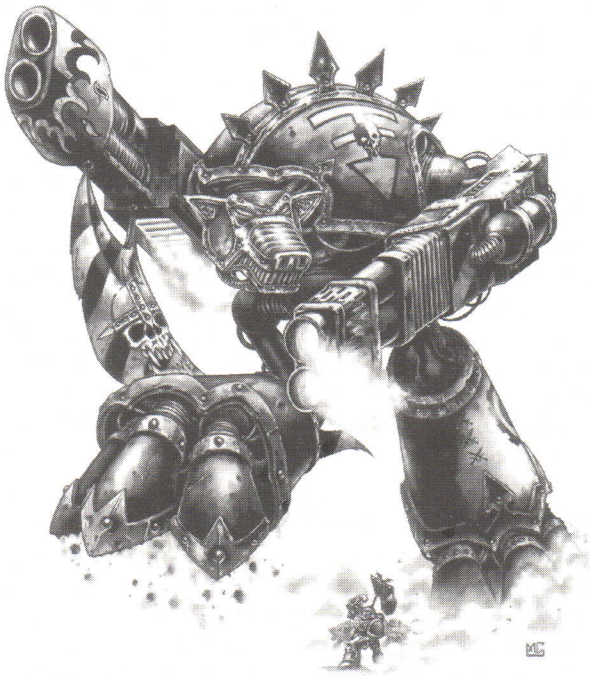
During the combat phase all firing is resolved and close combats are fought out. Combat in the Epic battles system is fast and furious, and entire companies of men and machines can be wiped out in moments. Even mighty Titans can be sent crashing into flaming ruin by salvos of cannon and laser fire. As the commander of your force you must ensure that, having manoeuvred into good positions to deal out death and destruction in the movement phase, you direct your fire to achieve maximum effect in the combat phase.

The combat phase is split into three segments: the first fire segment, the close combat segment, and the advance fire segment. In the first segment first firing models may shoot, in the second segment close combat attacks are resolved. In the third segment models which are capable of firing and haven't already done so can fire.

In each segment, both sides alternate firing their models. Begin with models on first fire orders: the side which has won the initiative goes first. The player chooses one of his units (a single detachment, vehicle squadron, HQ unit or Titan), and fires with those models.

Once models have fired turn their order counter over to indicate that they cannot fire again that turn. For example, you might choose the Imperator Titan, in which case the Imperator could fire all of its available weapon systems. Alternatively, you might choose an Ork Bonebreaka squadron, in which case you would be able to fire with all three Bonebreaka tanks.

After the first side has fired with its chosen troops, the other side chooses one of its units and fires with those models. The first player then chooses another of his units and fires, then the other player chooses and fires, then the first player again, and so on until all models capable of shooting in the first fire segment have fired.



The close combat segment is conducted slightly differently as explained in the following section.

In the third or advance fire segment any models that can use advance fire may shoot. The procedure is exactly the same as for models with first fire orders. If you want you may choose to hold the fire of models with first fire orders until the advance fire segment. If you decide to do this, instead of making an attack in the first fire segment change the order counter to an advance order counter.

FIRING

When it is your turn to attack, pick one of your units as described above. Each model (ie troop stand/vehicle, etc) in the detachment/squadron etc may fire once. In the case of vehicles and Titans each weapon system on the model may be fired once.

Begin by nominating the target that each model will fire at. There is no rule that says all the models have to fire at the same bunch of enemy, but you must nominate which of your models will fire at which enemy targets before you roll any dice. You may not measure the range before you have nominated all the targets for that detachment/etc - you must rely on your judgement as to whether the targets you have chosen are within range. If you misjudge the distance, and your nominated target is not within range, you miss automatically (see Range, below).

Consult the data sheet and find the 'to hit' score for your model – this shows the minimum D6 score required to hit the target. This dice score may be increased or decreased by the 'to hit modifiers' for terrain indicated on the playsheet. Roll a dice for each model firing and add any modifiers that apply. If you score your 'to hit' number or more you have hit the target.

Most players prefer to fire several stands or vehicles against a single group of enemy, such as an enemy infantry detachment or a vehicle squadron. All you need do is declare that you are firing, for example, six Space Marine troop stands at three enemy troop stands – two shots at each stand. Then roll 2 dice for each enemy stand to determine where hits are scored.

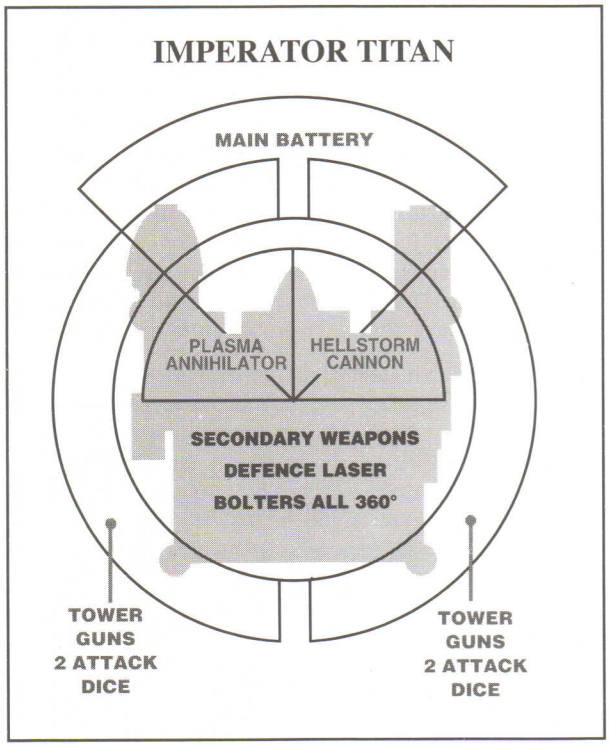
Exactly how you arrange your firing is up to you. So long as both players are clear as to which models are firing at which targets you can bunch shots in any way that you feel saves time and concentrates fire.

TARGETS

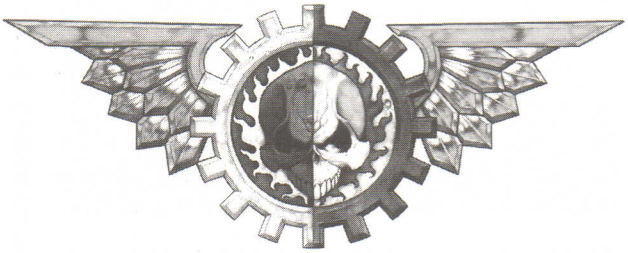
Except in the case of barrage fire (which is explained later) models may only fire at targets that they can actually see and are within range of the weapons they are using. In addition, vehicles and Titans can only fire weapons which they can bring to bear on the target.

Fire Arc

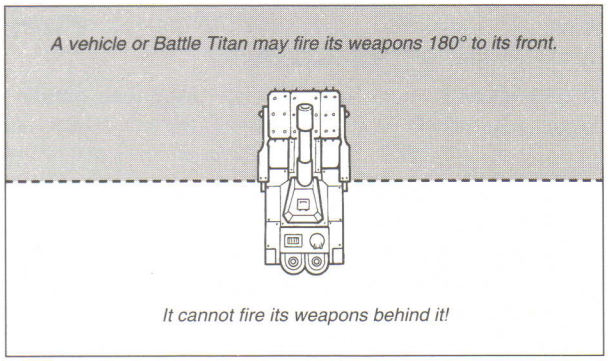
A weapon must be able to point at its target to fire at it. With vehicles and Battle Titans this does not pose much of a problem. However, Emperor class Titans and Mega-Gargants carry numerous batteries of weapons with differing fire arcs, and the size of these great war engines means weapons may be blocked from firing by the bulk of the Titan's hull. The datacards for Emperor class Titans and Mega-Gargants include diagrams of their weapon fire arcs. As an example, the Imperator Titan's fire arc diagram is shown below.



As you can see, on the Imperator Titan the secondary weapons, bolters and defence laser can fire in any direction while the primary weapons, main battery and tower guns are more limited.



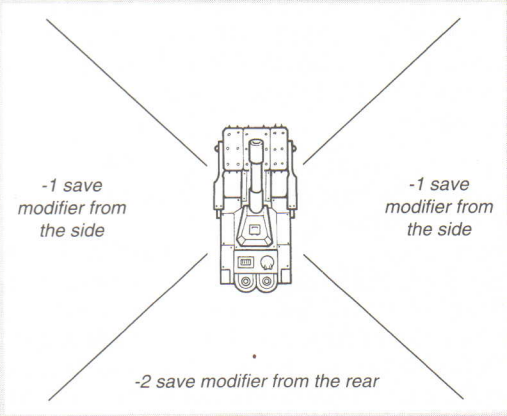
Troop stands are assumed to be fairly mobile so they are allowed to fire in any direction; if they need to fire behind them then individual troopers can just turn around. Vehicles and Battle Titans, however, can only shoot at targets within their fire arc, as shown on the diagram below.



SPECIAL RULE

SIDE AND REAR SHOTS

Armoured vehicles have their heaviest armour on the front – where the enemy are most likely to hit. The armour on the sides is lighter and that on the rear is lightest of all. To represent this you reduce armour saving throws by 1 if hit from the side, and by 2 if hit from the rear. This only applies to vehicles, not to Titans or other armoured targets.



SPECIAL RULE

BARRAGES

Many Titan or Gargant weapons, rocket launchers, and artillery pieces fire a barrage of shots that rain mass destruction on the enemy. When vehicle-mounted artillery or launchers are grouped together in a detachment (usually referred to as a battery) they normally fire a single barrage at the same general target. On the data sheets these weapons have no attack dice or to hit roll, instead they have a number of **barrage points** (sometimes abbreviated to 'BP'). The main difference between a barrage and a normal attack is that the barrage covers a substantial area and so may hit several models.

If you fire a barrage at a target that can be seen by the firing model (or even just one model out of a battery of several vehicles), this is called a **direct barrage**. Because crews can see where they are aiming the direct barrage will be very accurate indeed. You can also fire a barrage at a target that the model can't see so long as at least one model in your force can see the target and so long as the unit firing the barrage can fire in the first fire phase. In this case the troops who can see the target are communicating the enemy's positions to the waiting gun crews. This is called an **indirect barrage**. Indirect barrages are not as accurate as direct barrages.

To fire a barrage declare which unit is firing then take the barrage template and place it on the table where you want the barrage to land, within the range of the firing unit. The barrage can be placed to cover as many models as possible, it doesn't have to be centred on one target. A barrage can be directed at a building, wood or other terrain feature if desired, this represents the use of speculative fire to attack areas that may conceal enemy troops. However, remember that the barrage must be placed in the line of sight of either the firing unit or another friendly unit, so it would usually be impossible to fire a barrage into the centre of a wood, for example.

Next refer to the data sheet to work out the total number of barrage points. In the case of vehicles the whole unit fires at once, so the number of barrage points for each vehicle is multiplied by the number of vehicles to find the total number of barrage points. When Titans or Gargants fire, each weapon is treated as a separate battery and in some cases one weapon can fire several barrages at once. When you have worked out the total barrage points refer to the Barrage Chart on the playsheet. This indicates the dice score needed to hit each model under the template. Models that are partially covered by the template may be hit if they lie mostly under it. If they are mostly outside the template they escape unharmed. Roll one dice for each model under the template and remove or take saving throws for models which are hit as normal.

Barrages normally inflict a maximum of one hit against each model under the template, even against Titans and other large war machines. This is because barrages cover the area with a combination of blast and shrapnel which is less effective against such heavily armoured targets.

Indirect barrages are more likely to miss their intended target, usually because the co-ordinates given to the crews are inaccurate. Once you have positioned the barrage template roll the scatter dice and 2D6. If the scatter dice shows a 'hit' the attack is on target. If it shows the scatter arrow, the barrage has missed and lands some distance off in the direction indicated by the arrow. The 2D6 score shows the distance in centimetres that the barrage template scatters. For example, if you roll 5 move the template 5cm, if you roll 10 move the template 10cm and so on. Wherever the barrage lands anything underneath may be hit exactly as for a normal barrage.

Range

The range of each type of weapon is indicated on the data sheets. Once you have nominated your target measure the range – if the target is out of range you miss automatically!

In borderline cases, when it's important to know whether or not the target was within range, measure range from the closest part of the firing model to the closest part of the target model in the case of vehicles and troop stands. In the case of all Titans, Gargants and super heavy vehicles measure from the end of the barrel of the firing weapon.

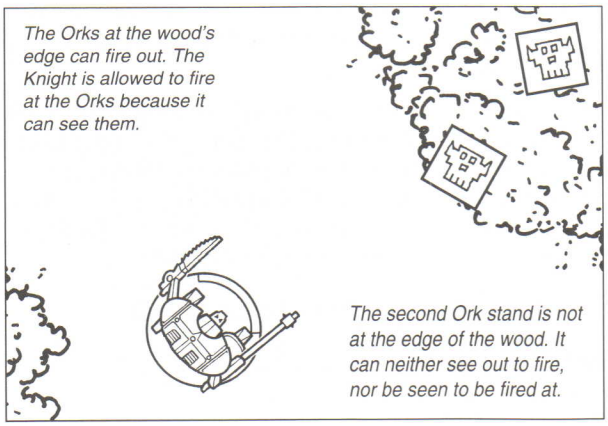
Line of Sight

Broadly speaking, the buildings, hills, woods, and other terrain features on your table are assumed to be realistic scale representations of actual buildings, hills, etc. If a model can see its intended target it may fire, if it cannot see its target because of an interposing building, hill, etc, then it cannot fire. In most cases you can tell if the model can see its target quite easily. In other cases you may have to get down over the table for a model's eye view!

Line of sight for Titan and Gargant weapons, and super heavy vehicles is taken from the actual position of the weapons on the model. In the case of bolters, any troops stands being carried and all secondary weapons use the centre of the model as the aiming and measuring point.

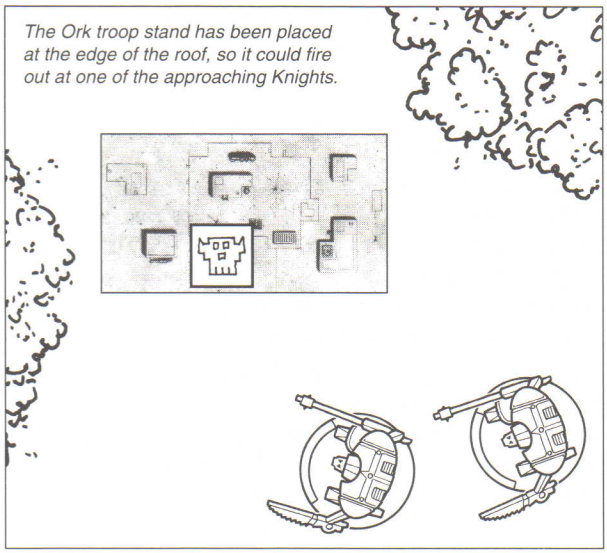
There are some situations where you might be able to see part of a target, but where common sense dictates it would really be hidden. For example, if the line of sight to your target is almost completely obscured by another model then you may not fire, the interposing model gets in the way and stops you getting a clear shot. You must use common sense in these situations – obviously you can't just fire at the tip of a Bonebreaka tank's gun but it's fine to fire at exposed locations of Titans or Gargants for example. Be flexible and be prepared to concede reasonable cases to your opponent for the sake of keeping the game flowing.

In the case of woods, the few tree models are assumed to represent a dense tangle of undergrowth which obscures sight. For this reason troops may not see through woods. Models inside woods may only fire if they are positioned right on the edge so they are looking out. Similarly, models wishing to shoot at an enemy in a wood can only do so if the targets are positioned on the edge.

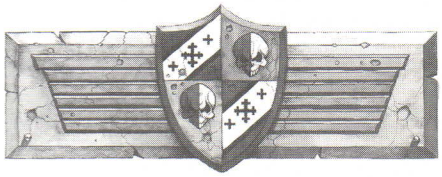


Where opposing troops occupy the same wood they may not fire at each other except to fight close combat as described later.

Troops occupying buildings are also a special exception to the normal rules. It is obviously impossible to place your troop stands inside the building models, so when troops move into buildings the models are placed on the roof. However, these troops are really scattered throughout the building, positioned at windows and crouching on balconies. To represent this, place the stand so that it is touching one wall edge as shown below.



Models positioned in a building may only fire out from the edge they are positioned against. Similarly, they can only be fired at by enemy models which can fire at their position at this edge.



SPECIAL RULE

FIRING AT A COMMAND UNIT

You may only shoot at a command unit if it is the closest enemy target of that type. This means that, for example, you could not fire at a super heavy HQ tank if other super heavy tanks were closer or target an HQ troop stand if other troop stands were closer and so on. This rule prevents unscrupulous players deliberately targeting valuable commanders. In reality, amid explosions and crossfires, commanders would be impossible to pick out from other individuals.

Multiple Shots

Some vehicles, Titans, and even infantry stands can fire more than once per turn, either because they carry more than one weapon system, or because their weapon system is very rapid firing. For example, a Land Raider tank has three weapons systems – a double-barrelled lascannon on each side and cupola-mounted bolters. Each shot is represented by a separate dice roll and may be targeted at either the same or entirely different targets if you wish.

Where in reality vehicles have a number of light weapons, such as bolters, to protect them against infantry attack, in practice these are usually treated as a single weapon system and are all represented by a single dice roll. This is very much like an infantry troop stand where one roll represents five troopers firing.

Armour Saving Throws

Most fighting vehicles are protected by armour, which makes them very difficult to destroy. Other models may also benefit from armour in some form – Titans have heavily armoured bodies for example. Models protected by armour have a special **armour saving throw**. If the model is hit roll a D6 to determine if the armour stops the hit.

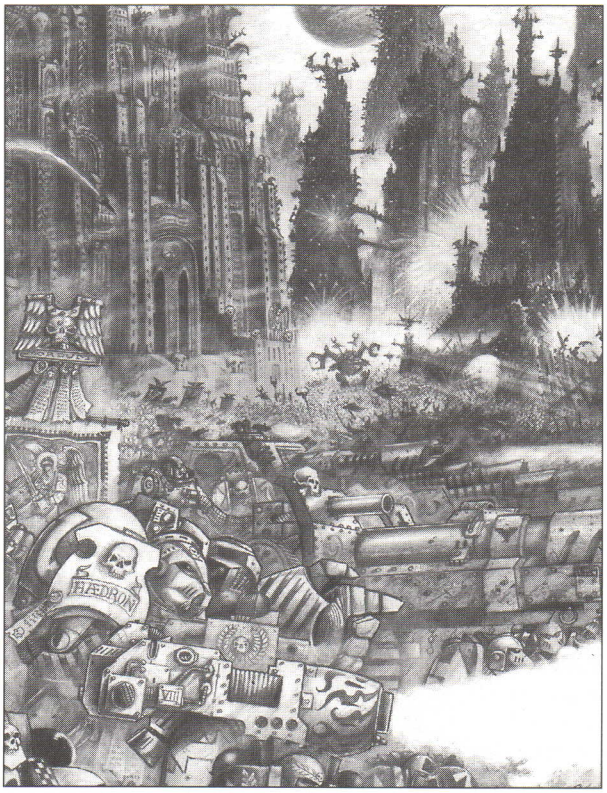
To make a saving throw, roll a D6 and subtract any saving throw modifier for the weapon that scored the hit. These modifiers are shown on the data sheets together with other troop details. If the modified dice score is equal to or greater than your model's saving throw, you have saved and the hit is discounted. If the D6 score is less than the model's saving throw, you have failed and the shot hits as normal. Note that a weapon can have a saving throw modifier of 0 and still score a hit on an armoured target – most armoured targets have some weak points which means they can be damaged by a lucky hit.

SPECIAL RULE

BUILDINGS

Buildings cannot normally be damaged by weapon fire as they are far too large and substantial. However, they can be destroyed by barrages and also by some special weapons as described later. When firing a barrage, position the barrage template over your chosen target as normal. If the template lies over a building roll to hit as normal. Buildings are very solid, so they have an armour saving throw as shown on the reference sheet. Saving throws for buildings are taken by rolling 2D6 and adding the scores together just like Emperor class Titans. The extra dice reflects the size and solidity of the building. This saving throw is modified by the weapon's save modifier in the same way as saving throws for vehicles.

Buildings that fail their save are destroyed along with any troops that are inside. Remove the building model, and place some ruins on the area to mark where it stood. Rubble can affect your troops' movement and provide cover for infantry and vehicles. Refer to the Terrain Chart on the playsheet for penalties for moving over rubble.



Hits

Once a vehicle or troop stand has been hit, and assuming it does not save because of its armour, it is destroyed. The model is removed from play and takes no further part in the game. Titans, Gargants and other models with a hit location template are extremely large targets and they can sustain several hits before they are destroyed. Special rules for what happens when you hit a Titan are discussed later.

Cover

If a target is partially hidden from the attacker by terrain then it is described as being 'in cover'. Models inside a wood are always considered to be in cover, as are troops placed in buildings.

If the target is in cover then shots against it suffer a to hit roll penalty as shown on the Terrain Chart on the playsheet. If this means that you end up needing to score 7 or more to hit (difficult on a D6!) proceed as follows. First roll to hit as normal. If you score a 6 then roll again, you now need the score indicated on the chart below.

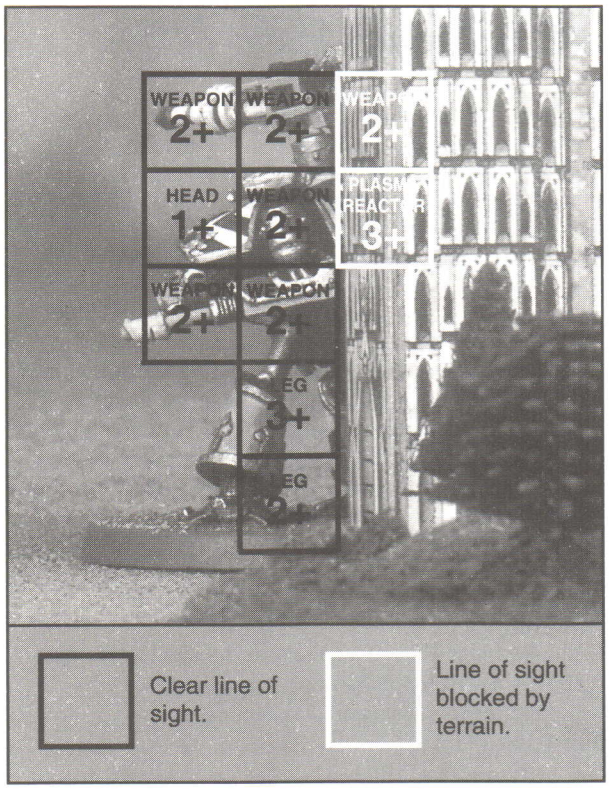
	Score Needed To Hit		
2nd D6	*7*	*8*	*9+*
Score needed	4+	5+	6+

TITANS AND GARGANTS

Titans and Gargants are much larger than normal vehicles, and can take considerably more punishment before they are destroyed. A shot that would blow a battle tank to pieces might only destroy a weapon on a Titan, leaving the rest of the mighty machine unharmed. To represent this, when you hit a Titan or Gargant roll on the model's hit location template to see exactly where the shot lands.

Refer to the template and pick which location you want to aim at. Take the pair of aiming dice and roll them both together. If a dice lands showing UP, DOWN, LEFT or RIGHT, your shot misses the location you have chosen and lands one space in the direction shown. For example, if one dice is 'UP' and the other 'RIGHT', the shot lands one square up and one square to the right. In this way the dice indicate the location hit. If the shot lands in an empty square you have missed.

If you are firing at a target which has a hit location template and part of the model is behind cover you don't apply to hit modifiers to the hit roll. The locations behind cover count as empty squares so a shot which lands on them will be a miss.



In the diagram above the Reaver Titan is using the building to protect its vulnerable plasma reactor from shots fired from this side.

If a location is hit the Titan or Gargant is allowed an armour saving roll, which is shown on the location itself. The save will be modified by the weapon's save modifier in the same way as for a vehicle. If the save is failed the Titan or Gargant will suffer battle damage.

Emperor Class Titans' Armour Saves

Armour saves for Emperor class Titans are unusual because they are rolled on 2D6 with the scores added together, the extra D6 representing the incredible thickness of armour covering them and the amazing solidity of their structure. This means Emperor class Titans can shrug off the pin-prick attacks of infantry and vehicles with ease and even survive hits from devastating anti-Titan weapons like the Volcano cannon.

Titan Shields

Many Titans are protected by either power field or void shield generators. These generate layers of invisible energy around the Titan and shield it from harm. The main difference between the two types is that a power field is permanently destroyed if it is hit, but a void shield can be repaired in the end phase.

When a Titan is hit the shot strikes its power field or void shield. The shield absorbs the hit and no further damage is done. If the shot had a saving throw modifier of -1 or better the shield is knocked down; shots with a saving throw modifier of 0 don't generate sufficient energy to overload the shield and knock it down. In this way the shields protect the Titan itself from harm.

Titans usually have several shields – one under the other rather like the layers of an onion. This means it may be necessary to score several hits before you can hit the machine itself. Keep a record of the number of shields each Titan has by using the counters on the Titan's datacard. Don't forget to add void shields back on once they are repaired.

Gargant Power Fields

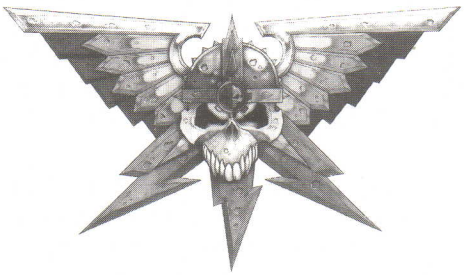
Gargants are protected by banks of power field generators that shield it from enemy fire in exactly the same way as void shields on Titans. Unlike void shields power fields can't be repaired as the generators burn out when the field collapses. However, power fields are just as strong as void shields, and they too are only knocked down by weapons with a -1 saving throw modifier or better.

Gargant power fields are often unstable and flicker on and off unpredictably with accompanying showers of sparks. It's not unknown for shots to penetrate a Gargant's shields through weak points, particularly if the Gargant is under heavy fire at the time. To represent this, roll a D6 for each shot that hits a Gargant which still has its shields up. On a 1-5 the shot hits the shields as usual. On a roll of a 6 the shot penetrates without knocking down any power fields: work out hit location, saving throws and damage as normal.

Veteran Epic gamers please note that the rules for void shields and power fields have been slightly changed to better represent the strength of such energy shields in combat and to better represent the relative immunity of Titans and Gargants to lightly armed infantry and vehicles.

BATTLE DAMAGE

When a Titan or Gargant is hit and fails its armour save, roll on the appropriate location damage table. This will tell you what the hit has done to the location struck. Generally speaking, hit locations on Titans and Gargants will be either damaged or destroyed. A damaged location is temporarily inoperative but it can be repaired (see later) if this is indicated on the damage table. A destroyed location is totally wrecked (or even blown off) and cannot be repaired during the course of a battle. Extensive repair work at a base or other facility will be required to make it operational again. If an already damaged area is damaged a second time it is destroyed.



The datacards for Emperor class Titans and Mega-Gargants include hit location areas to keep track of damage results, place damaged or destroyed markers on the areas as appropriate. Note that several locations have an additional damage effect noted in them – "Bolters -1 attack dice" for example. When locations like these are hit take note of the additional effects – it's easy to forget once it's covered up by a counter.

Also note that several locations on the Mega-Gargant (the bridge, gun decks and boiler room) require krew stands in them to make them work properly. If an area in one of these locations is damaged or destroyed it doesn't count as being krewed, even if there is a krew counter in it.

Special Attacks

Some weapons such as the Eldar Distortion cannon and Wave Serpent vehicle have special effects which move models around. Other weapons such as the Ork traktor kannon lock models in place so that they can't move or fire. A number of psychic powers also have similar effects, distorting time or space to disorientate or paralyse. Though Battle Titans and ordinary Gargants are sometimes vulnerable to these attacks, Emperor class Titans and Mega-Gargants are simply too big and solid to be fully affected by them.

An Emperor class Titan or Mega-Gargant which is subjected to a special attack is not affected by it. The massive machine simply uses its great engines to steady itself and shrugs off the attack. However, the stress of such an attack does affect the machine's structure so that it suffers an automatic hit on a location chosen by the opposing player with a -1 saving throw modifier. If the model is shielded at the time one shield will be knocked down by the attack instead.

Accumulated Damage On Gargants

As more and more shots slam into a Gargant its solidly welded plates start to buckle and crack. To represent the accumulated stress the Gargant suffers from a sustained pounding the Hull Damage Table includes results that add bonuses to future damage rolls against the hull.

For example, on a roll of 1 on the Hull Damage Table the result is "add +1 to all future damage rolls against the hull". This means that if you hit the hull again and it fails its armour save you are more likely to cause serious damage because you add +1 to the roll on the Hull Damage Table. Use the hull damage track on the Mega-Gargant datacard to keep a note of accumulating damage bonuses like these. On other Gargants keep a separate note of Hull Damage on a sheet of paper. It's worth noting that bonuses to hull damage rolls apply to **all** rolls on the Hull Damage Table, not just against the square that was hit.

Fires On Gargants

Unlike Titans, Gargants don't have volatile plasma reactors that can melt down, or vulnerable legs that can be severed, so they can survive a massive amount of punishment without being destroyed. When a Gargant finally explodes it is invariably because fires started by battle damage have blazed out of control and gutted it.

Various Gargant damage results start fires, so keep a track of the number of fires that are burning on the track provided on the Mega-Gargant's datacard. On other Gargants note fires down as they occur. In each end phase a Gargant with fires on board must roll on the Fire Table to see what effect they have. Roll a D6 on the table and add +1 to the result for every fire burning in excess of one. Some particularly dangerous hits to ammo and other vulnerable locations can send flames shooting through the Gargant and cause an immediate roll on the Fire Table.

MEGA-GARGANT FIRING

Which segment of the combat phase a Mega-Gargant fires its weapons in depends on its movement orders. When the Gargant is stationary the Ork gun crews can blaze away at will. However, once the Gargant is moving the gunners are bounced around so much that their salvos are ragged and slower.

The faster a Gargant moves, the more bumping, jolting and bouncing its gunners have to put up with, so their accuracy suffers a little (OK a lot). If the Gargant is moving, its weapons fire suffers a negative to hit modifier. The to hit modifiers and fire segments the Mega-Gargant has for different speed orders are summarised on the table below. To hit modifiers for moving do not apply to barrages.

Gargant Speed Orders	Fire Segment	To hit mod.
Stop	First Fire	0
Battle Speed	Advance Fire	-1
Full Speed	Advance Fire	-2
Backward	Advance Fire	-1

CLOSE COMBAT

Close combat encompasses close range hand-to-hand fighting using grenades, knives, clubs and similar weapons as well as short range fire from other longer-ranged weaponry and supporting fire from vehicles. Titans and very large vehicles are also assumed to fight by treading on or driving over their opponents and flattening them.

Close combat attacks are worked out differently from long range fire. To resolve a combat each player rolls 2D6 and adds the close assault factor (often abbreviated to 'CAF' on datasheets and summaries) for their troop stand, vehicle or Titan. Whichever side scores highest wins the close combat and eliminates its opponent – no saving throw allowed!

ENTERING CLOSE COMBAT

Emperor class Titans and Mega-Gargants can move into close combat at will, but other models must be on charge orders to move into contact with enemy models in the movement phase. As soon as a troop stand or vehicle model touches an enemy they are both engaged in close combat and stop moving immediately if they are pinned (see below). Models with advance orders cannot move into hand-to-hand combat themselves, although they may be engaged by charging models of course.

When models move into close combat they must take the shortest possible route to reach their intended victim. Hence it is possible to charge an opponent in the side or rear, but only if the charging model was behind or to one side of the target model at the start of their move. Command units can only be engaged in close combat if all closer enemy models have already been engaged in combat.

If models occupy the edge of a wood, or other terrain which restricts movement, an enemy who is unable to move into that particular type of terrain may not engage them in close combat. For example, you cannot use a Titan to attack troop stands in a building in close combat (though the Titan can attack the building itself, see later).

Pinning

The most important idea to understand about moving into close combat is **pinning**. Normally when a model moves into close combat with another model both models are said to be 'pinned'. This means that neither model can move away until one of the pair is destroyed or moved out of the way by some external force like a psychic power, for example. Both models are literally locked in combat until the fight is resolved.

Once models are pinned in close combat they may not move, not even to turn in place. If they are part of a unit the other stands or vehicles in the unit are allowed to move, but they and the engaged troops are still bound by the Formation rule.

Exceptions

Models cannot be pinned by enemy models that belong to a smaller class. The size classes are, in ascending order of size, infantry/vehicles, super heavy tanks, and Titans. Troop stands and normal vehicles can be pinned by each other but they cannot pin super heavy vehicles. Likewise troop stands, vehicles and super heavy vehicles cannot pin Titans or Gargants. This is because the larger model can simply push aside its smaller attackers and ignore them because of its great size and momentum – anything foolish enough to bar its way is likely to get squashed!

Skimmers and flyers are never pinned, even by other skimmers or flyers, because they can simply boost away from their opponents!

Note that it's entirely possible for a model to engage something in close combat that it cannot pin. Naturally a model that is *not* pinned can leave close combat whenever it moves next, whether that turn or during next turn's movement phase.

Moving into Close Combat

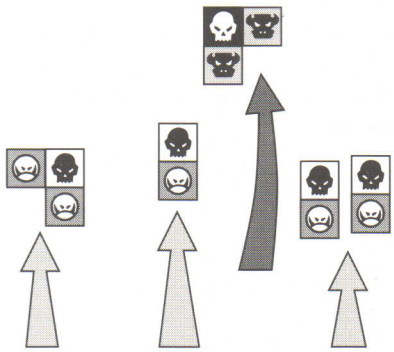
Because of the Pinning rule models moving into close combat may not touch any other enemy models as they move into close combat unless either:

1. The attacking model is not pinned by the enemy model or models in its path, or

2. The attacking model is a skimmer, flyer or troop stand equipped with jump packs.

3. The model in the way is already pinned in close combat by another model.

If an attacking model does contact another enemy model by accident and is pinned, it must fight that enemy instead.



Two Ork units are attacking a Tech-Guard support platoon and their company command unit.

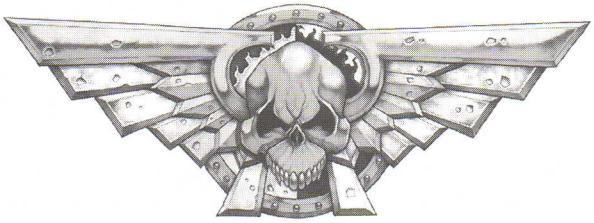
The Bad Moons charge forward and attack the support stands enabling the Goffs to charge past the three sets of pinned units and engage the Tech-Guard comand unit in close combat.

Note that the command unit on the second line may only be charged because a) there is a clear path through the first line of units wide enough for the model to pass through, and b) all the first line of units are already engaged.

Firing Into or Out of Close Combat

Models pinned in close combat cannot fire, nor can other troops fire at them. It is assumed both sides are so hopelessly intermingled that they present no clear target to would be attackers.

Models that are *not* pinned in close combat can fire, and other troops can fire at them. This is because models that are not pinned stand well above the height of their opponents and can be picked out as targets.



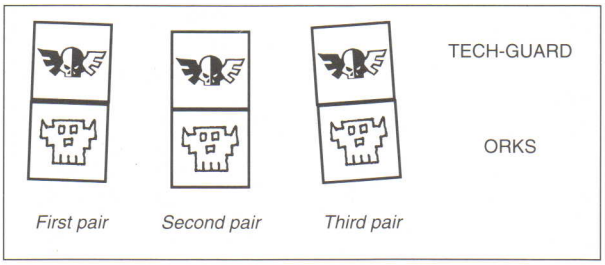
Models with first fire orders that have been pinned in close combat that turn may still fire in the first fire segment. However, they must fire at the models attacking them. This doesn't stop them fighting close combat in the close combat segment.

As Titans can never be pinned by infantry troop stands, vehicles or super heavy vehicles, a Titan may continue to shoot its weapons even if it has been attacked by such troops in close combat. In this situation a Titan might choose to fire some weapons at the pesky enemy attacking it, and to fire other weapons against more distant targets.

CLOSE COMBAT PROCEDURE

Models engaged in close combat fight in the close combat segment. They do this regardless of their orders and regardless of whether they have fired in the first fire segment.

Combat is resolved for each pair of combatants at a time (be they troop stands or vehicle models) as shown on the diagram below.



To resolve each combat, both players roll 2D6 and add the close assault factor of their model to the score. The player with the lower score loses the close combat and his opponent is eliminated – no saving throw! In the case of a tie, both combatants survive and, if they are pinned, remain in place until the next turn's close combat segment when they fight again.

Multiple Combats

In most close combats a single stand or vehicle fights a single enemy stand or vehicle. Where several combatants are involved on each side, it is easy to pair them off together, but sometimes there will be more than one enemy fighting a single opponent.

If a model is engaged by more than one opponent, it must fight each enemy one at a time. The enemy may decide which of his troops will fight first and the combat is resolved as normal. If the outnumbered combatant survives the combat the enemy's second model fights and may add an extra D6 so that instead of 2D6 it rolls 3D6 plus its close assault factor. If the outnumbered combatant survives, then the enemy's third stand/vehicle can fight and may add two extra D6, and so on, each enemy adding a further D6 to the dice rolled.

Titans and Gargants in Close Combat

Titans and Gargants are terrifying in close combat because anything in their path is likely to be smashed aside with contemptuous ease. Tanks and troops are crushed underfoot or blasted apart by their devastating weaponry. When Titans battle one another the battlefield rings with the crash of metal on metal as they struggle like awesome gods of iron and steel.

In order to fight against a Titan or Gargant in close combat vehicles, super heavy vehicles and troop stands must move into contact with the model itself, usually moving so that they touch the model's feet (or equivalent).

A Titan is able to lean forward, sweeping the ground to its front and side. To represent this a Titan can always opt to fight a close combat with models in contact with its base (if it has one), even if the enemy are not actually touching the Titan's feet.

Enemy models that can fly or leap over large distances can also fight if they are touching the Titan's base – they don't need to be touching the Titan's feet. This applies to skimmers, flyers, and jump pack-equipped troops.

When two Titans or Gargants fight each other it is sufficient to move the models so that their bases are touching. Both can then fight.

Battle Titans and ordinary Gargants fight in close combat in a similar way to other troops, though they cannot be 'pinned' except by other Titan-sized war machines. Resolve a separate round of combat against each enemy exactly as described for vehicles or troop stands. Battle Titans and Gargants have a phenomenally high close assault factor so they are very hard to beat except by other Titans. It is just about possible to swamp a Titan by surrounding it with hordes of more lowly troops, but this is just as liable to bring about the demise of all the troops involved!

A Titan's power shields or void shields do not protect it in close combat as they do against other fire. Once troops are close enough to the Titan to fight hand-to-hand they have already passed through the shields. The shields remain intact, but have no effect on close combat.

If a Titan is hit in close combat then damage is worked out as follows. Refer to the location diagram. The enemy may choose the location he wishes to strike at – there is no need to use the aim dice for close combat hits. This is the advantage of tackling a Titan at close range: it is so big you won't have any trouble hitting the bit you want! As with all close combat hits the location hit does not get a saving throw. Go straight to the damage chart and roll for damage.

Vehicles in Close Combat

Most vehicles fight in close combat in the same way as troop stands of infantry. Their close assault factor reflects their ability to drive over or into troops as well as any short range fire from their weapons.

A few vehicles are specially designed to fight in close combat and these are provided with crushing rollers, pincers, or other devices. These confer an appropriate special bonus – see the data sheets for condensed details.

EMPEROR CLASS TITANS AND MEGA-GARGANTS IN CLOSE COMBAT

Emperor class Titans and Mega-Gargants are huge, towering war engines almost impossible to close assault with conventional methods. Obviously Emperor class Titans and Mega-Gargants are not pinned in place by troop stands and vehicles or super heavy vehicles, only by other Titan-sized war machines.

Both Emperor class Titans and Mega-Gargants are so large that most vehicles and super heavy vehicles are unable to even scratch them in close combat. They can only try to avoid getting crushed like insects. Only two types of attacker can actually fight against these huge war machines in close combat. These are:

Other Titan-sized war machines such as Gargants or smaller Titans, and of course other Emperor class Titans and Mega-Gargants.

Any attacker normally able to enter buildings, as such troops can board the machine and fight the troops and crew inside. This means *infantry* troop stands, as buildings are normally impassable to other models.

Boarding Actions

Many commanders subscribe to the idea that the only sure way to destroy a giant war machine like a Mega-Gargant or Imperator Titan is to board it with a determined force of assault troops and demolish it from within. However, it is hard enough to even get close to one of these monsters, let alone board it in the teeth of defensive fire.

Against Mega-Gargants and other Emperor class Titans boarders can attack if they are in contact with the model at the start of the close combat phase.

All troop stands carried by a Mega-Gargant or Emperor class Titan may fire at units attempting to board in the first fire segment. Restrictions on the number of troop stands which can fire and to hit modifiers for cover do not apply when they are firing at models in contact with the Titan/Gargant. This is largely why gigantic machines like the Imperator Titan carry troops at all, to help defend it from close assaults. Naturally the Titan/Gargant can fire all or some of its own armament at attacking enemy models, as long as targets are within weapon fire arcs and the Titan or Gargant can fire in the first fire segment.

BOARDING THE IMPERATOR TITAN

Most Emperor class Titans and Mega-Gargants can be boarded from the ground and the attacking troops can fight their way to all internal areas. The Imperator is an exception as it is designed so that the lower legs, or bastions as they are known, are completely sealed off from the rest of the Titan during combat as a security measure. Because of this, different sections of the Imperator Titan (left bastion, right bastion and upper fortress) are assaulted as if they were separate models.

On the Imperator Titan boarding actions can be conducted against the bastions by units attacking from ground level. To board they must be in contact with the Titan's foot at the start of the close combat segment. Troops equipped with jump packs or disembarking from flyers or skimmers can assault the upper fortress if they are in contact with the Titan's foot at the start of the close combat segment.

In the close combat segment resolve boarding actions as follows. First line up all the models attacking the model. Then take all the defending troop stands off the datacard of the Titan/Gargant being assaulted and line them up against the attackers. If either side has any excess models left over they can use them to double up against their opponents.

Fight the close combats as normal, surviving defenders are then placed back on the datacard. Any surviving attackers can now occupy troop stand locations which have been left empty. Locations occupied by the enemy are automatically damaged and may not be repaired while they are still occupied.

Titan vs Titan

Close combat between Emperor class Titan or Mega-Gargant and any other kind of Titan or Gargant is executed like a normal close combat by rolling 2D6 and adding the respective close assault factor of the machines involved. Normal modifiers for close combat weapons (such as chain fists) apply and the highest score wins the combat, scoring a hit with no armour save possible on the location of their choice.

THE END PHASE

During the end phase each side tidies up the tabletop by removing any order counters left in place, making repair rolls for Titans and updating all the record keeping. Each side also reviews its victory points, and may attempt to rally units as described later. The end phase also provides an excellent opportunity to make a cup of tea and break out the biscuits!

REPAIRS

Titan Repairs

Emperor class Titans have extensive onboard damage control facilities wired into their superstructure. These register malfunctions or damage as it occurs and automatically start repairs after communicating with the bridge to have a team of Tech-Priests and Servitors sent to the location.

In the end phase of the turn an Emperor class Titan can attempt to repair any damage it has sustained. Roll a D6 for each damaged location. On a roll of 1-4 the location remains damaged. On a 5 or 6 it is successfully repaired: remove the damage marker from the location. Some battle damage, such as damage to the bridge for example, may make it harder to repair other damaged locations. Locations may only be repaired if they are not occupied by enemy troops.

Battle Titans have more limited self-repair facilities so most major repair work has to be done after the battle at a mobile repair station or base ship. The damage tables will indicate any results which can be repaired by a Battle Titan during the game.

Repairing Void Shields

Downed void shields can also be repaired in the end phase. Battle Titans repair each downed shield on a roll of 5 or 6 on a D6. A special feature of the shields on Emperor class Titans is that a variable amount of energy can be channelled into them. This is important because it affects the rate at which downed shields are repaired.

In heavy fighting an Emperor class Titan can channel enough power into repairing its shields to raise them almost as fast as they can be knocked down. Repair rolls for the shields at different power levels are noted on the Titan's datacard. Roll one D6 per downed shield: if the number equals or beats the score indicated the shield is repaired. If there is no power in the void shield controls on the bridge no shields may be repaired.

Mega-Gargant Repairs

In the end phase of the turn a Mega-Gargant can send its Rigger squads to repair damaged locations. Roll a D6 for each Rigger squad used for repairs. On a roll of 1-5 the Riggers fail to repair any damage. On a 6 the Riggers repair one location: remove a damage marker from a location of your choice.

Fire Fighting

Gretchin Riggers and Ork Boyz can try to fight fires on the Mega-Gargant in the end phase of the turn before the Gargant makes a roll on the Fire Table. Roll a D6 for each Boyz squad and Rigger squad that is fighting fires – each roll of a 6 reduces the number of fires by 1.

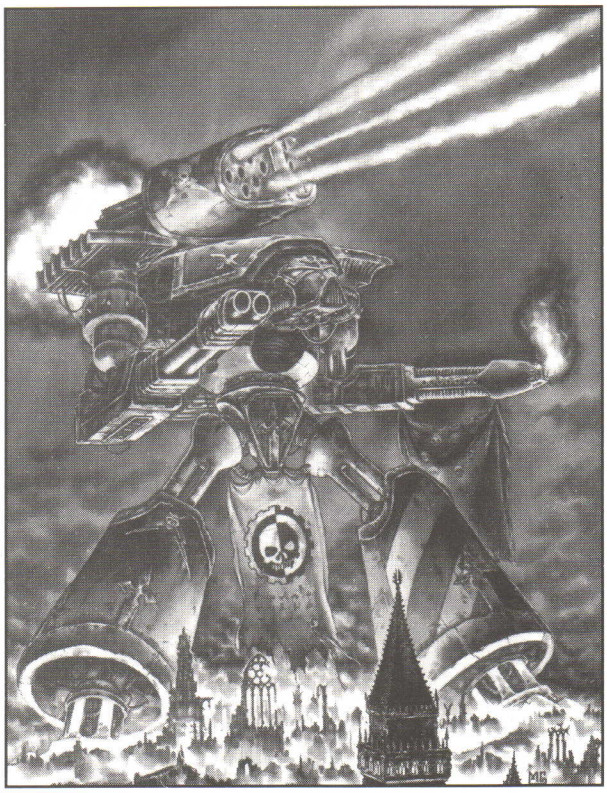
A Rigger squad cannot be used to fight fires *and* repair damage in the same turn.

VICTORY POINTS

In every game, as in every battle, there must be a winner and a loser. In Titan Legions victory points are used to determine who has won the game. You win victory points by capturing objectives, completing missions and by destroying models or breaking enemy formations.

The number of victory points needed to win the game is called the **victory level**. The larger the game, the more victory points are needed to win. Refer to the Victory Table on the reference sheet – this shows the number of victory points needed to win in relation to the size of the two armies fighting the battle.

The first player to reach the victory level in the end phase of the turn is the winner. If both players reach the victory



level on the same turn then the game is a draw, with honours going to the player with the most victory points.

Objectives

In the section Starting The Game we described how Objective counters are placed on the table before the battle begins. These counters represent vital tactical objectives, such as an important building, or maybe a hill that offers a commanding view over the battlefield, and so on. Objectives are captured by moving your own units close to the Objective counters as explained below.

If you capture an objective during the turn you receive 5 victory points in the end phase. Your total number of victory points is recorded from turn to turn, and indicates how well your side is progressing. If your opponent captures an objective that you have taken previously, then you lose the 5 victory points and your opponent gains them.

To capture an objective you must have at least one model within 15cm of the counter in the end phase. If both sides have models within 15cm of a counter, the player whose model is closest has captured it. If both sides are equally distant neither player has captured the counter.

Once captured, the counter is turned over to indicate which player controls it (green or red). The first objective captured determines which side has green and which red objectives. Thereafter counters are flipped over and replaced with those of the appropriate colour as necessary.

Once you have captured an objective it is yours until it is taken away from you – it is not necessary to keep your models within 15cm. Of course, you may find the enemy is quick to take advantage of an unprotected objective and he may well attempt to capture it if he is able to do so!

Objectives can never be destroyed. If they are on a piece of terrain that is destroyed (such as a building), the counter is left on the table.

Break Point

Units very rarely fight to the last man. Even the bravest and most potent warriors can only take so much before they start to waver or even withdraw. This is represented in the game by a **morale check** to determine whether units are willing to fight on. A good commander always takes the morale of his troops into consideration when he plans his battle. He knows that certain units can only be relied on for a little while, while others can be trusted to fight through regardless of damage or losses.

When casualties are removed from the game they are placed on a side table next to the army card that represents them. This means you will be able to see how many models have been lost from each company, support detachment, squadron, etc. This is useful because it means you don't have to worry about recording casualties on paper or remembering how many models have been removed from each 'card'.

On the reverse of each epic army card is a summary of game details including the **break point** of the troops that the card represents. This may be a company, a detachment, a tank squadron, or whatever.

Once the number of casualties on that card reaches the break point each unit on the card must take a morale check as described below. The troops are now said to be 'broken' – the amount of casualties they have sustained has unnerved them and either destroyed their willingness to fight or killed so many that they are no longer able to fight effectively.

Once units have been broken their epic army card is flipped over. On the reverse of the card is a victory points number – this number of victory points is awarded to the other side. This means that it is possible to win a game by destroying enemy troops as well as by capturing objectives, which is as it should be!

Capturing Titan Mission Objectives

Some Titan missions require the capture of special objectives, often specific buildings or objective counters. Capturing objectives named in the missions works in exactly the same way as capturing standard objective markers. The only difference is that only the model(s) performing the mission can capture the objective stated on the mission card. You must have one of the models performing the mission within 15cm of the mission objective in the end phase.

If the enemy has any models closer than the model performing the mission the objective is not captured. Once captured the objective is yours until it is taken away from you – you don't have to leave the model within 15cm.

Unfortunately if the enemy move within 15cm of an unprotected objective you will lose control of it until the unit performing the mission returns and moves closer to it than the enemy.

MORALE CHECK

Once troops are broken, a morale check is made to establish whether they are still willing to carry on fighting.

A unit must take a morale check under the following circumstances:

1. Once a unit has sustained casualties equal to its break point it is broken. Surviving troops on that card must take a morale check. This check only needs to be made once per game.
2. Broken units must take a morale check at the start of the close combat segment if they are engaged in close combat. The check must be made every time a broken unit is engaged in close combat.
3. Sometimes troops must take a morale check in response to a particularly horrible encounter or experience – being engaged by daemons in close combat, for example. These circumstances will be indicated in special rules for these creatures or situations as appropriate.
4. A unit must take a morale check if it wishes to rally, as explained below.

Note that command units never need check morale, but some can affect the morale of troops around them as noted in their descriptions or on their army cards.

A morale check is always made for each single unit at a time. It is therefore possible for one detachment in a company to pass its check, while another detachment in the same company fails.

To take a morale check, roll a D6. Note that some command units, such as Space Marine HQ units, add a bonus to the score of nearby troops. If the score is equal to or greater than the morale value of the troops then the check is passed. If the score is lower the troops fail their check. The troops' morale value is noted on the back of their epic army card so that it will be shown uppermost once they have been broken.

If a unit fails a morale check it must *fall back*, and a Fall Back order counter is placed next to it to show that it is doing so. While the Fall Back counter is in place troops may not be given any orders, the compulsion to fall back supersedes any other instruction. Troops must continue to fall back each turn until they rally as explained below. Units which pass their morale check may continue to fight normally.

Titans and Gargants

Because they are individual units Titans and Gargants never take morale checks because of damage or casualties, they keep fighting until they are destroyed. However, some special attacks may cause even these mighty war machines to take a morale check, such as immensely powerful psychic attacks. Despite this victory points are only ever awarded for Titans and Gargants when they are destroyed.

Though the crews of Titans and Gargants are fanatical warriors and will not flinch at making the ultimate sacrifice their machines are worth a lot of victory points to the enemy if they are destroyed. Indeed, bringing down an Imperator Titan or Mega-Gargant may give your foe enough victory points to win in one fell swoop – the loss of one of these great engines of destruction is such a blow to your cause that this is to be expected. As the commander of your force you must judge carefully when a Titan or Gargant is too badly damaged to continue fighting and pull it out of the line of fire.

Gargant Gork and Mork Heads

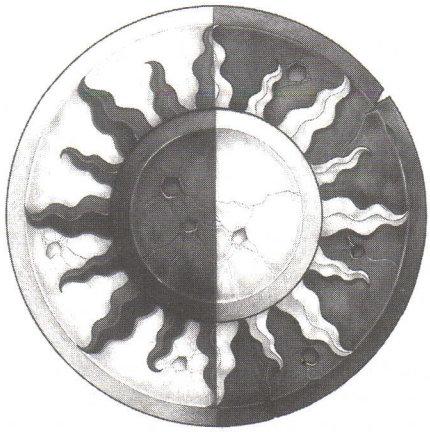
Some Gargants, and all Mega-Gargants, are fitted with stylised heads that symbolise the Ork gods Gork and Mork. These heads complete the image of Gargants as idols to the gods of the Waaagh, driving the Orks around them into paroxysms of fanatical chanting and bloodletting. This means any Ork units within 25cm of a Gargant with a Gork or Mork head pass morale checks automatically – no test is required.

On the down side the Orks are liable to be disheartened if their idol's head is blown off! If the Gargant's head is destroyed or blown off all Ork units within 25cm must take immediate morale checks even if they are not broken yet.

Fall Back

Troops who are falling back move at up to double rate as if they had charge orders, except they move away from the enemy rather than towards them!

Falling back troops are not permitted to move in any way that brings them closer to the enemy. However, models do not have to move at all if they are in cover or if they cannot see any enemy troops. Otherwise, they must move as far as they can away from the enemy, although they may stop once they reach cover or a position from where they can't see the enemy.



Troops who are falling back are not allowed to fire in the combat phase. They may fight in close combat, but their close assault factor is reduced by -2.

If troops with fall back orders are obliged to take a further morale check, they rout if the check is failed. Once troops are routed they have totally lost their willingness to fight, vehicles are abandoned, and individual soldiers hide themselves where they can or run away from the battlefield completely. To all intents and purposes the unit is destroyed and it is therefore removed from the tabletop as if the troops were killed.

Rallying

Although troops may retreat they do not necessarily continue to do so until they leave the battlefield. Once they have left the immediate fighting zone they might halt to regroup – this is called **rallying**.

A unit that is falling back may attempt to rally in the end phase. However, you may not attempt to rally troops on the same turn that they fail their morale check and start to fall back. Once troops begin to fall back they must wait a whole turn before you attempt to rally them.

To rally successfully a morale check is taken for the unit. If the troops pass the check then they have rallied successfully and the Fall Back counter is removed. If the check is failed the troops have not rallied, they continue to fall back and the counter remains in place. There is nothing to stop troops attempting to rally in a subsequent turn if they fail to rally first time. Note that in the case of a morale check for rally, troops do not rout if they fail the check as the check is totally voluntary.

CREW EXPERIENCE IN TITAN LEGIONS

Congratulations! If you have got this far you've already read through the Titan Legions rules. The rules for crew experience are extra rules to add to the main system later. If you're new to the Epic game system we'd advise skipping the Crew Experience rules altogether until you have fought your first few battle and got a feel for how the game plays.

Titans and Gargants are operated by large crews who work together to keep their machine moving and fighting. On the Imperator Titan over a hundred Tech-Priest engineers, Rune Priests, Lexmechanics, Transmechanics, Moderati and Servitors carry out the thousands of individual tasks required by the Titan's masses of intricate systems. Similarly, on Mega-Gargants a great krew of Gretchin Riggers, Ork Boyz and Nobz fire the guns and stoke the boilers as well as fighting fires and jury-rigging repairs.

Lesser Gargants and Battle Titans have crews proportionally smaller but no less overworked. Scout Titans have the smallest crews of all, often no more than a handful of individuals each of whom must be able to control at least two functions of their light, fast fighting machine.

The most vital crew member on these huge war engines is always the commander. A good commander can steer his crew and their machine through the deadliest battles and snatch victory from the jaws of defeat. A truly great commander quickly becomes legendary, an almost mythical individual who is worshipped by his crew and whose exploits win him renown across the entire battle front.

The Imperium has seen many great Titan commanders in its long history: Grand Master Ferromort of the Ordo Sinister, Kurtz the Scout ace, Princeps Senioris Marnoc, Mannheim of Armageddon, King, Diocletian of the Fire Wasps, Veritaramis and too many others to list easily. The Orks have their share of infamous Gargant Kaptins like Hargluk the ravager of Gehenna and Shagrudd, most piratical and avaricious of the Gargant Kaptins. The mighty Burzurukk commanded Gargant big mobs from the horde of Ghazghkull Thraka throughout the Armageddon and Golgotha campaigns, reappearing light years away raiding from the Wheel of Fire half a century later.

BATTLE HONOURS

As Titans and their crews survive battles they will become more experienced, learn new skills and become famous (or infamous) for their exploits. In turn, good Titans will receive the best new equipment and promising new recruits so that they become increasingly effective fighting units.

In Titan Legions a Titan's success is reflected by the number of experience points it has. Titans score experience points in battle. As the Titan's experience points accumulate its experience level goes up and the Titan receives special *battle honours*. These can take the form of skills gained by the Titan's Princeps and crew or else improved weapons, armour, shields or special devices that are fitted to the Titan itself.

Scoring Experience Points

A Titan scores experience points for destroying and breaking enemy units in a battle, achieving mission objectives, and holding objectives at the end of it. Whenever a Titan inflicts sufficient casualties on an enemy unit to cause it to break it is credited with as many experience points as the unit was worth in victory points. Equally, if a Titan destroys a model or unit that is worth victory points when it is destroyed (like another Titan) it is credited with an equal number of experience points for the kill.

Titans that score victory points by achieving mission objectives also receive experience points, though if the victory points are lost before the end of the game the experience points are also lost. At the end of the game any Titans that are holding objectives (ie, are within 15cm of the objective with no enemy units closer) score 1 experience point for every victory point the objective is worth.

Action Scored	Experience Points
Breaking an enemy formation	1 per victory point scored
Destroying an enemy unit	1 per victory point scored
Holding objective at the end of the battle	1 per victory point scored
Achieving Titan Mission objectives	1 per victory point scored

It is up to each player to keep track of the experience points gained by their Titans during a game. If there is any doubt about which Titan should score the experience points for an action (if two Titans are holding an objective, for example) then neither scores any experience points.

Experience Table

After the battle check the number of experience points each of your Titans has accumulated and look on the table below to see if their experience level has increased. If they have gained a new battle honour, roll on the Battle Honours Table to find out what it is.

Experience points	Battle honours	Experience level
0-9	None	Trained
10-19	One	Experienced
20-39	Two	Veteran
40-79	Three	Elite
80-119	Four	Ace
120-239	Five	Ace
240+	Six	Legendary Ace

Battle Honours Table

Roll 2D6 and look up the type of battle honour the Titan has earned. Once you have determined whether a skill or an upgrade has been gained it can be freely chosen from the appropriate list. Note that on a roll of 2, 3, 11 or 12 the battle honour can be chosen from any list.

2D6 Roll	Result
2-3	Player's Choice
4-5	Crew Skill
6-8	Commander Skill
9-10	Upgrade
11-12	Player's Choice

DEATH

The End Came Quickly.....

Titan and Gargant crews don't live forever of course and most eventually crash down in flames on some shot-scarred battlefield. If a Titan falls over for any reason or suffers a reactor meltdown the crew skills, commander skills and any upgrades the Titan had are lost. Likewise, any Gargant that blows up will take its entire krew and kaptin out with it.

However, some upgrades provide Titans with escape systems for their crews, and occasionally damage will kill off a Titan or Gargant's crew without destroying their fighting machine in the process. In these situations the battle honours are lost but a fresh crew can be assigned to a previously upgraded Titan or an experienced crew given a new machine. The crew or machine loses the minimum number of experience points to knock them down to the right experience level for the number of battle honours they now have.

Note that a commander and crew will never allow themselves to be reassigned to a different Titan as long as their own Titan is still functioning. Apart from the practicalities of re-calibrating MIU units commanders and their crews form an emotional bond with their Titan and honestly believe it to be the best in existence.

Victory Points for Experienced Titans

Naturally the destruction of a famous Titan or Gargant is the source of much rejoicing in the enemy camp. The loss of any such veteran campaigner deals a real blow to the confidence of the force it accompanied. To reflect this, experienced Titans and Gargants are worth an extra +1 victory point per battle honour.

Experienced Titans in One-Off Games

If you want to use experienced Titans in a one-off battle you can do so by paying an additional points costs based on the size of the Titan or Gargant with the skills. The base cost is 50 points per battle honour, but this is multiplied by a number according to the size of the Titan/Gargant as shown below:

Scout Titan (eg Warhound)/ Mekboy Gargant x1

Battle Titan (eg Phantom, Warlord)/ Great/Slasha Gargant x2

Emperor class Titan (eg Imperator)/ Mega-Gargant x4

Additional victory points are awarded for experienced Titans or Gargants as noted above. It is absolutely **not permissible** to buy battle honours for Titans or Gargants and then start to accumulate experience points to gain further battle honours.

IMPERIAL TITANS

Imperial Titan Crew Skills

Damage Control: The Titan's crew are highly skilled at making repairs in combat and are well trained in damage control. The Titan adds +1 to all repair rolls, including rolls to raise downed void shields.

Lucky: The Titan crew is just plain lucky! The Titan may re-roll any dice roll once per battle. Unlike other skills, Lucky may be chosen as a battle honour more than once so a crew can build up the number of re-rolls it has (players may wish to invent their own terms for such crews – grossly lucky, stupidly lucky, outrageously lucky and so on).

Marksmanship: The Titan's Moderati are excellent shots so the Titan may re-roll each of the aim dice once per hit when rolling on hit location templates.

Accurate: One of the Moderati teams on board the Titan is exceptionally accurate. The Titan adds +1 to the hit rolls for one weapon system.

Emergency Reactor Shutdown: If the Titan suffers a reactor meltdown result on the damage tables the crew can attempt to initiate an emergency shutdown sequence. Roll a D6: on a 4, 5 or 6 the crew succeed and the meltdown result is ignored. On a 1, 2 or 3 they fail and the reactor melts down. If the reactor is shut down Scout and Battle Titans may not move or fire until the reactor is repaired. Emperor class Titans may not generate plasma but they may use plasma still in the core.

Very Fast: The Tech-Priest engineers on the Titan have tuned its engines to the peak of perfection. The Titan's move is increased by +5cm.

Imperial Titan Commander Skills

Berserker: The Princeps is filled with battlelust and his Titan is a veritable daemon when unleashed in close combat. The Titan can use the Berserker skill once per battle in the combat phase. If the Titan loses any close combats in the combat phase it can re-roll its 2D6 and use the second roll instead of the first. If it still loses it may not re-roll the dice a third time.

Damage Limitation: The Princeps is skilled at rolling with the force of a hit to absorb it on the thickest armour with a maximum deflection angle. The Titan ignores the first damage roll against it during a battle. Any second and subsequent damage rolls affect the Titan normally.

Legend: The Titan's Princeps has become legendary as one of the great warriors of the Imperium. The Titan may re-roll any dice roll once per battle. The presence of the Titan also inspires or terrifies those around it to such an extent that all friendly units within 20cm add +1 to their morale rolls and all enemy units deduct -1 from theirs.

Lightning Reflexes: The Princeps is exceptionally good at getting his Titan into position quickly and opening fire first. When the Titan is firing in the first fire or advance fire phase it can always choose to fire first, regardless of initiative. If two or more Titans with the Lightning Reflexes skill wish to fire at the same time roll a D6 for each, and the one with the highest roll fires first.

Tactical Genius: The Titan's Princeps has an uncanny ability to read the tactical situation around him. Because of this the Titan can move first or second during the turn regardless of who has gained the initiative. If two or more Titans with the Tactical Genius skill wish to move at the same time roll a D6 for each. The Titan that rolls highest has first choice of when to move, the second highest has second choice, and so on.

Trample: The Princeps' link with the Titan is so good that the Titan is exceptionally agile, and can attempt to trample enemy vehicles and infantry as it moves. Any infantry or vehicles (not super heavy vehicles) the Titan model contacts while it is moving can be attacked. Fight a round of close combat immediately, though the Titan only uses half of its ordinary close assault factor. Apply any damage results immediately. Each opponent may only be attacked once, and each combat is separate so don't roll extra dice for secondary attackers.

Imperial Titan Upgrades

Heavy Shielding: The Titan's shields can only be damaged by attacks with a save modifier of -2 or better. Heavy Shielding may not be chosen for Scout Titans.

Increased Shielding: The Titan gains two additional shields.

Heavy Armour: The Titan is clad in heavy duty adamantium armour plates. Add +1 to all its armour saving throws. Heavy Armour may not be chosen for Scout Titans.

Ejector Systems: The Titan is fitted with a sophisticated ejector system and MIU dampers; often the whole head of the Titan separates to become an escape vehicle. If a Titan with an ejector system is destroyed the commander and crew will survive on the roll of 2 or more on a D6. Any commander or crew skills the Titan had are kept but upgrades are lost when they transfer to another Titan. Crews must be transferred to the same type of Titan as they had before.

Psychic Defences: The Titan has been extensively blessed and purified by the Adeptus Astra Telepathica to protect it against hostile psykers and daemons. The Titan has a saving throw of 3 or more on 1D6 against any psychic attack.

Turbo Weapons: The Titan is armed with experimental supercharged weaponry. One weapon system gains an additional -1 saving throw modifier and +1 to damage rolls. If the weapon system is blown off the Titan this battle honour will be lost permanently.

ELDAR TITANS

Eldar Titan crews are considerably smaller than Imperial ones as a large amount of the workload is handled by the consciousness of the infinity circuit. Eldar Titans are renowned for their agility and an experienced crew with a capable commander can perform some astounding feats of skill which seem impossible for such massive machines.

Eldar Titan Crew Skills

Bonesingers: The Titan's crew includes individuals highly skilled at making repairs to the Titan's wraithbone structure. The Titan adds +2 to all repair rolls.

Hipshooting: The Titan's crew are incredibly accomplished at firing on the move. The Titan can fire when it is on charge orders, with a -1 to hit modifier.

Lucky: The Titan crew is just plain lucky! The Titan may re-roll any dice roll once per battle. Unlike other skills, Lucky may be chosen as a battle honour more than once.

Pinpoint Gunnery: One of the Titan's crew is exceptionally skilled at hitting weak points in the enemy's armour. The Titan adds -1 to the save modifier and +1 to the damage rolls of one weapon system.

Emergency Reactor Shutdown: If the Titan suffers a reactor meltdown result on the damage tables the crew attempts to initiate an emergency shutdown sequence. Roll a D6, on a 4, 5 or 6 the crew succeed and the meltdown result is ignored. On a 1, 2 or 3 they fail and the reactor melts down. If the reactor is shut down the Titan may not move or fire until the reactor is repaired.

Very Fast: The Titan's crew have achieved such grace and agility that the Titan's move is increased by +5cm.

Eldar Titan Commander Skills

Tactical Genius: The Titan's commander has a sense of the weave of fate and can react to developing situations a fraction earlier. Because of this the Titan can move first or second during the turn regardless of who has gained the initiative. If two or more Titans with the Tactical Genius skill wish to move at the same time roll a D6 for each: the one with the highest roll has first choice of when to move, the second highest has second choice, and so on.

Side Step: The Titan's commander is adroit at avoiding getting bogged down in combat. Whenever the Titan fights a close combat opponent and wins it can opt to break off the combat instead of damaging its opponent. If the combat is broken off any secondary attackers will not get to fight. It is possible for the Titan to side step at any point, even after fighting several opponents as long as it wins the last combat before it sidesteps.

Lightning Reflexes: The commander is exceptionally good at getting his Titan into position quickly and opening fire first. When the Titan is firing in the first fire or advance fire phase it can always choose to fire first. If two or more Titans with the Lightning Reflexes skill wish to fire at the same time roll a D6 for each, the one with highest roll fires first.

Dodge: The Titan's commander has a precognitive ability to detect incoming area attacks and dodge out of the way. Roll a D6 whenever the Titan is attacked by a weapon which uses a template (barrages and the like). On a roll of 4 or more the Titan is moved to the edge of the template and is unaffected by the attack.

Evade: The commander has mastered the art of weaving and spinning the Titan as it moves so that it presents an even more difficult target. As long as the Titan is on charge orders all fire directed at it, including barrages, suffers a -1 to hit modifier.

Damage Limitation: The Titan's commander is skilled at rolling with the force of a hit to absorb it on the thickest armour with a maximum deflection angle. The Titan ignores the first damage roll against it during a battle. Any second and subsequent damage rolls affect the Titan normally.

Eldar Titan Upgrades

War Cry: The Titan mounts a psychosonic amplifier which generates a terrifying paralysis in its foes as it charges into combat. The Warcry only works if the Titan is on charge orders and engages one or more close combat opponents. Roll a D6 for each opponent – on a roll of 5 or 6 their CAF is halved for the remainder of the turn.

Mandiblasters: The Titan is fitted with weaponry mounted in its head to fire at close range attackers. The weapons always fire in the first fire segment, have a range of 15cm, 2 attack dice, hit on a 5+ and have a -2 saving throw modifier. Any damage to the head automatically wrecks the mandiblasters, but they may be repaired after the battle if the Titan survives.

Reinforced Structure: The Titan is heavily reinforced in its most vulnerable areas and has an exceptionally thick wraithbone core. The Titan applies a -1 modifier to all damage rolls made against it.

Gate: The Titan contains a small warpgate leading into the Eldar webway. If a Titan with a gate is destroyed the crew will escape into the webway on the roll of 2 or more on a D6. Any commander or crew skills the Titan had are kept when the crew transfer to another Titan but upgrades are lost. Crews must be transferred to the same type of Titan as they had before.

Psychic Defences: The Titan's spirit stone contains the psyche of powerful Eldar Seers that will protect the Titan and its crew from psychic attacks. The Titan has a saving throw of 2 or more on 1D6 against any psychic attack.

Psychic Assault: The Titan is so charged with psychic energy that unprotected minds exposed to it quail and falter. Any troop stand or vehicle which moves up to attack the Titan in close combat must first pass a morale test. If the test is failed the model will not move into contact and fight but suffers no other detrimental effects. Titans and super heavy vehicles are unaffected. Daemons in close combat with the Titan cannot be saved by Chaos cards if they lose.

ORK GARGANTS

Though Gargant krews tend to learn fewer battle skills on the whole they are more inclined to pick up extra equipment and talented individuals. Though Gargant krews often suffer prodigious casualties in heavy fighting the surviving veterans quickly pass on their wisdom to the newcomers in the crew so their overall experience level remains surprisingly steady.

Ork Gargant Crew Skills

Super Riggers: The Gargant's riggers are well trained and very fit, supervised by alert and well motivated Mekboy overseers. These riggers work like greased lightning when it comes to fixing things so the Gargant can roll two D6's for each Riggers stand that's attempting to repair damaged locations. One location is repaired for each 6 rolled. Mega-Gargants only.

Lucky: The Gargant's crew is just plain lucky! The Gargant may re-roll any dice roll once per battle. Unlike other skills, Lucky may be chosen as a battle honour more than once.

Marksmanship: The Gargant's gunners are excellent shots so the Gargant may re-roll each of the aim dice once per hit when rolling on the hit location templates.

Accurate: Some of the Gargant's gunners are exceptionally accurate. The Gargant adds +1 to the hit rolls for one weapon system.

Maniak Mekboyz: The Mekboyz who keep the mega weapons operational work very hard to keep the big gunz firing. The Gargant adds +1 to the roll for the number of mega weapons it can fire each turn. Mega-Gargants only.

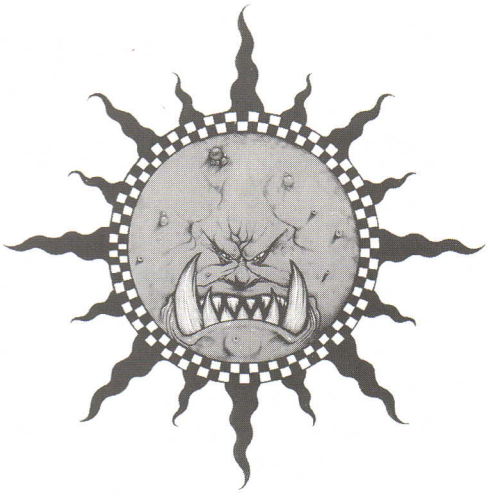
Looterz: The krew contains some excellent looterz who strip all sorts of equipment like armour and exotic weapons from the battlefield. All the Boyz and Nobz in the krew gain a 6+ fixed saving throw and +1 to their CAF.

Gargant Kaptin Skills

Bionik: The Kaptin is a veteran Warboss and has been rebuilt with bionik bitz more than once. The Kaptin's stand gains a 6+ fixed saving throw and rolls an extra D6 in close combat.

Escape Plan: The Kaptin has a special secret escape plan just in case things go sour on him. If the Kaptin is killed or the Gargant is destroyed with the Kaptin still on board the Kaptin will in fact survive on a D6 roll of 2 or more (it's a good plan!). After the battle is over the Kaptin can take command of another Gargant and retains all his previous skills.

Low Cunning: The Gargant's Kaptin has an innate cunning when it comes to tactics. Because of this the Gargant can move first or second during the turn regardless of who has gained the initiative. If two or more models with this skill wish to move at the same time roll a D6 for each – the one with the highest roll has first choice of when to move, the second highest has second choice, and so on.



Dirty Fighter: The Kaptin knows some sneaky tricks he can pull with the Gargant in close combat. As long as he is alive the Gargant rolls an extra D6 in close combats.

Ram: The Kaptin has sussed out how to flatten enemy vehicles and infantry with the Gargant's vast bulk as it moves. Any infantry or vehicles (but not super heavy vehicles) the Gargant model contacts while it is moving can be attacked. Fight a round of close combat immediately, though the Gargant only uses half of its ordinary close assault factor. Apply any damage results and then continue the Gargant's move. Each opponent may only be attacked once and each combat is separate so don't roll extra dice for secondary attacks.

Very Shouty: The Kaptin bellows louder than a wounded Grox. Draw one extra Shouting counter at the start of the game. Mega-Gargants only.

Gargant Upgrades

Improved Shielding: The Gargant's shields do not flicker so there is no chance of shots penetrating the shields.

Increased Shielding: The Gargant gains 3 additional power fields. These are added to the number of shields rolled randomly before the start of the game.

Heavy Armour: The Gargant is covered in exceptionally thick armour plates. Add +1 to all its armour saving throws.

Big Gunz: The Gargant is armed with some extra big weaponry. One weapon system gains an additional -1 saving throw modifier and +1 to damage rolls. If the weapon system is blow off this battle honour is lost permanently.

Fire Hoses: The Gargant is equipped with fire hoses on most of its decks. Boyz and Riggers fighting fires add +1 to their roll to extinguish them so they will put out fires on a roll of 5 or 6. Mega-Gargants only.

Reinforced Boiler: The Gargant's speed is increased by 5cm.

TITAN AND GARGANT WEAPONS

Titans and Gargants carry a bewildering array of weaponry. Some machines like the Imperial Battle Titans - Warlords, Reavers and Warhounds, are configured to have interchangeable weapon systems which can be fitted in a few hours. Others, such as the Ork Great Gargant, have weapons which are fitted to them when they are built so any later modifications are impossible.

When you select a Titan or Gargant for your force the datacard for it will either show its weapon fit or the box will be blank to indicate you can select the weapon fit yourself. Some weapons are restricted to particular Titans or Gargants as indicated either in the rules for the weapons themselves or on the model's datacard. Unless otherwise agreed by players before the battle specific weapons must be shown on the model if they are part of its weapon fit.

EMPEROR CLASS TITAN WEAPONS

All weapons have five basic details which we call their statistics or profile.

Range. The maximum range at which the weapon can fire at a target.

Attack Dice. The number of shots the weapon has when it fires – and the number of dice rolled to score hits.

To Hit Roll. The minimum dice score needed to hit – terrain factors may further modify the score needed.

Target's Save Modifier. The target's save modifier for any armour saving throw that it has.

BOLTERS

Unlike Battle Titans, all Emperor class Titans carry short range anti-infantry weaponry to keep enemy assault troops at bay. On the Imperator Titan bolters and heavy bolters controlled by automated systems lurk in blister-turrets and firing slits all over the bastions and upper fortress. A scanner system picks up any movement close to the Titan and identifies its origin; friendly troops are ignored but enemy troops are shredded by volleys of explosive bolts. The Princeps may override this system and pick out specific targets if he wishes to.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
15cm	1 each	6+	0	First Fire

SPECIAL RULES

So long as energy is supplied to its fire control centre, an Emperor class Titan may use its bolters – they do not require a separate plasma counter to power them. Bolters can always fire in the first fire phase regardless of the amount of power directed to fire control.

DEFENCE LASER

Emperor class Titans often mount weaponry to knock down flyers or space ships inside the atmosphere, and the Defence laser is a typical example of such armaments. Defence lasers are so heavy and bulky that it is more common for them to be mounted in static bunkers around important sites for planetary defence. They are sometimes seen on the battlefield stripped down and mounted on Battle Titans as main weapons, in which capacity they are commonly known as Volcano cannon. Emperor class Titans retain the full auto-track functions of the original Defence laser to give them local cover against air attack.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
100cm	1	3+	-4	Snap Fire. +3 to damage rolls

SPECIAL RULES

As long as energy is supplied to its fire control centre, an Emperor class Titan may use its Defence lasers – they do not require separate plasma counters to power them. Defence lasers add +3 to damage rolls against targets that use a damage table. Defence lasers may snap fire if the Emperor class Titan is capable of firing in the first fire segment.

GUN TOWERS

Gun towers carry heavy weapons located high on the back of Emperor class Titans. Four gun towers form part of the armament of the fearsome Imperator Titan. They are well placed high on the Imperator's upper fortress level where they add extra weight of fire against armoured opponents and blast enemy infantry out of cover with equal ease.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
75cm	1 each	4+	-2	

SPECIAL RULES

If energy is supplied to its fire control centre, an Emperor class Titan may use its gun towers – they do not require a separate plasma counter to power them.

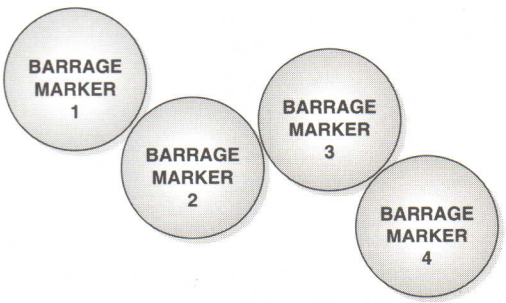
HELLSTORM CANNON

The Hellstorm cannon is a huge gun with six rotating barrels. Seen from a distance the barrels seem to turn at an almost leisurely rate but the giant shells they spew out quickly rend the target apart in storm of fiery explosions and scything shrapnel. Such is the weight of fire laid down by the Hellstorm cannon that whole swathes of the battlefield turn into an inferno of smoke and flames.

The Hellstorm cannon is often mounted in combination with a Plasma Annihilator on Emperor class Titans. This provides the Titan with a deadly area fire capability combined with the point effect devastation of plasma weaponry. Though the Hellstorm cannon has a limited ammo supply it requires comparatively little energy to fire, a factor which has saved many Princeps who have found themselves starved of power at critical moments.

SPECIAL RULES

At the start of the game place ten ammo counters on the Titan's datacard for the Hellstorm cannon. The Hellstorm cannon requires one green plasma counter to fire and it cannot be overcharged. When you come to fire the Hellstorm it is capable of shooting up to four barrage templates, each one with the profile shown below. Each barrage template fired costs one ammo counter, so if there aren't any ammo counters left the Hellstorm cannot fire. All the barrages fired in one turn from the Hellstorm must be placed so that each template touches at least one other in the salvo.



The barrage templates must be placed so that each one touches at least one other barrage marker.

Other than this the barrages are fired using the normal rules. Hellstorm barrages may be fired indirectly. In this case place the templates as above and then roll to scatter each template separately.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
100cm	8 Barrage points		-2	See above

MAIN BATTERY

The main battery or batteries of Emperor class Titans are usually large bore cannon or mortars attended by teams of special Servitors and Tech-Priests. Each shell, often the height and width of a man or more, is blessed and marked with sacred texts before being manhandled into the breach for firing. The attendant priests then withdraw to an armoured sacristy to undertake the firing rites upon the request of the Princeps.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
200cm	D6+3 Barrage Points		-3	Fires barrage

SPECIAL RULES

So long as energy is supplied to the fire control centre an Emperor class Titan may use its main batteries, you do not need a separate plasma counter to power them. A main battery fires a barrage with a variable number of barrage points. Roll a D6 and add +3 to the result each time the main battery is fired to find out how many points the barrage has.

PLASMA ANNIHILATOR

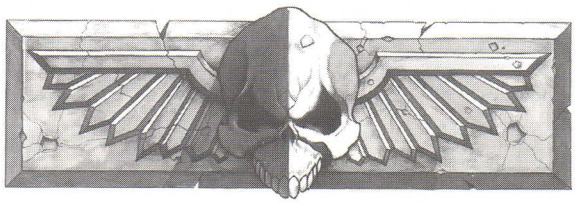
The Plasma Annihilator is amongst the deadliest weapons fitted to a land-based fighting machine. It takes raw, seething plasma directly from the Titan's reactor, accelerates it through a series of electro-magnetic fields and fires it as blinding, white hot bolts of destruction. As well as a rapid rate of fire the Plasma Annihilator has phenomenal range and accuracy. Indeed the high-pitched whine of the Annihilator's electro-magnetic coils building up for discharge has been known to send whole enemy formations fleeing in terror before battle is even joined. The only limitation on the Plasma Annihilator's destructiveness is its requirement for plasma from the reactor chamber. Few Princeps find themselves in the happy position of being able to fully charge the Annihilator without seriously compromising power supplies to the rest of the Titan.

Plasma Annihilator	Range	Attack Dice	To Hit Roll	Target's Sv. Mod
Energised	100cm	2 per gpc	4+	-4
Overcharged	150cm	3 per rpc	3+	-6

(Nb. gpc = green plasma counter, rpc = red plasma counter)

SPECIAL RULES

The Plasma Annihilator has a variable number of attack dice dependent on the number of plasma counters allocated to it during the orders phase. Each green plasma counter gives 2 attack dice with to hit rolls of 4 or more and -4 save modifiers. Each red plasma counter gives 3 attack dice with to hit rolls of 3 or more and -6 save modifiers. It is possible to place both red and green counters in the Plasma Annihilator, though no more than four counters of either colour can be fitted in the accelerator chambers at one time.



SECONDARY WEAPONS

Secondary weapons stud the outer carapace of an Emperor class Titan. Rapid fire cannon jut from casements and barbettes, lascannon swivel in turrets and on platforms. As an Emperor class Titan strides into battle its silhouette is lit with the myriad flashes of its secondary weapons spewing death at the enemy.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
50cm	1 each	5+	-1	

SPECIAL RULES

So long as energy is supplied to the fire control centre an Emperor class Titan may use its secondary weapons; you do not need a separate plasma counter to power them.

EMPEROR CLASS TITAN WEAPONS SUMMARY

Weapon	Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
Bolters	15cm	1 each	6+	0	First fire
Defence Laser	100cm	1	3+	-4	Snap fire. +3 to damage rolls.
Gun Towers	75cm	1 each	4+	-2	
Hellstorm Cannon	100cm	8 Barrage points		-2	
Main Battery	200cm	D6+3 Barrage points		-3	Fires barrage
Plasma Annihilator:					
Energised	100cm	2 per gpc	4+	-4	(gpc = green plasma counter)
Overcharged	150cm	3 per rpc	3+	-6	(rpc = red plasma counter)
Secondary Weapons	50cm	1 each	5+	-1	

BATTLE TITAN WEAPONS

BARRAGE MISSILE LAUNCHER

The barrage missile launcher is a one-shot support weapon. It fires a salvo of plasma warheads that vaporise the target area in a roiling sea of incandescent plasma. It is very useful for depleting void shields but also has a devastating effect against unshielded targets.

The barrage missile launcher may only be used once per game. Place the barrage template anywhere in the Titan's line of sight and fire arc and roll for scatter as for a normal barrage attack. Once the template is in place roll a D6 to determine the number of extra templates. These must be placed so that they are touching the original template or each other, forming a compact mass or line where the missiles strike home. Targets covered by the barrage are struck for 8 barrage points with a -2 armour save modifier.

A barrage missile launcher may only be fitted to a Titan's carapace weapon mount.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
Unlimited	8 BPs	–	-2	D6 extra barrage templates. One shot weapon.

BATTLE CLAW

The battle claw is a crude but potent weapon similar in function to a power fist. If the Titan hits an enemy Titan in close combat it can choose to make a grab attack with its battle claw instead of rolling for damage as normal.

To represent a grab attack the attacker nominates which Titan location he is going to grab and both sides roll a D6. The attacking Titan then adds +1 to his score, and if his total score is highest he has managed to grab the nominated location and rip it apart. The enemy Titan takes maximum damage (ie, best result on the table). If the defender's total is highest he has slipped out of his attacker's grasp and no damage is caused. If the scores are equal the defender has slipped away but still sustains normal damage to the nominated location (D6 on the damage chart). If a Titan hits a building with a battle claw the building is destroyed unless it can roll its saving throw with a -4 modifier.

CARAPACE LANDING PAD

The carapace landing pad is used in conjunction with a recon Land Speeder. This Land Speeder maintains a direct comm-link with its parent Titan and scouts for targets, directing the Titan's barrages from a safe distance.

A Titan carrying a carapace landing pad receives a free Land Speeder stand which counts as a command unit for the purposes of orders, movement, etc. When using barrage weapons the Titan may make the attack using the recon Land Speeder's line of sight, enabling the Titan to fire at targets that it can't see but which are visible to the Land Speeder. Barrages fired indirectly in this way will not scatter, and always land on target, just as if they had been fired directly.

CARAPACE MULTI-LASERS

Warlord Battle Titans fighting in built-up areas are sometimes fitted with multi-lasers on their rear banner mounting points to protect the Titan against infantry assault. A Titan can mount up to two multi-lasers (one on each banner mounting point). Carapace multi-lasers always fire in the first fire phase and have a range of 15cm with 2 attack dice each. A 5+ is required to hit. Carapace multi-lasers are destroyed if the area of the carapace they are mounted on is damaged in any way.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
15cm	2	5+	0	Always shoots in first fire

CHAIN FIST

The chain fist is a motorised saw blade capable of ripping apart the toughest close combat opponent. Titans that carry a chain fist roll an extra D6 to resolve combat, add +2 to damage rolls against enemy Titans, and any building thev attack is destroyed unless it makes its saving throw.

CORVUS ASSAULT POD

The Corvus assault pod was developed as an alternative arm mount for Titans, and allows the Titan to carry a detachment of Space Marine Terminators right up to a building and disgorge them directly amidst the defenders via a drop-down ramp.

The Corvus carries four stands of Terminators which are included in the Corvus for free. To manoeuvre the Corvus into position the Titan carrying it must end the movement phase touching the target building. The Terminators in the Corvus may then engage troops inside the building during the close combat segment of the combat phase. Terminators attacking a building in this manner add an extra D6 to their close assault factor that turn.

Damage to the Titan does not affect the Corvus or its occupants unless the arm mount itself is hit. If this happens treat the Corvus as a transport vehicle (saving throw 2+). If the Corvus is destroyed so are its occupants. If the Titan is destroyed the Corvus and all its occupants are destroyed too.

DEATHSTRIKE CANNON

A common Warlord variant is the replacement of the Titan's head with a 'Deathstrike' centreline cannon mount. The Deathstrike cannon has a range of 200cm and fires a deadly barrage. Place the barrage counter as normal. It fires 10 barrage points with a -2 save modifier.

Carrying a Deathstrike cannon reduces the Titan's move by half. On the hit location diagram the Titan's head will become a weapon mount, with a 2+ saving throw. The Deathstrike has a very limited field of fire, and may only attack targets that are straight ahead of it (ie, the weapon must be pointing straight at the target it is attacking).

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
200cm	10 BPs	–	-2	Barrage weapon

FIRE CONTROL CENTRES

Fire control centres come in a variety of shapes and sizes. They are frequently combined with a centreline weapon mount but are also used in isolation. Fire control centres usually take the form of platforms or towers, packed with range-finding and targetting equipment.

A fire control centre occupies one carapace weapon mount and adds +1 to all hit dice the Titan rolls, including to hit rolls for barrages. Any hits on the weapon location where the control centre is mounted affect it, and it has a saving throw of 3+. Damage is rolled on the Head Location Damage Table.

HARPOON MISSILE

Like the Vortex missile, the Harpoon missile is a one shot-weapon. If the missile hits a Titan its barbed head becomes lodged in the Titan's body. Electrical surges produced by the missile short out the Titan's electrical systems and control circuits, removing control from its crew and passing it to the Titan which launched the missile.

A Harpoon missile will hit automatically. A vehicle or infantry model hit by the weapon must make its saving throw with a -2 modifier or be destroyed. A Titan with operational shields will lose only a single void shield or power field to a harpoon attack, but a Titan with no shields is in deep trouble. Select a location and roll the hit location dice as normal. Make a saving throw with a -2 modifier for the location that has been hit. If the save is failed the harpoon has lodged itself in the target; if the save succeeds the harpoon has no effect.

A Titan that has been harpooned must roll 1D6 in each subsequent orders phase. On a 1 the missile falls out or ceases to function; on a 2-6 the Titan comes under the control of the player whose Titan fired the harpoon. Control is complete, so the enemy player can even make the Titan attack its own side. Harpoons will not affect Gargants because they are controlled by mechanical systems.

A Harpoon missile may only be fitted to a Titan's carapace weapon mount.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
Unlimited	–	Auto	-2	Takes over target Titan if save is failed. One shot weapon.

INFERNO GUN

The Inferno gun fires a devastating of jet of super-heated fuel.

To use the Inferno gun you will need the teardrop-shaped flame template. Position the template so that the 'sharp' end touches the firing Titan and the other covers the target. Any unit (friend or foe) that is under the template is hit on a roll of 4+ and must make a saving throw to avoid destruction. Modifiers for cover are ignored when you roll to hit because the flames lap round any cover.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
Special	Special	4+	0	Uses Flame template

GATLING BLASTER

The Gatling blaster fires a hail of shells from its revolving barrels, allowing the Titan to cut down waves of infantry or other poorly armoured troops.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
75cm	4	5+	-1	

LASER BLASTER

The Laser blaster fires a hail of shots much like the Gatling blaster except that it shoots blasts of laser energy instead of shells. It is a highly effective weapon against massed ranks of lightly armoured targets.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
50cm	6	5+	0	

LASER BURNER

The Burner is a searing laser beam whose energy is focused a few metres in front of the weapon. This intense energy causes bare metal to vaporise and electrically powered systems to burn out. The Laser burner is commonly used to attack other Titans. A Titan armed with a laser burner which hits another Titan in close combat can decide to strike with its Burner instead of rolling for damage as normal. The player rolls a D6 to determine the number of hits caused by the Burner. Work out each hit by choosing a target location and rolling damage as normal. A Burner can only hit a location once during the attack, so damage will be spread throughout the enemy Titan, and even if the target survives it is likely to be badly damaged.

MELTA-CANNON

The Melta-cannon fires a blast of heat which melts away the target, turning metal, flesh and concrete into molten slag. It has only a short range as the heat is easily dissipated, but it is still extremely effective.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
25cm	4	3+	-3	

TITAN HEAD VARIANTS

The head of a Titan is its control bridge, and contains its mind impulse units. A wide range of variant heads is used by different Titan Legions, some mounting weapons or fitted with experimental devices, although the vast majority are purely decorative and require no special rules. The exceptions are listed below.

Close Combat Head. Many of the most common Titan head variants feature some form of fearsome close combat weapon such as steel-fanged jaws or a lashing tongue. A Titan carrying this type of head adds +3 to its close assault factor against close combat opponents. Unfortunately it also reduces the saving throw on the Titan's head by 1 point.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
				Close combat weapon. Adds +3 to Titan's CAF.

Weapon Head. Some Titan head variants emphasise extra firepower at the expense of protective armour. A Titan fitted with a weapon head reduces its saving throw by 1 point but gains an extra attack.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
25cm	1	5+	-1	

PLASMA BLASTGUN

The Plasma blastgun was specifically designed for the Reaver and Warhound Titans, which are unable to use the larger plasma weapons carried by the Warlord because their reactors are simply not big enough to power them.

The Plasma blastgun works by siphoning off small amounts of plasma and storing them in special chambers. The weapon can store 2 attack dice worth of plasma, and starts the game fully charged up. When the weapon is fired the plasma is used up, and the weapon can only replenish 1 dice worth of energy at the end of each turn. The only exception is Titans that have first fire orders, which are allowed to replenish 2 dice worth of energy.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
50cm	2	3+	-4	Must recharge after use

PLASMA CANNON

The Plasma cannon fires a highly volatile energised matter called plasma, the same material that forms on the outer surface of the sun. When ordinary matter is struck by plasma it explodes, as its own structure is instantly turned to plasma. A Plasma cannon requires tremendous energy to use and saps power from the Titan's other systems. If a Titan fires its Plasma cannon it cannot fire any of its other weapons that turn, nor use any of its special close combat weapons if it has any. This does not stop the Titan fighting in close combat by treading on things and barging them as normal.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
75cm	6	4+	-3	May not fire other weapons

PLASMA DESTRUCTOR

This is a bigger version of the Plasma cannon and puts even more of a drain on the Titan's power system. It is astonishingly effective but the pay-off is also considerable. If you decide to shoot with a Plasma destructor you may not shoot with any other weapon that turn (like the Plasma cannon) and you may not move at all in your following turn. The energy drain is so great that the Titan is unable to activate its normal drive motors and becomes temporarily immobilised.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
100cm	4	3+	-6	May not fire other weapon or move next turn

POWER FIST

This is a gigantic armoured fist surrounded by a powerful energy field which allows the Titan to tear chunks from other Titans or buildings. If the Titan hits an enemy Titan in close combat it can choose to make a grab attack with its power fist instead of rolling for damage as normal. To represent a grab attack the attacker nominates which Titan location he is going to grab and both sides roll a D6. The attacking Titan then adds +1 to his score, and if his total score is highest he has managed to grab the nominated location and rip it apart. The enemy Titan takes maximum damage (highest result on the table). If the defender's total is highest he has slipped out of his attacker's grasp and no damage is caused. If the scores are equal the defender has slipped away but still sustains normal damage to the nominated location (D6 on the damage chart). If a Titan hits a building with a power fist the building is destroyed unless it can roll its saving throw with a -4 modifier.

POWER RAM

The power ram delivers a high velocity strike capable of punching through the thickest armour and inflicting major internal damage. More importantly, a single well placed blow with this powerful weapon can send an opposing Titan crashing to the ground.

In close combat against other Titans, a Titan using a power ram can knock its opponent over if it wins the close combat by six or more points. The Titan using the power ram can choose to knock the opposing Titan over so it falls over backwards. Any vehicles or infantry a Titan falls on are automatically destroyed, and buildings must make a saving throw with a -5 modifier. The Titan itself will be irreparably damaged by the fall and counts as destroyed. If the power ram is used against a building it hits automatically and the building must make a saving throw with a -5 modifier or be destroyed.

POWER SAW

The power saw is a motorised saw blade capable of ripping apart the toughest close combat opponent. Titans that carry this weapon roll an extra D6 to resolve combat, and add +2 to damage rolls against enemy Titans. Any building hit is destroyed unless it makes its saving throw.

QUAKE CANNON

The Quake cannon is a large bore cannon which fires an extremely powerful explosive shell. A hit from a Quake cannon can burst apart even the most heavily armoured opponent. Quake cannons can be fired at buildings. Even though it is not being attacked by a barrage, the building must make a saving throw with a -3 modifier or be destroyed.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
100cm	1	3+	-3	Affects buildings

TITAN MULTIPLE ROCKET LAUNCHER

The launcher fires a barrage of explosive rockets and is used to provide long range support fire for advancing troops.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
100cm	8 BPs		0	Fires barrage

TRIDENT

The Trident is a specialised weapon system employing a rocket-propelled grappling claw to seize its target, which is then dragged towards the Titan by an attached chain and power winch. Because the grappling claw is so massive and relatively low velocity void and power shields do not stop it.

If the Trident is being used to attack another Titan, it goes straight through the target's shields. Choose a location for the hit and then roll the hit location dice as usual. The Trident has no effect on infantry at all, though it can be used to attack vehicles.

As the Trident closes on its target and the Titan that fired it takes up the slack both players roll 2D6, adding their close assault factor to the score. The player using the Trident is allowed an extra D6 if he is on first fire orders to show that he is properly braced. If the Titan using the Trident beats his opponent's dice roll it rips off the part it was gripping automatically. Vehicles are destroyed, while Titans take the maximum damage possible in the location hit.

If the scores are drawn the Trident loses its grip and does no damage. If the Titan using the Trident loses the tug of war his opponent breaks the chain attaching the power winch to the Trident, rendering the weapon useless for the rest of the battle. Unless the Trident's chain is broken it is quickly wound back into position by winch and is ready to be fired next turn.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
25cm	1	3+	–	See special rules

TURBO-LASER DESTRUCTOR

The Turbo-laser destructor is a highly effective anti-tank weapon. It has a range of 75cm and 2 attacks because it is rapid firing. It hits on a 3+ with -2 on the target's save.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
75cm	2	3+	-2	

VOLCANO CANNON

This large laser cannon fires a bolt of explosive laser energy which tears through steel and destroys the best armoured enemy. When determining damage against Titans add +3 to the damage roll.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
100cm	1	3+	-4	+3 to damage rolls against Titans

VORTEX MISSILE

The Vortex missile is a one-shot weapon carried by Battle Titans. The warhead explodes on impact creating a whirling vortex of dark energy. Anything caught in the vortex is reduced to its component atoms and destroyed. The drawback of this weapon is that it is unpredictable and also very difficult to produce – consequently the Vortex missile is rare and extremely precious.

A Vortex missile may only be fired if the Titan has first fire orders. Place a Vortex template on the table where you want the missile to land. Missiles have an unlimited range, so you may place the template anywhere that the Titan can see.

Roll to determine if the vortex scatters as you would for an indirect barrage (see the special Barrage rule). Any building or model under the vortex is destroyed except for Titans (see below). No armour saving throw is allowed.

Titans are so large that the vortex may not cover them entirely. A Titan hit by a vortex suffers D6 hits with no armour saving throws – any location hit will automatically take damage. Once casualties have been removed, leave the vortex in place, to indicate that the area has turned into a whirling ball of dark energy that is impossible to enter or to see or shoot through.

During the end phase of the turn, roll a D6 for each vortex:

D6	Result
1-2	The vortex dissipates harmlessly. Remove it from the table.
3-4	The vortex stays where it is.
5-6	The vortex moves 2D6cm in a random direction. Use the scatter dice to determine which way it moves. Anything in its path is hit as described above.

The Vortex missile is a one shot weapon and can only be used once per game.

VULCAN MEGA-BOLTER

The Vulcan is a short ranged but extremely deadly form of heavy machine gun that fires a hail of bolter shells at anyone foolish enough to stray too close. It is extremely effective at breaking up massed infantry assaults, and has been known to gun down entire formations of infantry in a single burst. It has a range of only 25cm but a massive 8 attacks, hitting on a 4+.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
25cm	8	4+	0	

WARP MISSILE

The Warp missile is a one-shot missile sometimes carried by Titans for dealing with heavily armoured targets. It contains a miniature warp drive which 'skips' the missile in and out of warp space when it is launched, materialising inside the target's shields and armour before a melta warhead detonates to complete the act of destruction.

Like the Vortex missile, the Warp missile is a one shot weapon and can only be used once per game. A Warp missile can only be fitted to a Titan's carapace weapons mount. A Warp missile will hit a Titan or building automatically but smaller targets such as troop stands or vehicles will only be hit on a roll of 3+ on a D6. A vehicle, building or infantry model hit by a Warp missile is automatically destroyed with no saving throw allowed. If a Titan is struck by a Warp missile, ignore its shields and go straight to selecting a location for the hit. To represent the likelihood of the missile disappearing into warp space or being deflected off-course roll the hit location dice twice. If a location is hit it receives no armour save, go straight to the damage table and roll for damage twice. This represents the cataclysmic damage caused as the missile materialises inside its target and detonates.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
Unlimited	–	Auto/3+	–	To hit Titans/vehicles. Ignore shields. Roll twice on hit location template. One-shot weapon.

WRECKER

The wrecker is a large weighted ball swung at the end of a reinforced chain. Its primary purpose is to deliver crushing blows against buildings and fortifications, though its tremendous power and long reach also make it an effective, if inaccurate, close combat weapon.

Buildings struck with a wrecker suffer a -6 saving throw modifier. When fighting other Titans in close combat a Titan armed with a wrecker may make one free attack before close combat begins. The attacker chooses a hit location and rolls for deviation as normal. Once any shift in location has been established the hit location dice are rolled for the new location and the location adjusted a second time. The second roll is to represent the inaccuracy of the wrecker's wild swing. If a location on the enemy Titan is struck it is hit with a -6 saving throw modifier.

Against vehicles or infantry a Titan armed with a wrecker may automatically destroy one vehicle or infantry model in base-to-base contact before close combat commences. This represents it crushing some of its attackers with a hefty overarm swing.

BATTLE TITAN WEAPONS SUMMARY

Weapon	Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
Barrage Missile Launcher	Unlimited	8 BP's	–	-2	Place D6 extra barrage templates when fired. One shot weapon.
Battle Claw	Close combat weapon. Roll off against opponent – causes maximum damage				
Carapace Landing Pad	Used as platform for Recon Land Speeder				
Carapace Multi-lasers	15cm	2	5+	0	Always shoots in First Fire.
Chain Fist	Close combat weapon. +D6 in close combat, +2 to damage				
Combat Head	Close combat weapon. Adds +3 to Titan's CAF.				
Corvus Assault Pod	Carries 4 Terminator stands. +D6 CAF in attack turn.				
Deathstrike Cannon	200cm	10 BP's	–	-2	Barrage weapon
Fire Control Centre	Adds +1 to all to hit rolls. Has save of 3+				
Gatling Blaster	75cm	4	5+	-1	
Harpoon Missile	Unlimited	–	Auto	-2	Takes over target Titan if save is failed. One shot weapon.
Inferno Gun	Special	Special	4+	0	Uses inferno template.
Laser Blaster	50 cm	6	5+	0	
Laser Burner	Close combat weapon. Hits D6 times.				
Melta-Cannon	25cm	4	3+	-3	
Multiple Rocket Lncher	100cm	8 Barrage points		0	Fires barrage.
Plasma Blastgun	50cm	2	3+	-4	Must recharge after use.
Plasma Cannon	75cm	6	4+	-3	May not fire other weapons.
Plasma Destructor	100cm	4	3+	-6	May not fire other weapons or move next turn.
Power Fist	Close combat weapon. Roll off against opponent – cause maximum damage.				
Power Ram	Close combat weapon. Opponent knocked over if you win by 6+ points.				
Power Saw	Close combat weapon. Adds D6 to close combat score. +2 to damage.				
Quake Cannon	100cm	1	3+	-3	May attack buildings.
Trident	25cm	1	3+	–	May pull bits off target.
Turbo-Laser Destructor	75cm	2	3+	-2	
Volcano Cannon	100cm	1	3+	-4	+3 damage roll against Titans.
Vortex Missile	One shot weapon				
Vulcan Mega-Bolter	25cm	8	4+	0	
Warp Missile	Unlimited	–	Auto/3+	–	To hit Titans/vehicles. Ignores shields. Roll twice on hit location template. One shot weapon.
Weapon Head	25cm	1	5+	-1	
Wrecker	Close combat weapon. Get free strike before combat is resolved				

CHAOS TITAN WEAPONS

BLOODLETTER BATTLEHEAD

The Bloodletter battlehead is a hellish variant of the standard weapon head which has been horribly mutated so that it resembles the features of the daemonic servant of Khorne known as a Bloodletter. Jutting from the mouth of this horrific visage is a large assault cannon capable of spewing high explosive rounds at an enormous rate of fire. The Banelord Titan is invariably fitted with a Bloodletter battlehead.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
25cm	2	4+	-1	

CHAOS ENERGY WHIP

This is a close combat weapon used by Chaos Titans. The triple whip lashes against the target causing light damage to Titans and scything through opposing infantry and vehicles. The whip also acts as a conductor for a massive electrical jolt intended to overload void shields and burn out circuitry in the opposing Titan.

The whip is used at the very start of the close combat segment, before any close combat is resolved. Roll a D6 for each enemy model in combat and on the score of a 4, 5 or 6 the model is hit by the whip – saving throws are at -1 where taken. An enemy Titan automatically loses 1D6 void shields if hit. If the Titan has fewer shields than the number indicated any excess is added to the close assault factor of the Titan using the whip.

CHAOS TITAN TAILS

Chaos Titans have mutated into a hellish mixture of flesh and metal. Some of these monstrous creations carry weapons mounted on long, sinuous tails, and use them to crush and gouge their enemies. A Titan fitted with a tail may add +2 to its close assault factor.

The Khornate Banelord Titan has a tail armed with a large battlecannon on the end. In battle the tail can either be used to strike its enemies, or to fire at opponents that are too far away to be attacked in close combat. In the combat phase the tail may be used either in close combat or as a ranged weapon. It may not be used as both in the same turn. If used in close combat the tail adds +2 to the Banelord's close assault factor.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
50cm	1	5+	-2	Add +2 to close assault factor

DEATH STORM

The Death storm fires salvos of heavy rocket-powered shells from its multiple barrels. It is extremely effective at cutting a swathe through troops or lightly armoured vehicles, laying down a curtain of explosions and flying shrapnel in seconds.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
75cm	6	5+	-1	

DOOMBURNER

The doomburner fires a bolt of super-heated molten metal which bores through its target in a searing flash of flames. Doomburners are especially good for destroying heavily armoured Titans and vehicles, though their devastating punch makes a mockery of cover so infantry can't hide either.

Ignore to hit modifiers from cover when rolling to hit with a doomburner. Because of the secondary damage from searing liquid metal any damage rolls against Titans are resolved with a +1 modifier. Buildings can be attacked with the doomburner, and a successful hit means the building must make its saving throw with a -3 modifier or be destroyed.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
75cm	1	3+	-3	+1 to damage rolls against Titans. May attack buildings.

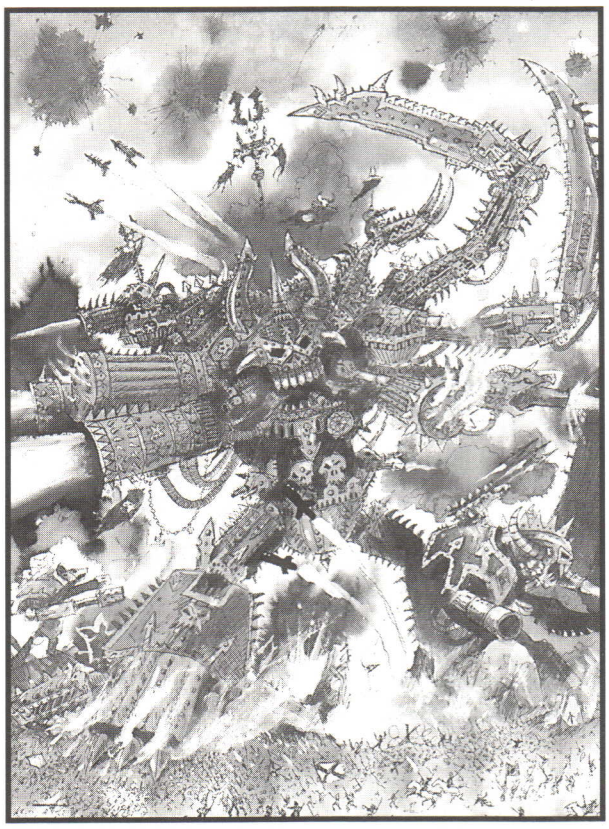
DOOMFIST

The Doomfist is a deadly hand-to-hand combat weapon which combines the close combat abilities of a chainfist and a power fist. In addition, it is armed with a pair of melta cannon which provide a powerful ranged attack. In the combat phase the Doomfist may be used either in close combat or as a ranged weapon. It may not be used as both in the same turn.

If the Doomfist is used in close combat then the Chaos Titan rolls an extra D6 to resolve the combat. If the Chaos Titan wins a combat against another Titan, then the Chaos player may choose to make a special grab attack with the Doomfist instead of rolling for damage as normal.

To represent the grab attack the attacker nominates the location on the victim he is going to grab and both sides roll a D6. The Chaos Titan adds +1 to its score, and if its score is highest it has ripped the nominated location apart. The enemy Titan takes maximum damage (highest result on the table). If the defender's score is highest he manages to slip out of his attacker's grasp and no damage is caused. If the scores are equal, the defender has slipped away but sustains normal damage to the nominated location. If the Chaos Titan hits a building with the Doomfist the building is destroyed unless it can make its saving throw with a -4 modifier.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
25cm	2	4+	-3	Add D6 to close combat score



HELLBLADE

The hellblade is a white-hot, powered cleaver capable of carving through armour like a hot knife through butter! A Chaos Titan armed with a hellblade adds +3 to its close assault factor and if it wins a close combat against another Titan it can make a special slash attack. Select the location of the hit on the Titan and roll for damage as usual, then roll the pair of aiming dice. If the roll indicates a hit on a different square of the Titan template roll damage against that location as well. A building struck with a hellblade must make a saving throw with a -2 modifier or be destroyed.

HAVOC MISSILE RACK

The Havoc missile rack is loaded with six deadly Havoc missiles. One or more missiles can be fired in a deadly salvo that roars towards the target at ground level to avoid enemy fire, exploding to cover a wide area in death and destruction. The Havoc missile is unusual because it occupies both carapace mounts on a Warlord Battle Titan. Havoc missiles are commonly fitted to the dreaded Banelord Battle Titan.

The missiles are fired individually so it's up to the Chaos player to decide whether he wants to fire some, all or none of his missiles during a turn. Whenever a missile is fired, record the fact with a counter or a D6 placed close to the Titan. Once all six missiles have been fired the racks are empty, and no more missile attacks can be made.

Each missile creates a barrage with 8 barrage points and a -1 saving throw modifier. If the Chaos player wants to fire more than one missile on the same turn, then all of the missile barrage templates have to be placed so that each one is touching at least one other missile barrage template.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
75cm	8 BPs		-1	

HELLSTRIKE CANNON

The Hellstrike cannon fires a huge shell that is loaded with a highly corrosive and inflammable mixture appropriately known as hellfire. The shells are set to explode in mid-air just above the target, so that they splatter as wide an area as possible with the deadly hellfire mixture. As the hellfire saturates the area it ignores cover, making it particularly potent against infantry in woods or buildings.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
50cm	6 BPs		-1	Ignore to hit modifiers for cover

CHAOS TITAN WEAPONS SUMMARY

Weapon	Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
Chaos Energy Whip					
Khorne Chaos Titan Tail	50cm	1	5+	-2	Add +2 to close assault factor.
Bloodletter Battlehead	25cm	2	4+	-1	
Hellstrike Cannon	50cm	6 Barrage points		-1	Ignore to hit modifiers for cover.
Havoc Missile Rack	75cm	8 Barrage points		-1	Limited to 6 shots.
Doomfist	25cm	2	4+	-3	Add D6 to close combat score.
Hellblade					+3 CAF
Death Storm	75cm	6	5+	-1	
Doom Burner	75cm	1	3+	-3	+1 to damage rolls against Titans. May attack buildings.

MEGA-GARGANT WEAPONS

THE GUN DECKS

Mega-Gargants bristle with guns of all shapes and sizes. The majority of their armament is mounted in the hull itself with the largest calibre battle cannon mounted on a number of gun decks around the midriff.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
50cm	8	4+	-2	See below

Special Rules

Each squad box on the gun decks section of the datacard which is unoccupied, damaged or destroyed reduces the attack dice of the gun decks by two.

TURRETS

A number of small turrets is dotted around the Mega-Gargant's hull. These are armed with a variety of weapons for driving off marauding infantry and light vehicles, though autocannon are the most popular choice.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
50cm	5	5+	-1	

Special Rules

Each point of hull damage inflicted on a Mega-Gargant reduces the attack dice of the turrets by one.

SKULLCRUSHA MEGA-CANNON

The Skullcrusha is a huge cannon that is mounted on the Mega-Gargant's arm. The weapon is specially built to rapid fire its monster shells at an astonishing rate. This is achieved by typically cunning Orky know-wots. The cannon is fed from a hopper of ammo next to the breech. When it is fired it uses a reversed traktor beam to hurl the shells down the barrel. This minimises recoil, increases the rate of fire and allows the Skullcrusha to fire deadly salvos of shells which can smash armour into scrap metal!

Unfortunately this ingenious cannon mechanism can be a little temperamental at times. The traktor beam can flicker unpredictably, causing shells to block the breech, and the hopper can get jammed by several shells rolling down at once.

The Skullcrusha mega-cannon can fire two different sorts of ammunition, solid armour-piercing rounds (called Klangerz by the Orks) or meaty explosive-packed shells (naturally called Bangerz). This variety of ammo makes the Skullcrusha a highly effective and destructive weapon.

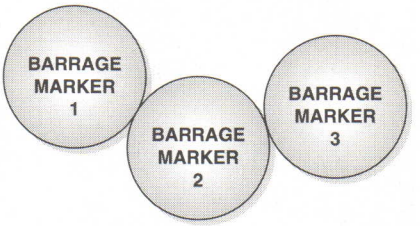
Weapon	Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
Bangerz	75cm	8 barrage points		-1	
Klangerz	75cm	1	3+	-4	+2 to damage rolls

Special Rules

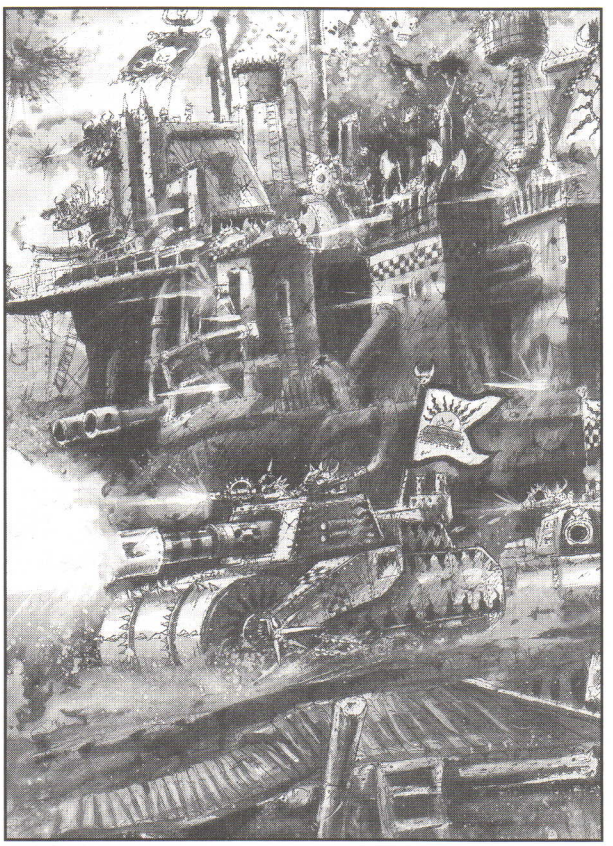
When you fire the Skullcrusha you must first declare what kind of ammo you want to use. The number of shots the Skullcrusha will loose off is unpredictable so roll the sustained fire dice when the cannon is fired, If a number is rolled then that is the number of shots fired. If a jam symbol is rolled the cannon has failed to fire for some reason. This is a common problem and will be automatically repaired in the end phase without any riggers having to be assigned to fix it.

Bangerz: Each Banger round fired from the Skullcrusha mega-cannon effects a barrage template. This means that the cannon will fire 1, 2 or 3 templates if it fires at all. All of the barrage templates must be positioned so that they are touching at least one other template and in sight of the Mega-Gargant (Orks can't cope with all that fiddly indirect fire nonsense). Roll for hits and damage to targets under each template as for a normal barrage. To hit modifiers for target cover apply but there is no modifier for the Mega-Gargant's speed because it is a barrage attack.

The barrage templates must be placed so that each one touches at least one other barrage marker



Klangerz: Roll to hit for each Klanger round. The basic to hit roll for Klangerz is 3 or more on a D6. All the normal to hit modifiers for cover, Gargant speed and the like apply. If a Klanger round hits a Titan, Gargant or other target which requires a damage roll, and the target doesn't make its saving throw with a -4 modifier, add +2 to the roll on the damage table to represent the tremendous damage the shell inflicts on the target.



KRUSHER ARM

A Mega-Gargant is usually armed with a massive close combat weapon which it can use to knock down buildings and smash enemy Titans. Most Mega-Gargants are commonly equipped with a deadly krusher arm. The krusher arm mounts a monstrous steel grabber powered by massive hydraulic rams. The jaws of the krusher can crush rockrete and crumple adamantium like tinfoil.

Special Rules

If a Mega-Gargant armed with a krusher wins a close combat it can make a special grab attack. The grab attack only affects Titans, vehicles (including super heavy tanks and battle fortresses) and buildings – infantry are too small to grab. Against enemy Titans the Mega-Gargant can grab any location shown on the hit location chart and try to tear it off.

Both players roll a D6 and the Gargant adds +1. If the Gargant's score is higher than its opponent's the location is torn off and suffers the highest result on the appropriate damage table. If the scores are equal the opponent pulls partially free of the Gargant's grasp, roll for damage normally. If the opponent rolls higher than the Gargant he wriggles completely out of the Gargant's clutches and no damage is done.

Against vehicles the grab attack picks up one enemy vehicle (destroying it in the process) and throws it up to 10cm away. Roll the scatter dice: a hit indicates the wreck hits whatever the Gargant was aiming at and an arrow indicates the wreck scatters 2D6cm in the direction indicated. A model struck by a hurled wreck is automatically destroyed unless its saving throw is better than the saving throw of whatever fell on it.

If a Mega-Gargant is in contact with a building during the close combat phase it can make a free grab attack on the building if desired. A building hit by the grab attack suffers a hit with a -4 saving throw modifier. If it fails to make its save it collapses into rubble.

MEGA WEAPONS

Each Mega-Gargant carries an array of extra-awesome weapons for levelling particularly troublesome opponents. These are mounted on towers at the back of the Gargant so that they protrude up over its head and shoulders to give good lines of fire. All of these weapons are complex engines of destruction with their own peculiar traits and capabilities, though they are rather less reliable than most Kaptins would like.

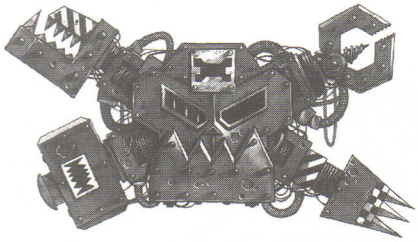
Mekboyz and Riggers work frantically to keep the mega weapons ready for action but all too often when the Kaptin wants to fire a salvo some of the weapons are unavailable. To represent this, just before you fire the mega weapons roll a D6 and look up the result on the table below to see how many of them can actually be used this turn. You may pick which mega weapons are fired, and you may fire only some or none of them if you like.

D6	Result
1-2	One
3-4	Two
5-6	Three

DA BIG LOBBA

Mega-Gargants often mount a huge mortar to smash apart enemy buildings and fortifications from a distance. The big lobba chucks a giant shell the size of a dreadnought, detonating with a massive shock wave which throws up a mushroom cloud of dust and smoke.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
25-125cm	Artillery dice		-2(-4)	Barrage ignores cover



Special Rules

The shell the big lobba fires is packed with a highly unstable explosive and it's not unknown for them to go off in the lobba before they've even been fired! When you fire the big lobba place a barrage template anywhere in sight which is also within the range and fire arc of the lobba. Note that although it fires a barrage the big lobba can't fire indirect shots (Orks can't be bothered with all that indirect fire nonsense).

Once you have placed the barrage template roll the artillery dice. If you roll a number that is how many barrage points the lobba has when it hits. The force of the explosion is such that to hit modifiers for cover are ignored. The big lobba has a -2 saving throw modifier normally but this is doubled to a -4 saving throw modifier against buildings and fortifications because of the crushing shock wave it produces.

A roll of a misfire on the artillery dice means the shell has gone off prematurely in the lobba. Roll on the Weapon Damage Table for the big lobba adding +1 to the dice if the Mega-Gargant moved any distance in the movement phase.

WEIRDBOY TOWER

All Orks generate a weak field of psychic energy, and as they get more excited and warlike this energy builds in strength. Most Orks are vaguely aware of a general feeling of "Orkyness" when they gather together and feel the growing excitement of the Waaagh! on a subconscious level.

Some Orks, called Weirdboyz, are highly sensitive to the energies generated by the Waaagh! and soak up the power like a sponge. Weirdboyz can't help doing this and they must unleash the psychic energy they absorb as destructive bolts of power or coruscating lightning before it builds up too much and makes their brains explode!

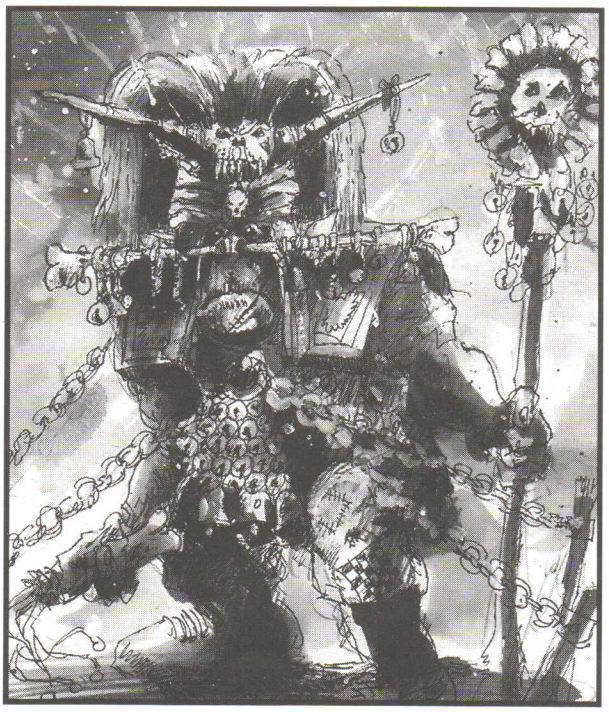
Obviously Weirdboyz aren't very keen on this so they try to avoid large groups of excited Orks (like you find in a battle) at all costs. However, wily Ork Warbosses have long known that Weirdboyz are a deadly weapon so they drag the unwilling Weirdboyz into battle anyway. Mega-Gargants have a special tower fitted to them to carry Weirdboyz into battle. Conductors and antenna fitted to the tower concentrate and direct the psychic blasts at the Orks' enemies.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
50cm	?	5+	-2	Attack dice varies

Special Rules

The Weirdboy tower fires its psychic bolts in the psychic phase. If you decide to use the Weirdboy tower in the psychic phase it will reduce the number of mega weapons you can fire in the combat phase by one.

The Weirdboy tower is unusual because its effectiveness is determined by how much psychic energy it has absorbed. When you come to fire the Weirdboy tower it has 1 attack dice for every Kaptin, Nobz or Ork Boyz krew stand onboard the Gargant at the time (Gretchin Riggers don't count 'cos they're not Orky enough).



Ork Weirdboy

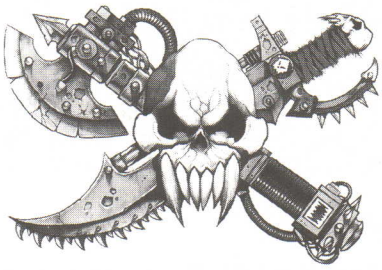
KROOZ MISSULLS

Krooz missulls are big robot rockets packed with explosives and a crude remote control system. When one is launched from the Mega-Gargant it's guided by an Ork on the bridge (often the Kaptin because it's good fun) using a teevee kamera stuck in the missull's nose so he can see where it's going.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
100cm	10 barrage points		-4	Indirect fire

Special Rules

The Mega-Gargant only carries two krooz missulls so it can only use them twice in a game. Unclip one of the missulls from the model or make a note each time you fire one. Because they have to be controlled in flight only one missull can be fired per turn. Unlike other Orky weapons krooz missulls can be fired indirectly at targets outside the Mega-Gargant's line of sight and they don't even need another Ork unit to be able to see the target like normal indirect barrages.



MEKBOY WEAPONS

The Mekboy weapons on a Mega-Gargant are mounted on a special tower well away from the rest of the Gargant because they tend to be a bit temperamental, not to say dangerous! Though there are two weapons normally mounted on the tower only one may be fired per turn as the Mekboyz have to concentrate all their attentions on just getting one of them to work at a time.

DETH RAY

The Ork Deth Ray is not fully understood even by the Tech-Priests of the Adeptus Mechanicus. Some postulate that it is a powerful teleport device which moves the target deep within the earth or out into space. Other sources maintain the ray severs the bonds between molecules, causing the physical structure of the target to dissolve into light and other random energy discharges. Yet others point out that the Orks themselves don't really understand the Deth Ray. Suffice to say that when the ray is fired the target (or part of the target if it's large, like a Titan) is enveloped by a green glow, crackles and then disappears. The most fearsome aspect of the Deth Ray is that its effects are not inhibited by void shields or power fields in the slightest, the ghostly greenish ray passes straight through them.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
100cm	1	4+	-1	Ignores shields

Special Rules

The Deth Ray ignores shields, but other than this it works like a normal weapon.

SUPER LIFTA DROPPA

The Super Lifta Droppa is another large and very powerful traktor beam weapon. It works by latching a beam of energy onto an area then lifting it all up, pulling up trees, rocks, earth and screaming victims all at the same time. The boom carrying the projector is swung through the air, its entrapped victims dangling beneath it. Then, with a little bit of jiggling of the controls, the Meks drop the whole lot on some unfortunates nearby!

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
75cm	Template	4+	-4	See Droppa below

Special Rules

The Super Lifta Droppa has a range of 75cm and 'fires' a special Lifta Droppa template. The Lifta Droppa must be able to see its target in order to fire at it. Place the template anywhere in sight and within range of the Super Lifta Droppa. Anything even partially under the template is hit on the roll a 4, 5 or 6 on a D6. Roll for each target affected in turn; all the normal to hit modifiers for cover and the Gargant's speed apply.

Targets that are hit have to make a saving throw with a -4 modifier, and those that fail their save are lifted high up into the air. Anything which isn't latched onto or that makes its armour save is lucky enough to avoid the beam and is unaffected by the attack. Titans are too big to be picked up by the Super Lifta Droppa as explained below.

After finding out what he's 'caught' the Ork player can designate where he wants to drop the contents of the beam within 6cm. Roll the scatter dice to see if the Mekboyz manage to get their helpless victims on target – a 'hit' indicates they're bang on target, an arrow means the template flies 2D6cm in the direction of the arrow before plummeting to the ground. The falling victims are automatically destroyed regardless of whether the Meks are on target or not.

Any models underneath the template (wherever it ends up) are struck by falling debris on a roll of 4, 5 or 6 on a D6. Models hit by falling debris are automatically destroyed unless their saving throw is better than the saving throw of the biggest thing caught on the template – so, for example Land Raiders (Sv 2+) hit by debris from a template which included a Baneblade (Sv 1+) would be crushed. If a Baneblade was struck by debris from a Lifta Droppa template carrying Land Raiders it would survive.

Titans are too big and heavy to be picked up even by a Super Lifta Droppa but can be hit by falling models. Titans will lose a shield if struck by a falling model, or suffer a hit if they have no shields left. Roll for location as normal. The location hit will suffer damage unless its saving throw is better than the model with the best save on the template hitting it. A building hit by a Super Lifta Droppa or falling debris must make an unmodified saving throw and collapses into rubble if it fails.

MEGA-GARGANT WEAPONS SUMMARY

Weapon	Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
Battle Cannon					
Gun turret	50cm	8	4+	-2	
Turrets	50cm	5	5+	-1	
Skullcrusha	–	Sustained fire dice	–	–	
Bangerz	75cm	8 barrage points		-1	
Klangerz	75cm	1	3+	-4	+2 to damage rolls
Krusher arm	Close combat weapon. Roll off against opponent – maximum damage.				

MEGA WEAPONS

Weapon	Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
Da Big Lobba	25-125cm	Artillery dice		-2 (-4)	Barrage ignores cover
Weirdboy Tower	50cm	1 Per Ork krew	5+	-2	
Krooz missull	100cm	10 barrage points		-4	Indirect Fire

MEKBOY WEAPONS

Weapon	Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
Deth Ray	100cm	1	4+	-1	Ignores shields
Super Lifta Droppa	75cm	Template	4+	-4	See special Lifta Droppa rules

SLASHER & GREAT GARGANT WEAPONS

BATTLE CANNON HEAD

Many Great Gargants carry a heavy, quick-fire battle cannon mounted in their heads. Adding a gun to the Gargant's head means that fewer armour plates can be fitted, and those that are used are thinner. Because of this the saving throw for a battle cannon head is 1 point lower than that shown on the hit location template on the Gargant data sheet.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
75cm	2	4+	-2	Armour save reduced by -1 point

BATTLE CANNON TURRET

Battle cannon turrets can be mounted on the upper shoulders of Great Gargants. They are a popular choice with Ork krews for their long range and the loud explosions they make when they hit.

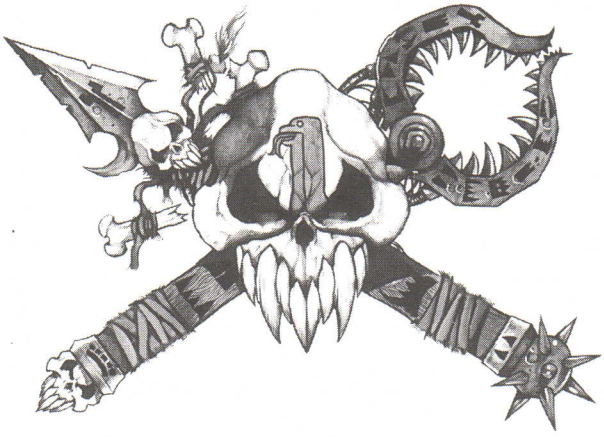
Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
75cm	1	4+	-2	

CLUSTER BUSTER

The cluster buster is mounted on Slasher Gargants. It consists of a long armour-busting gun surrounded by several smaller rapid-fire cluster guns. When the main gun is fired the cluster guns fire a tight barrage of shots into the same area, which is particularly useful for scoring multiple hits on a large target like a Titan or for breaking up mixed groups of vehicles and supporting infantry.

The buster gun has a range of 75cm, one attack dice and needs a 4+ to hit, saves are at -2. Regardless of whether the buster gun hits or not place a barrage template centred over the target and roll for hits from the cluster guns against any other targets even partially under the template. The cluster guns hit on a 5+ with a -1 saving throw modifier. If the target completely fills the barrage template (like a Titan) roll six attack dice for the shots from the cluster guns.

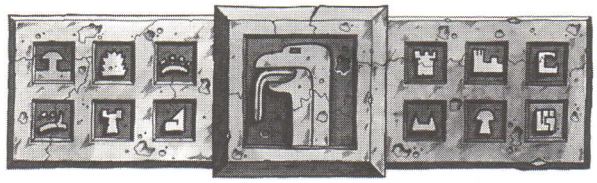
Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
75cm	1	4+	-2	Nearby targets hit on 5+



GORK & MORK HEADS

Gargants are gigantic representations of Gork and Mork, the two great Gods of the Orks, so it is quite common for them to have specially-made heads to make them look more life-like.

Gork and Mork heads emphasise the idol-like nature of an Ork Gargant. If they are fitted, then any Orks within 25cm of the Gargant may ignore morale tests – no test is required for the unit. Unfortunately if the Gargant has its head blown off it's very demoralising for any Orks nearby so all Ork units within 25cm have to take an immediate morale check. Gork heads mounted on Great Gargants include an observation platform; Mork heads on Great Gargants mount a scorcher turret on top of the head.



Gargants with Gork heads are sometimes fitted with a pair of heavy traktor kannons in place of their eyes so the Orks can terrify their foes with the mighty **Gaze of Gork**.

The traktor kannon can fire all round because they are fitted in the Gargant's head. When they shoot they fire a strong pulse of traktor energy which slams into the target, and immobilises or crushes it.

The following special rules govern the use of traktor beams. Roll to hit your chosen target like any other weapon – the gaze of Gork has two attack dice and a basic roll to hit of 4 or more is required. If the target is hit it takes a saving throw with a -2 modifier. If the save is passed the target is unaffected. If the target fails its save it may be *immobilised* (in which case it cannot move, shoot or do anything else in its next turn), or *squashed,* in which case it is destroyed.

Roll a D6 to determine the result and add +1 if the target has no saving throw (most infantry units, for example, have no saving throw and are therefore more likely to be squashed).

D6	Result
1-4	IMMOBILISED. May do nothing next turn.
5+	SQUASHED. Destroyed.

An Imperial Titan's void shields do not protect it from a traktor beam, but an Eldar Titan's holo-fields work as normal. Titans always count their highest saving throw out of all of their areas against traktor beams. This makes them very hard to hit effectively. If a Titan is immobilised its shields still operate but nothing else works, so they cannot repair damaged shields or locations. Other immobilised models can do nothing – they can't give orders, repair vehicles, heal wounded or use psychic powers, for example. Immobilised models are exempt from formation rules until they can move again.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
50cm	2	4+	-2	Special rules

Mekboy Gargant

DETH KANON

Deth Kanon are built onto Slasher Gargants to deal with big, heavily armoured targets like Titans and super heavy tanks. The Deth Kanon fires a suitably super heavy shell for this task, easily capable of smashing through the thickest armour. Deth Kanon have a range of 100cm and roll one attack dice needing a 3+ to hit with a -3 saving throw modifier. The shells from a Deth Kanon are fitted with a special fuse so that they explode inside their targets. This means any damage rolls against a Titan add +2 to the dice.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
100cm	1	3+	-3	Adds +2 to Titan damage rolls

GATLING CANNON

The Gatling cannon is rapid-fire multi-barrelled cannon commonly mounted on the lower arm mount of Great Gargants. With a range of 50cm and 8 attack dice Gatling cannon are ideal for strafing enemy infantry and vehicles with a hail of fire. A 5+ is required to hit, and saves are at -1. Because of the huge amounts of ammunition used by the Gatling cannon, no more than one of these weapons may be mounted on a Gargant at once.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
50cm	8	5+	-1	No more than 1 per model

GUTBUSTER MEGA-CANNON

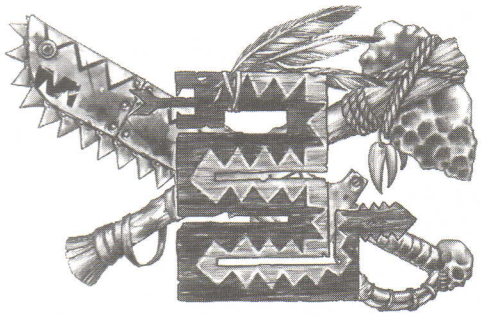
The Gutbuster is a huge cannon which protrudes from the Gargant's belly. The weapon can fire an array of ammunition. At the start of the game the Gutbuster is loaded with one shot of the player's choice. After firing it takes a full turn to reload, so the Gutbuster may not be fired in the next combat phase.

Ball-rounds are like immense cannonballs, and a special 3cm template is supplied for them. Place the template over your target and then roll for scatter as you would for a barrage. Anything under the template is hit and makes a saving throw with a -4 modifier.

The ball will then roll another 4D6cm in a straight line along the line of fire. Anything the ball rolls over is automatically hit and must make a save with a -4 modifier, including any buildings. The ball will plough through any operating shields on a Titan that it hits, knocking them all down one after the other. Should it hit the leg off a Titan model the save is taken with a -4 save modifier.

Chainshot consists of two or more medium-sized projectiles linked together by heavy chains, which spread out and spin like bolas when they are fired. It is only used for entangling the legs of Imperial and Eldar Titans, and causes no damage to any other type of target! Chainshot is only effective against Imperial Titans if they have no operating void shields at the time that it hits.

When chainshot scores a hit against an eligible target it automatically causes damage to the target's legs. No hit location or saving rolls are needed, simply roll on the Leg Damage Table, adding +3 to the dice roll. For obvious reasons there must be a clear line of fire from the Gutbuster itself to the target's legs, any intervening terrain will block the shot.



High Explosive rounds are huge cannon shells packed with hundreds of pounds of explosive. They have a special 12cm diameter area of effect, fully twice as large as a normal barrage attack! High explosive is very effective against infantry and light vehicles, but not against armoured targets, so there is a +1 save. The +1 save modifier means that the opposing player can add +1 to the dice when he makes his armour saves.

Weapon	Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
Ball	100cm	Ball	3cm template	-4	Ball template skids 4D6cm
Chain	75cm	1	3+	-	Only affects Titans
Explosive	100cm	8 BPs	8 BPs	+1	12cm barrage template

MAGNUM MEGA-CANNON

The Magnum mega-cannon is a monster gun which fits on the lower arm mount of the Gargant. The Magnum can fire different rounds in the same way as the Gutbuster, though its choice is limited to a solid armour-piercing shot or a large high explosive shell. Unlike the Gutbuster the Magnum can fire every turn.

Armour-piercing shots (or Klangerz) roll one attack dice with a to hit roll of 3+ and a saving throw modifier of -3.

High explosive shells (or Bangerz) fire a barrage template with 8 barrage points and a 0 saving throw modifier. Because Orks don't have the patience for the complexities of indirect fire high explosive shells can only be fired at targets the Gargant can see. Because this is a direct shot there is no chance of the barrage template scattering.

Weapon	Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
Armour piercing	100cm	1	3+	-3	
High explosive	75cm	8 BPs		0	Fires barrage. May not fire indirect

OBSERVATION TURRET

The observation turret is packed with all sorts of ranging equipment and has speaking tubes connected directly to the gunners. This enables the Gargant to add +1 to all to hit rolls against one target each turn. This bonus only applies to weapons fired at that target by the Gargant.

RIPPER FIST

The ripper fist is a motorised saw blade capable of ripping apart the toughest close combat opponent. Gargants that carry a ripper fist roll an extra D6 to resolve combat, add +2 to damage rolls against enemy Titans, and any building hit is destroyed unless it makes its saving throw.

There is a huge cannon mounted on each side of the saw blade, so the ripper can be used to make ranged attacks as well. However, the weapon can't be used to make ranged attacks and close combat attacks in the same turn.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
75cm	2	4+	-2	Close combat weapon. Adds +D6 to combat dice score

SCORCHER TURRET

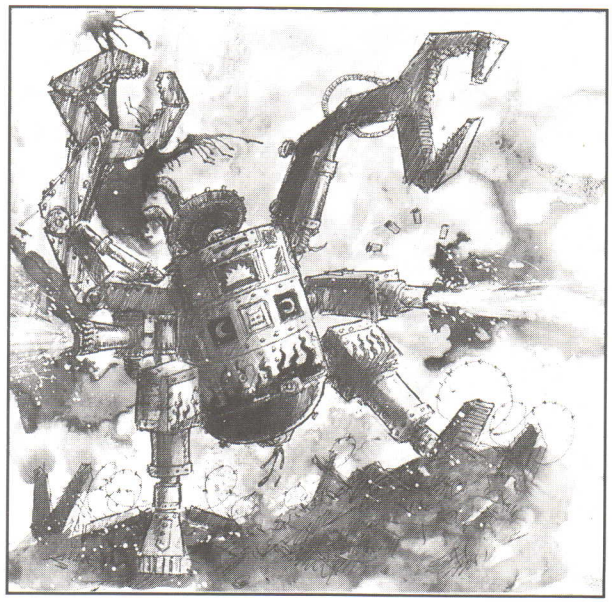
The scorcher turret fires a long gout of flame. It has a range of 35cm, 2 attack dice, and hits on a 3+. The scorcher is especially effective at winkling out infantry that are in cover. To represent this ignore any modifiers for cover that would normally apply to the to hit roll.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
35cm	2	3+	0	Ignore to hit modifiers for cover

SLASHA ATTACK GUN

The Slasha attack gun only fits onto the Slasher Gargant. It has a high rate of fire and shoots hefty explosive shells. The gun has a range of 50cm, 5 attack dice, hits on a 4+ and saves are at -2. Like the Gatling cannon, the Slasha attack gun needs huge amounts of ammunition, so only one can be mounted on a Gargant.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
50cm	5	4+	-2	No more than one per model



Bad Moon Dreadnought

SNAPPER

The Snapper is a ferocious mechanical jaw powered by a reinforced boiler in the Gargant's belly. When it opens a high-pressure steam pipe spouts out boiling fluid and masses of super heated steam.

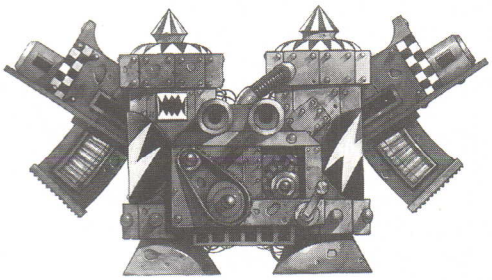
In close combat the Snapper is able to pull – or rather bite! – pieces off enemy Titans. If the Gargant wins a close combat against a Titan it can choose to bite a location with the Snapper and try to tear it off. Both players roll a D6 and the attacking Gargant adds +2 to the result. If the Gargant wins the enemy Titan takes maximum damage to the nominated location. If the scores are equal roll for damage as normal. If the enemy Titan wins it slips away without suffering appreciable damage. The Snapper can also be used to attack buildings, which are hit automatically and must make a saving throw at -4 modifier or collapse.

The extra pressure supplied by the Snapper's boiler means that any Gargant armed with a Snapper moves faster than normal. It can add 1D6 cm to its move on advance orders and 3D6cm to its move on charge orders. Roll for the extra distance each time the Gargant moves.

The Snapper can also fire a blast of super-heated steam. You will need the triangular-shaped Snapper template. The narrow end of the template is placed against the Snapper's mouth. Any models under the template will be hit on a roll of 2+, ignoring modifiers for cover, and must make a saving throw to avoid destruction.

SUPER LIFTA DROPPA

Great Gargants are sometimes fitted with the boom-like Super Lifta Droppa like the one on the Mega-Gargant. This uses exactly the same rules as the Mega-Gargant Super Lifta Droppa. On the Great Gargant the Super Lifta Droppa isn't fitted to a separate Mekboy tower, it's just nailed or welded onto the shoulder mount.



SLASHER & GREAT GARGANT WEAPONS SUMMARY

Weapon	Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
Battle Cannon Head	75cm	2	4+	-2	Armour save reduced by -1 point for the Gargant's head
Cannon Turret	75cm	1	4+	-2	
Cluster Buster	75cm	1	4+	-2	Nearby targets hit on 5+
Gaze of Gork	50cm	2	4+	-2	Orks within 25cm ignore morale tests
Deth Kannon	100cm	1	3+	-3	Adds +2 to Titan damage rolls
Gatling Cannon	50cm	8	5+	-1	No more than 1 per model
Gork Head	Any Orks within 25cm ignore morale tests. Carries an observation turret.				
Mork Head	Any Orks within 25cm ignore morale tests. Carries a Scorcher turret.				
Gutbuster Mega-Cannon:					
Ball	100cm	Ball	3cm template	-4	Template skids 4D6cm
Chain	75cm	1	3+	–	Only affects Titans
Explosive	100cm	8 BPs		+1	12cm barrage template
Magnum Mega-Cannon:					
Armour-piercing	100cm	1	3+	-3	
High explosive	75cm	8 BPs		0	Fires barrage. May not fire indirect.
Observation Turret	Adds +1 to any to hit rolls versus *one* target.				
Ripper Fist	75cm	2	4+	-2	Close combat weapon. Adds D6 to close combat dice score.
Scorcher Turret	35cm	2	3+	0	Ignore to hit modifiers for cover.
Slasha Attack Gun	50cm	5	4+	-2	No more than 1 per model.
Snapper	Roll off against opponent in close combat. Fires using template. 2+ to hit.				
Super Lifta Droppa	75cm	Template	4+	-4	See special rules

MEKBOY GARGANT WEAPONS

KUSTOM FORCE FIELD

Most Gargants are protected by banks of power field generators, but the Mekboy Gargant has a single potent kustom force field generator instead. The kustom force field is a master piece of technology, forming an impenetrable dome of force over the Mekboy Gargant making it (almost) totally invulnerable to incoming fire. Unfortunately the field generator tends to overheat fairly quickly and some even blow up with spectacular results! To overcome this the Mekboyz usually send their Gargant lumbering into the middle of the enemy as quickly as possible and rely on the kustom force field to get them there without taking any damage. Once they've got into close combat the Meks shut down the force field generator before it overloads.

At the start of each turn you can decide to shut down the force field and lose its protection for the turn. Once the field has been shut down it can't be switched on again during the game. If you don't shut the field down roll 1D6 for each consecutive turn the generator has been operating and add the rolls together – so you roll one dice on the first turn, two dice on the second turn, three dice on the third turn and so on.

If the dice score is less than 10 the generator keeps working without any problems. If the dice score comes to a total of 10 or more the force field generator overheats enough to cause damage, so make an immediate roll on the Mekboy Gargant Force Field Damage Table. This means that on the first turn of operating the kustom force field will have no chance of overheating, on the second turn it has a small chance of overheating and on the third it has about a 50% chance of overheating and even the most deranged Mek will usually shut down the force field before it's been operating for four turns...

As long as the kustom force field is operational it will stop all incoming fire which doesn't bypass the field. Hence only things like Tremor cannon, warp missiles and psychic attacks can penetrate the field – anything else bounces off without any effect. A Vortex missile will knock down the field as long as it is in contact with it, but the field will spring up again as soon as it's out of the vortex.

The only weakness of the force field is that it tends to flicker on and off occasionally because of fluctuating power levels. If a Mekboy Gargant is hit roll a D6 for each hit. On a roll of 6 the shot penetrates the field in the fraction of a second that it flickered off.

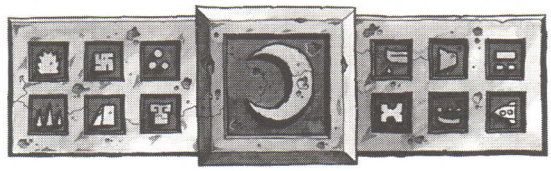
SUPER LIFTA DROPPA ARM

Mekboy Gargants were the first sort of Gargant to use any sort of Lifta Droppa beam at all. After a few battlefield rampages with rocks, trees, tanks and troops being chucked about all over the place Ork Warbosses realised what good fun Lifta Droppas were and collared them for their own use. Now all sorts of Gargants have Super Lifta Droppas, but the Meks always make sure they keep a few for their own use! The Mekboy Gargant Super Lifta Droppa uses the same rules as the Super Lifta Droppa fitted to the Mega-Gargant.

BUZZ SAW ARM

The buzz saw arm carries a huge diamond-toothed circular saw blade. The buzz saw gives the Mekboy Gargant an extra D6 to roll in close combat so it rolls 3D6 instead of 2D6. You add +2 to the damage roll against enemy Titans, and any building hit is destroyed unless it can make its basic saving throw. The saw is fitted to an articulated arm powered by innumerable pistons and gears. The arm is also studded with gun ports carrying cannon of various calibres. In the combat phase the arm can be used either in close combat or as a ranged weapon. It may not be used as both in the same turn.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
50cm	3	5+	-1	



KRUSHER ARM

The krusher arm carries a monstrous grabber filled with whirling steel teeth. A krusher is usually a modified gantry-crane fitted with a number of gun ports and has several autocannon studded along its length. When used in close combat the krusher arm works in exactly the same way as the krusher fitted to a Mega-Gargant. The Mekboy Gargant can fire the guns on the krusher arm or attack with it in close combat during a turn, but not both.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
50cm	2	5+	0	

DE LUXE KUSTOM KANNON

A Mekboy Gargant always carries a very big gun – either a Gatling cannon-style weapon or a single barrelled rapid-fire affair. The Mekboyz are particularly proud of the way their de luxe kustom kannon spits out a devastating hail of explosive shells – churning up whole areas of the battlefield into a seething maelstrom of fire, smoke and whizzing shrapnel. Unfortunately the de luxe kustom kannon can be a little temperamental at times, jamming up solid or wildly firing off dozens of shots at once.

Whenever you want to fire the de luxe kustom kannon roll the artillery dice to find out how many attack dice it fires that round, which means it will fire between 2 and 10 attack dice. Each attack dice needs to roll a 4, 5 or 6 to hit and anything hit suffers a -2 modifier to its saving throw. If you roll a 'misfire' on the artillery dice something terrible has happened to the kannon – a shell might have jammed in the breech, the barrel might have warped or split or it may just be a temporary problem. Roll on the Weapon Damage Table on the back of the Mekboy Gargant datacard to find out what has happened.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
50cm	Varies	4+	-2	

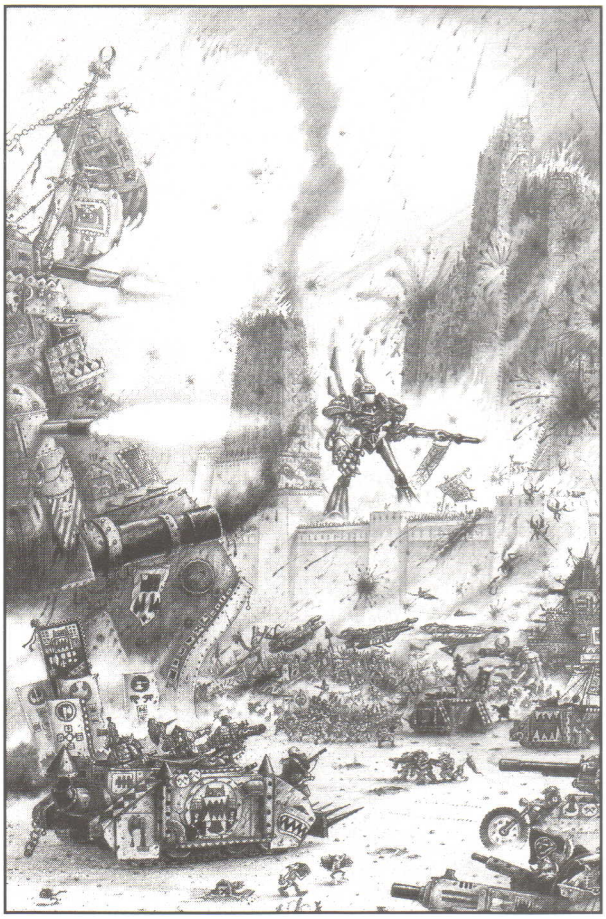
ELDAR TITAN WEAPONS

DISTORTION CANNON

The powerful Eldar Distortion cannon bores a hole through the fabric of reality, creating a whirling black hole into warp space. Anything engulfed by the hole is sucked through into the warp and destroyed. Those lucky enough to avoid the full power of the warp hole are cast aside and scattered around the battlefield. Because of the constantly changing flux of the warp it's impossible to be sure precisely where the warp hole will open. Because of this the Distortion cannon is most effective when used against densely packed enemy formations.

A barrage template is used to represent the warp hole. The cannon can only shoot at a target point it can see, so take the barrage marker and place it with its centre over the proposed target anywhere within the firing Titan's line of sight and range. Roll the scatter dice and if the result is an arrow reposition the template 2D6cm in the direction shown. Now roll the scatter dice again and if the result is an arrow reposition the template once more. Because you roll twice for scatter with the Distortion cannon it can sometimes miss its target by as much as 24cm.

Roll a scatter dice for each model at least half under the template. On the roll of a cross hair the target is sucked into the warp and destroyed with no saving throw. On the roll of an arrow the target is thrown D6cm in the direction shown and may not move, shoot, or do anything else that turn.



ELDAR HOLO FIELDS

Certain Eldar vehicles and troops use a sophisticated system of defensive screens that are called holo fields. The most well-known users of the holo field are Eldar Phantom Titans.

Holo fields are not designed to block, absorb and shunt aside attacks like Imperial void shields and Ork power fields. Instead the holo field confuses enemy location and targeting systems by diffracting the subject's image. When a unit protected by a holo field moves, its image seems to explode into a storm of multi-coloured shards. The faster it moves, the more scattered the image becomes. When it stops the cloud appears to coalesce into a solid shape again. The holo field is well suited to the Eldar precepts of speed and mobility over armour and firepower.

Any unit protected by a holo field receives an additional saving throw against a hit. Because the holo field disrupts targeting more if the subject is moving the saving throw varies according to what orders the subject is on, making it better on charge orders than first fire for instance. The table below summarises what saving throws the subject has on different orders. The saving throw is tied only to the unit's orders and not to the actual distance the model moves.

This extra save is taken first and is not modified by the attacking weapon's armour saving throw modifier; being able to punch through heavy armour is no help if the target isn't where it's supposed to be. On the other hand, the holo field is useless against area effect weapons which don't have to rely on pin-point accuracy, and so the save does not apply against hits from barrages, or any other attack that uses a template of any kind.

Orders	Saving Throw
First Fire	4+
Advance	3+
Charge	2+

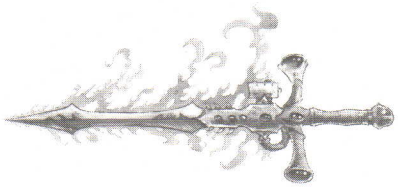
Buildings cannot be sucked into the warp whole as they are simply too large. However, any building hit by a Distortion cannon will be severely damaged and may collapse. The building is allowed its basic saving roll. If it's successful the building's structural integrity is unaffected and it remains standing. Any models inside the building are also unaffected so long as it survives.

Titans, Gargants, and any super heavy tanks with intact void or power fields automatically avoid destruction thanks to their shields. The warp hole is slightly displaced by the presence of active shields and so the target is never sucked into the warp but is scattered D6cm in a random direction instead.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
75cm	Special – see rules above			Uses barrage template. Scatters twice.

HEAT LANCE

The heat lance is a special Eldar Titan weapon. It operates by setting up an electro-magnetic 'tube' between the weapon and its target and then launching a high-power bolt of fissile energy along it. The effects are akin to the awesome destructiveness of melta and plasma weapons but are far more devastating by virtue of being more tightly controlled. At longer ranges the carrier field is unable to contain the shot and the heat lance loses some of its power. The weapon's ability to punch through the heaviest armour at close range makes it a highly favoured weapon.



Anything hit by a heat lance at up to 25cm range must make a saving throw with a -5 modifier. A massive +5 is added to damage rolls against Titans hit by a heat lance at up to 25cm range.

For each 25cm of range the heat lance's saving throw modifier and damage bonus is reduced by 2, so a target hit at a range of 50cm would suffer a -3 saving throw modifier and a +3 on damage rolls. This is summarised on the weapon chart.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Damage Bonus
Up to 25cm	1	2+	-5	+5
26-50cm	1	3+	-3	+3
51-75cm	1	4+	-1	+1

POWER FIST

The Eldar power fist is identical in most ways to the power fist mounted on Imperial Titans. In close combat the gigantic armoured fist can be used to rip pieces off enemy Titans or crush buildings like paper. The Eldar power fist is also enhanced with the addition of a battery of Shuriken cannon in the fingers and 'knuckles' which give it a potent ranged capability as well. In the combat phase the power fist can be used either in close combat or as a ranged weapon. It may not be used as both in the same turn.

If a Phantom with a power fist wins a close combat with an enemy Titan it can make a special 'grab' attack instead of rolling normal damage. The Phantom can grab any location on the hit template and try to rip it away. Both players roll a D6 and the Phantom adds +1. If the Phantom's score is higher than the defender's the location is wrenched off and suffers maximum damage. If the scores are equal the defender wriggles partially out of the Phantom's grasp and damage on the location is resolved with a D6 roll as normal. If the defender's score is higher than the Phantom's it manages to slip completely out of the Phantom's grip and suffers no damage. A building attacked with the power fist is hit automatically and must roll a saving throw with a -4 modifier or be destroyed.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
50cm	4	4+	-1	May be used in close combat.

PSYCHIC LANCE

Eldar Titans may be armed with the psychic lance, a weapon which 'fires' a burst of psychic energy directed through a long crystalline rod. The resonances set up in the crystal create a beam of directed psychic energy that will brainwipe anything in the area of effect. The psychic lance is much feared by the Eldar's enemies, as it passes straight through the heaviest armour and shields and leaves its victims drooling idiots.

When using the psychic lance take a barrage template and place it anywhere within the line of sight and range of the firing Titan. Anything completely under the template will be hit on a D6 roll of 5 or 6. The effects of a hit from a psychic lance vary greatly depending on the victim. It will automatically wipe the brains of any infantry stand or vehicle regardless of their armour saving throw, as the lance beam passes straight through physical armour. Robots and robotically controlled equipment (such as Tarantulas) are immune to the effects of the lance.

Units that have a 'psychic saving throw', such as an Imperator Titan, receive their psychic save against the lance's effects as normal. Daemons which are hit are instantly cast back into the warp without any saving throw as the brain of their host body is destroyed. A Titan hit by the psychic lance rolls for damage once on the Head Damage Table.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
50cm	Special – See rules above			Uses barrage template. No armour save possible. Hits destroy daemons automatically.

PULSAR

The pulsar is used exclusively by the Eldar. It is a highly sophisticated laser cannon and amply demonstrates the Eldar's consummate skill in constructing laser weapons. The pulsar fires short volleys of extremely powerful laser energy, each pulse of energy in the volley being separated by a few milliseconds from the next one.

The pulsar can be fired in two ways. When fired at a single target the pulsar will be held steady so that as many pulses as possible will hit the target. Against a more numerous foe the pulsar can be moved slightly to spread the pulses over an area in an attempt to hit more than one target.

When you fire the pulsar you must declare which way you will use it. If you fire against a single target, roll to hit just once. If you score a hit, roll the D6 again. The result is the number of pulses from the volley that hit the target. Each pulse must be saved against separately.

If you decide to fire at a group of targets, take the barrage template and place it over any target point within the pulsar's line of sight and range. Roll once to hit any model under the template.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
100cm	1	2+	-2	Target must save D6 times. May fire a barrage instead.

TREMOR CANNON

The Tremor cannon is a much larger version of the weapon mounted on the Vibro cannon anti-grav platform. The Tremor cannon is so powerful that it does not have to operate in a battery, just one of these weapons can cause enemy troops to be shaken apart! Tremor cannon operate on a ranged induction field principle, using a fluctuating electro-magnetic field to set up a resonant vibration in the target's atomic structure. The Tremor cannon is fired into the ground to produce a 'quake' effect some distance away. As the cannon is kept focused the tremors in the area become more and more intense with attendant secondary explosions and thermal effects eventually culminating in the whole area liquefying as its atomic structure breaks down.

When you shoot a Tremor cannon draw an imaginary line between the weapon and the target. The ground along this line is ripped up just as if a giant plough had driven a furrow through the ground. Any building along the line is hit automatically and is destroyed unless it can make its saving throw with a -2 modifier. Roll a D6 for any troop stand, vehicle or Titan that lies along the line, and on a roll of 5 or 6 it is so badly shaken that it takes a hit. The nominated target takes a hit on a roll of 3 or more. Note that the Tremor cannon's field passes straight through Titan shields and hits the Titan without affecting the shields in any way.

Any troop stand or vehicle that is hit must make its saving throw with a -2 modifier or be destroyed. Since Tremor cannon transmit shockwaves along the ground, only the bottom part of a Titan, or anything else with a hit location template, will be affected. To represent this, if you hit a Titan you must pick a hit location that is on the bottom row of its hit location template.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
100cm	Special	Special	-2	Target hit on 3+, intervening models on 5+.

WING WEAPONS

Eldar Phantoms have two small weapon mounts, one on each shoulder. These are commonly referred to as wing weapons because they are connected to the holo-field generator 'wings' on the Phantom's back. They are used to house secondary weapons, usually a small battery of lascannon on one shoulder for use against vehicles and a set of missile launchers on the other for bombarding infantry. You may choose to have either type of battery in each mount, and can have two batteries of the same type if you want.

Name	Range	Attack Dice	To Hit Roll	Target's Sv. Mod
Lascannon Wing	75cm	2	3+	-2
Missile Launcher Wing	100cm	4 BPs	–	0

ELDAR TITAN WEAPONS SUMMARY

Weapon	Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Damage Bonus	Notes
Heat Lance	Up to 25cm	1	2+	-5	+5	
	26-50cm	1	3+	-3	+3	
	51-75cm	1	4+	-1	+1	
Pulsar	100cm	1	2+	-2	–	Target must save D6 times. May fire a barrage instead.
Tremor Cannon	100cm	Special	Special	-2	–	Target hit on 3+, intervening models on 5+.
Distortion Cannon	75cm	Special	Special	Special	Special	Uses barrage template, Scatters twice.
Psychic Lance	50cm	Special	Special	Special	–	Uses barrage template. No armour save possible. Hits destroy daemons automatically
Power Fist	50cm	4	4+	-1	–	May be used in close combat.
Lascannon Wing	75cm	2	3+	-2	–	
Missile Launcher Wing	100cm	4 BPs	–	0	–	Uses barrage template.

TITAN LEGIONS PLAY SHEET

SEQUENCE OF PLAY

1. ORDERS PHASE

Emperor class Titans roll for plasma counters. Mega-Gargants and other units place order counters. Both players roll a D6 to determine initiative. Reveal orders and energy allocation.

2. MOVEMENT PHASE

The player who won the initiative decides to move 1st or 2nd. The 1st player moves his forces. The 2nd player then moves his forces.

3. PSYCHIC PHASE

Both players alternate using models with psychic powers, starting with the player who won the initiative.

4. COMBAT PHASE

1. First Fire Segment
2. Close Combat Segment
3. Advance Fire Segment

Players alternate firing, firing one unit (Titan, detachment, squadron, HQ unit, etc) at a time, starting with the player who won the initiative.

5. END PHASE

Record victory points. If a player reaches his target VP he has won! Repair downed Titan void shields and roll to repair damaged locations on Titans and Gargants. Roll for fighting fires on Mega-Gargants and roll on the fire table for any Gargant with fires on board. Check morale for units broken that turn. Check morale for falling back troops who want to rally. Broken troops who fail their morale check fall back and are routed or destroyed if they fail a further check.

ORDERS

Emperor class Titans allocate plasma counters during the orders phase and Mega-Gargants receive their speed and course orders. Order counters are placed for all other units in the orders phase. Place counters face down and reveal simultaneously.

FIRST FIRE

May not move. Fire in the first fire segment.

ADVANCE

Move in the movement phase. Fire in the advance fire segment.

CHARGE

Move at double rate in the movement phase. May not shoot, but may fight close combat with enemy.

If you forget to give units orders troops may not move but may shoot in the advance fire phase (see special rules for Orks). Command units do not need orders – they may move in the movement phase and shoot in the first fire segment.

COMBAT

SHOOTING

For each shot roll D6 to hit as shown on the data sheets. Apply any to hit modifiers for terrain. Targets which are hit must make their saving roll or be removed as casualties. Reduce saves by -1 for side shots, and -2 for rear shots. Command units may only be shot at if they are the closest models of their type.

CLOSE COMBAT

Roll 2D6 for each side and add close assault factors. The highest score is the winner and the loser is destroyed (or sustains 1 hit in the case of Titans). No armour saves apply in close combat.

For multiple combat fight one 'pair' at a time. The 2nd combatant adds a further D6, the 3rd adds 2D6 (for a total of 4D6 + CAF).

Emperor class Titans and Mega-Gargants can only be attacked by Titans/Gargants in close combat. Infantry may fight boarding actions against troops onboard Emperor class Titans or Mega-Gargants.

Troops on first fire orders may shoot against close combat opponents who engaged that turn.

Models engaged in combat by models of the same size class or larger are pinned and may not move away or fire at units other than the one(s) pinning them. Models which are still pinned in close combat may not fire in the advance fire phase.

MORALE

Roll a D6 for each detachment (mob, squadron etc.) to be tested. If the score is equal to or greater than the detachment's morale value it has passed. Units that fail a morale check must fall back. A fall back counter is placed next to the unit. The unit moves away from the enemy at double rate in its next movement phase and may not shoot. In close combat they fight with a -2 penalty. Falling back troops are routed and removed from play if they fail another morale check.

Check morale in the following instances:

1. Broken that turn.
2. Broken troops are engaged in hand-to-hand combat. Test at start of combat phase.
3. Attacked by daemons or otherwise, as identified by the rules.
4. Wanting to rally.

A falling back unit may attempt to rally by taking a morale test. If successful the fall back counter is removed and the unit ceases to fall back.

SHOUTING

Each Mega Gargant gets a D3 Shouting counters at the start of the game. You can only play one shouting counter per turn.

WAAAGH!

This counter may be played in the close combat phase. For the rest of the turn roll an extra dice in any close combats fought by the Gargant itself and da Boyz and Nobz from its krew. All firing by the Gargant and its krew suffers a -1 to hit penalty for the rest of the turn.

LET EM 'AVE IT!

This counter can be played during the combat phase. The weapon(s) the counter is played on can fire one phase earlier than they normally would. To hit penalties for the Gargant's speed apply as normal.

FULL SPEED AHEAD!

This counter can only be played in the movement phase before the Gargant moves. The Gargant moves 3D6cm and can make one 45° turn to port or starboard regardless of its speed and direction orders.

BARRAGE

Direct barrages never scatter – place the template anywhere in sight and work out damage to models covered from the Barrage Table. Indirect barrages may scatter 2D6cm off target as indicated by the scatter dice. A unit must have first fire orders to shoot an indirect barrage and the target must be visible to at least one model on your side.

TERRAIN CHART

Terrain Type	Buildings/Trenches/ Bunkers	Rubble/Rocks/Ruins Craters/Broken Ground	Hill	Marsh	Woods
To Hit Mod.	-2	-1	0	0	-1
Infantry	No Effect	No Effect	No Effect	No Effect	No Effect
Dreadnought/Walker	Impassable	No Effect	No Effect	Impassable	No Effect
Cavalry/Bikes	Impassable	Difficult	No Effect	Impassable	Difficult
Knights	Impassable	No Effect	No Effect	Impassable	Difficult
Vehicles	Impassable	Difficult	No Effect	Impassable	Impassable
Super heavy Vehicles	Impassable	No Effect	No Effect	Impassable	Impassable
Titans	Impassable	No Effect	No Effect	Impassable	Difficult

Difficult: The terrain is crossed at half move rate.
Impassable: The terrain may not be entered, and may only be crossed if it is possible for the model to step, jump, skim or fly over it.
Buildings: Show that a unit has entered a building by placing it on the roof. You may only place as many troops in a building as will fit on its roof.
Marshes: Models other than infantry may enter a marsh, treating it as difficult terrain. Roll a D6 when the model enters: on a roll of 4-6 the model survives but on a 1-3 it sinks and is destroyed without a saving throw. Roll again each time the model moves.

TERRAIN TABLE

Number of terrain pieces per 2' by 2' area: 1-2 = One, 3-4 = Two, 5-6 = Three.

	1	2	3	4	5	6
1	Hill	Hill	Hill	Woods	Woods	Rubble
2	Woods	Woods	Woods	Woods	Hill	Craters
3	Hill	Town	Town	Hill	Woods	Hill
4	Town	Hill	Town	Town	Town	Woods
5	Town	Craters	Town	Town	Town	Town
6	Town	Hill	Woods	River	Marsh	Town

BUILDING TABLE

TYPE	SAVING ROLL (2D6)
Ork (Wood, mud bricks)	6+
Imperial (Bricks, concrete)	4+
Reinforced (Fortifications)	2+

BARRAGE TABLE

TOTAL BARRAGE POINTS	TO HIT ROLL
1-2	6+
3-4	5+
5-6	4+
7-8	3+
9 OR MORE	2+

VICTORY LEVEL TABLE

GAME BATTLE VALUE	NUMBER OF VP'S REQUIRED TO WIN
UP TO **1,000**	**30**
UP TO **2,000**	**35**
UP TO **3,000**	**40**
UP TO **4,000**	**45**
UP TO **5,000**	**50**
etc	etc

VICTORY POINT TABLE

CONDITION	EFFECT
Reduce an enemy army card to its break point	SEE CARD
Capture an objective counter	+5VP
Lose an objective counter	-5VP
Achieve Titan/Gargant mission objective	SEE CARD

TITAN LEGIONS

CODEX TITANICUS

GLADIUS
IMPERIUM

CODEX TITANICUS

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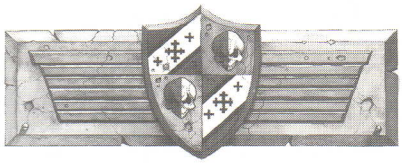

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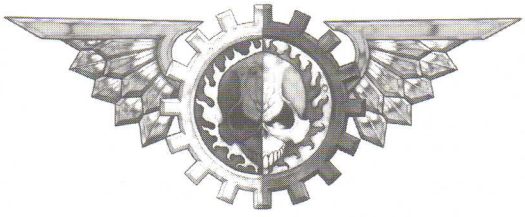

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INTRODUCTION

THE GALAXY

Four hundred centuries have crept across the face of Earth since mankind first left its polluted carcass for the unknown bounty of the cold and distant stars. Human settlement has spread across a million worlds and found treasures and alien horrors undreamed of among the distant spheres.

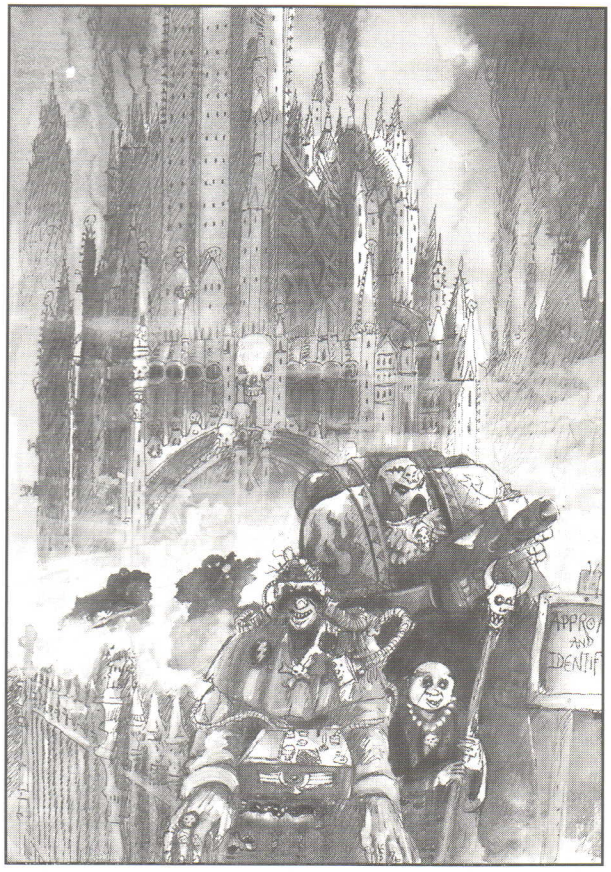
The bright new dawn of mankind quickly faded into the maelstrom of brutality and ignorance known as the Age of Strife. The first human wave of colonisation splintered into individual worlds and tiny empires scattered throughout the galaxy. The Imperium of mankind has succeeded in reuniting many of the scattered remnants of the first expansion and has endured for 10,000 years, but it fights a constant war of attrition against internal rebellion and alien invasion, a war fuelled by the flesh and blood of humanity, a war in which the only true victory is survival.

The warring forces are armed with gigantic war machines and countless weapons of world-shattering power. Amongst these machines of destruction are the Titans of the Titan Legions – bipedal warrior robots as tall as skyscrapers, controlled by human crews. The Orks have their Gargants, equally large fighting machines that are crude mechanical representations of their gods, belching flame and devastation. Before such nightmare creations whole cities are pounded into rubble and their populations destroyed within hours.

Other races also find themselves caught up in the battle for survival. The ancient and technologically superior Eldar are bound in their age-long struggle against Chaos. The incredibly tough mutant Squats, descended from the human settlers of the galactic core, have become staunch allies of the Imperium. In the eastern fringe of the galaxy the human and Eldar settlers of the Knight Worlds fight among themselves for possession of dinosaur herds, sometimes uniting to resist invaders or to aid the Imperium.

THE IMPERIUM

Forty thousand years in the future mankind has spread to the very edges of the known galaxy, colonising millions of habitable planets in the process. Yet despite all the scientific achievements and valiant efforts of millions of explorers and settlers the fate of the entire human race lies in the balance. From every direction human worlds are assailed by alien forces determined to destroy or enslave their inhabitants. Amongst these aliens are the fearsome, warlike Orks; the proud and ancient Eldar; the horrifying



daemonic forces of Chaos, and many more besides, all fighting for ascendancy in a hostile and unforgiving universe.

Human worlds are scattered over thousands of light years, divided by months or even years of warp space travel. Moving through the alien dimension of the warp is fraught with peril. Voracious malignant entities known to mankind as daemons inhabit the eddies and storms of this parallel universe. They lust after human flesh and blood, and constantly seek ways to break into real space so that they may obliterate and engulf it. Despite this the human worlds maintain a united front against their myriad enemies thanks to the all encompassing power of the Imperium.

The Imperium is controlled by an ancient organisation called the Adeptus Terra, the Priesthood of Earth. The Priesthood is so colossal that its millions of buildings, administrative offices, and departments cover virtually the entire surface of the planet Earth! The Adeptus Terra rules over the Imperium on behalf of the most powerful and extraordinary human of all time, a being known simply as the Emperor.

The Emperor possesses incredible psychic powers. His mind spans the galaxy and guides human spacecraft safely through the daemon-infested dimension of warp space. Although his mind is powerful beyond comprehension, the Emperor's body is so old and battle-worn that it lies in a permanent stasis, frozen in time inside a life support machine.

Although the Emperor shows no more signs of life than a statue or idol, he remains the singular object of devotion of his subjects who venerate him as if he were a god. Thanks to the Emperor the huge armies of the Imperial Guard are able to travel through warp space, guided by his psychic powers to the parts of the Imperium threatened by enemies of humanity. Only the Emperor's powers and the careful vigilance of the Adeptus Terra keep humanity safe from the countless perils that threaten to overwhelm it.

THE ORK EMPIRES

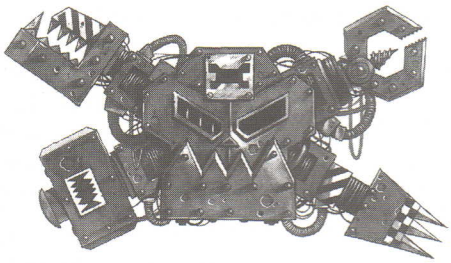
Orks are warlike and fiercely competitive aliens who love nothing more than fighting, preferably with as much mayhem as possible. The Adepts of the Imperium believe the Orks to be the genetically bred warrior caste of an ancient and now extinct race. Though not innovative or forward-looking, Orks are warlike and hardy, naturally aggressive, and pursue war and power with equal zest.

Normally Ork Warlords and their armies spend a great deal of time either fighting each other or keeping an eye on all their ambitious nobles (Nobz) who are naturally keen to be Warlords themselves. Ork space is divided into thousands of independent empires which frequently fight amongst themselves. This has ensured the survival of the Imperium to date, as a concerted attack by the whole of Orkdom would be impossible to resist for long.

There are six main Ork clans, each of which is noted for its particular way of life and associated skills. A powerful Ork Warlord will probably command Orks from many clans, using the best of each to form a powerful army. For example, the Evil Sunz clan is famous for building the best fighting vehicles, the Snakebites are renowned for their boar riders and psychic Weirdboyz, while everybody

knows the Goffs are the best close assault troops and toughest warriors.

Every Ork Warlord's ultimate aim is to assemble the biggest army he can, and thrash the most powerful enemy he can find. In this way the Warlord enhances his reputation and glory, perhaps becoming so famous that his name passes into the very legends of Orky achievement.



The ambitions of Ork Warlords are a constant threat to the Imperium, as they are always trying to build up huge armies to attack human worlds. When an Ork Warlord decides he is powerful enough to go for the 'big wun' (the war whose memory will become his enduring monument amongst Ork kind) he launches an immense crusade called a Waaagh! Other Warlords who want to get in on the action submit to his authority, and bring along their own Boyz to join in.

In the throes of the Waaagh! Ork engineers called Mekboyz or Mekaniaks build gigantic mechanical fighting machines called Gargants. It is quite likely that Orks got the idea for Gargants from human Titans. However, Gargants are technically very crude and have none of the scientific sophistication of the human machines, though their firepower is every bit as formidable as the mightiest Titan. In the Ork mind Gargants represent the Ork gods Mork and Gork, the battling deities whose eternal battle is said to rock the universe and cause all manner of upheaval! With Gargants at their head the Ork hordes swarm forward with supreme confidence because their gods are with them.

Ork armies are vast affairs with many, many Boyz plus all kinds of tanks, engines, and of course the great lumbering Gargants. Their sheer weight of numbers means that Orks can sometimes overwhelm their enemy just by charging forward in one vast horde. This is to their advantage, because they lack the long ranged weaponry of the Imperial troops or Eldar. The gigantic Gargants provide what long range support they have, while the remaining troops steam forward led by bikers, boar-mounted cavalry, and fast buggies.

THE ELDAR CRAFTWORLDS

Many thousands of years ago the Eldar dominated a large part of the galaxy and their teeming worlds were home to a sophisticated and highly advanced civilisation. Then a great disaster overcame the race. Chaos daemons from the warp overwhelmed the Eldar worlds and destroyed them overnight, sucking the souls from their inhabitants and bringing to an end untold centuries of cultural achievement. The very heart of the Eldar civilization was obliterated by the opening of the Eye of Terror, the largest area of warp-real space overlap in the galaxy.

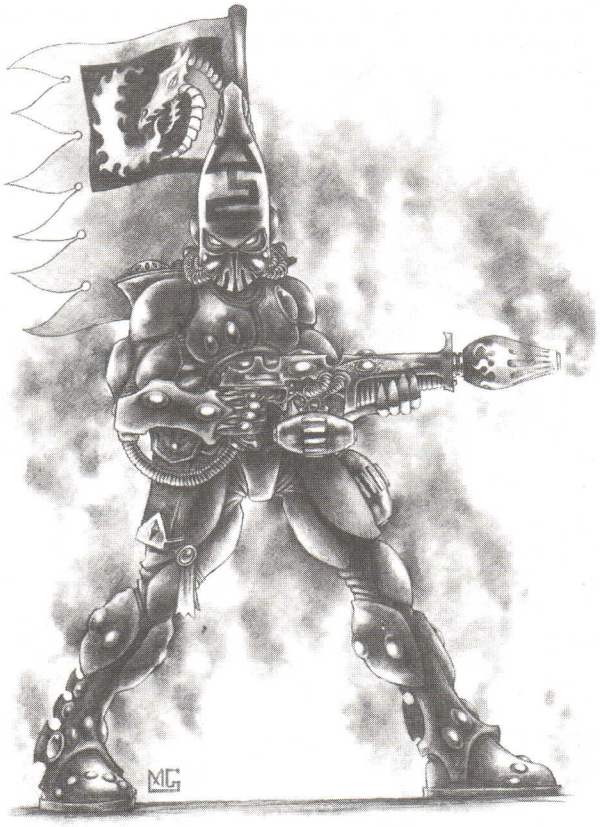
Fortunately a few Eldar realised the danger that threatened to destroy them and evacuated their worlds before they were obliterated. Some fled to new unsettled worlds while others took to the depths of space aboard huge spacecraft, great arks in space called Craftworlds.

The Eldar have never recovered from the horrific destruction of their race, and their ancient culture has become increasingly inward looking. They shun other races and their refusal to treat with them often leads to conflict. Eldar will occasionally fight alongside humans against a common foe, such as Orks or Chaos, but such alliances are only temporary and never last for long.

All the Craftworlds are independent, although because they are all interconnnected by spatial warp-tunnels it is easy for troops from one world to help another when necessary. Since the destruction of their worlds the Eldar have set up new colonies, and the Craftworlds are often drawn into wars to protect them from marauding Orks or human settlers.

The Craftworlds are protected by Eldar Guardians. Every Eldar on the Craftworld fights as a Guardian if their home is in danger. Eldar troops can be male or female, so the whole population can be mobilised into one army. With a race teetering on the edge of extinction there can be no other way. The Guardians supply crews for vehicles and support weapons as well as large formations of ground troops when required.

The fighting elite of the Eldar race are called Aspect Warriors. These are sects of warriors who have been trained at the shrines of Kaela-Mensha-Khaine, the Eldar



God of Battle. There are several different types of shrine, each specialising in one aspect of warfare (hence the name Aspect Warriors). The Aspect Warriors are the most potent of all the Eldar fighters, wearing distinctive uniforms and carrying special ritual weaponry appropriate for their combat role. Aspect Warriors are led by even more powerful warrior-sages called Exarchs who run the warrior shrines and teach their skills to the Aspect Warriors.

Eldar Titans are indisputably the most advanced war machines fielded by any race. They combine psychically engineered control systems with highly sophisticated and deadly weapon systems. Unlike human and Ork designs Eldar Titans are not protected by shields which block or absorb the enemy's firepower. Instead, they are protected by holo fields which confuse targetting and misdirect the foe. Eldar Titan crews are strange even amongst the ascetic Eldar race, the time they spend melded with their Titan changes them into composite beings who share the mental patterns not only of each other but also of the powerful and ancient spirit that lies in the Titan's core.

The Craftworlds do not have large armies, but they have a selection of fast, highly mobile vehicles and support weapons such as the Nightwing fighter and Falcon attack vehicle. The Eldar are led into battle by their Seers and Warlocks, cunning psychics with uncanny powers of prediction which make them master tacticians. Because Eldar forces are so small they prefer to direct their attacks very carefully, launching well co-ordinated assaults against chosen targets rather than fighting across a broad front. On a one-to-one basis an Eldar is more than a match for most opponents.

THE SQUAT HOMEWORLDS

The worlds at the centre of the galactic core orbit gigantic orange stars which were formed when the galaxy was young. Now these stars emit only a feeble glow and the worlds they support are rocky, lifeless places with very high gravity. When mankind first reached these planets they found an abundant source of minerals. Mining colonies were founded and thousands of settlers were shipped in to man the machinery and explore the newly discovered systems. To protect themselves against the extreme variations in surface temperature the settlers dug underground cities alongside their mines. The extreme gravity and harsh conditions soon began to cause the settlers' descendants to change physically.

As new generations were born the people became shorter and stouter, stronger and more resilient, but slower and less agile than their ancestors. The resulting much-changed humans are called Squats, and they have developed a distinctive civilisation quite unlike any other in the Imperium. Although they are staunch allies of the Imperium, it is not unknown for trading disputes to erupt into warfare between the Squats and the forces of the Emperor, but such arguments are soon forgotten in the face of common enemies such as Orks and Chaos.

The Squats are expert technicians, having had to develop a high level of technical sophistication just to survive on their bare worlds. They use their skills to build many fearsome engines of war. When the Squat Homeworlds were re-discovered by the Imperium after thousands of

years of isolation, the two groups began to trade and eventually an alliance was formed. The Squats remain a valuable source of mineral wealth throughout human space, and their supplies of wargear to the Imperial forces are a vital factor in humanity's war against its enemies.

CHAOS

When spaceships travel from one star system to another they use warp drives which take them into another dimension that humans call the warp, or warp space. Warp space is not empty – it is a realm of psychic energy inhabited by incorporeal but very powerful creatures. The four most powerful of these creatures are the Chaos Gods Khorne, Slaanesh, Tzeentch and Nurgle, but there are many more. Some are daemonic servants of these Great Powers, and others are lesser powers in their own right.

The creatures of the warp are not content with their existence in the universe of Chaos, and they are always trying to find ways into the material universe. They can do this by finding gateways into real space, such as are created whenever a ship enters or leaves the warp.

Gateways can also be created unconsciously by psychic humans and other living creatures, for every living creature has a tiny spark of ethereal existence in the warp which is called their astral body. This is why powerful human psychics and Eldar Seers are able to enter a trance and enter the warp with their minds, their astral bodies are travelling through the warp, amongst the creatures of Chaos. Needless to say this is very dangerous because a daemon can capture the astral body and destroy or enslave it, so that the living person becomes a mindless tool of Chaos.

Some people willingly open their minds to Chaos, pledging to fight on behalf of their daemonic master in return for unearthly power. Such power is mighty indeed, for the Chaos Gods are able to use such a person as a channel for their immense energies. The individual becomes a Chaos Champion, and his body becomes twisted into an ever more horrific form. The Champion often gains incredible power for a period, but eventually he will be destroyed by the unnatural forces that course through his mortal body.

On every human world there are secret worshippers of Chaos, gathering their strength, increasing in numbers and awaiting the day when they will rise up and overthrow the Imperium. However, the chief threat from Chaos comes from the daemon worlds and the Chaos Marines that live there. The daemon worlds are planets where Chaos has taken over. Warp space and normal space have become intermixed, breaking down the laws of physics that govern the material universe and introducing a new, insane, order where magic is real and all kinds of improbably mutated creatures exist alongside mortal beings.

The daemon worlds are hellish places: some of them are flat, others have skies that burn, while others are dreamlike and insubstantial. Daemons and other creatures from the warp can live on these worlds in physical form, although they cannot move beyond them, and living creatures too can survive here. Most of the daemon worlds exist in the Eye of Terror, where the heart of the Eldar civilisation once lay.

One of the most serious threats to the Imperium is the flood of mortal armies from the daemon worlds, forces commanded by Daemon Princes of Chaos and other daemons. Of these the most notorious are the Chaos Space Marines and Traitor Titan Legions. Thousands of years ago, when the Emperor was still fully alive, over half of his Space Marine Chapters and Titan Legions were infiltrated by Chaos and rebelled against him, plunging the Imperium into a long and bitter war known as the Horus Heresy. Eventually the forces of Chaos were beaten and their Arch-Champion Warmaster Horus destroyed in hand-to-hand combat with the Emperor, who was so badly wounded he was placed in stasis on the golden throne so that his spirit might endure even if his physical body should fail.

The remnants of the defeated Chaos Space Marine Chapters and the Traitor Titan Legions fled to the Eye of Terror. There, they and their descendants still live on, nurtured by daemons and raised to the status of Champions of Chaos. These lost and damned souls raid the Imperium, ravaging human space and despoiling unprotected planets.

Fortunately for humanity Chaos is divided amongst itself; the four Great Powers and other lesser creatures war against each other constantly, striving for supremacy in the warp. This is just as well, because were the Great Powers to unite in one supreme effort there is little doubt that the material galaxy would be overwhelmed by Chaos and turned into a daemon realm.

THE TITAN LEGIONS

THE ADEPTUS MECHANICUS

There are no towers as high as the spires of Mars, no cities greater than the hives of Mars, and no men more devoted to the pursuit of knowledge than the Tech-Priests of Mars.

Mars is the greatest and most populous world in the entirety of the galaxy-spanning Imperium. Sprawling hives climb miles into the Martian sky and their foundations delve deep into the planet's core. Orbital factories circle its globe, their ceaseless industry forming a glowing halo around the red planet.

Above the equator vast space docks float in geo-stationary orbit, for this is the home of the mightiest fleet in the Imperium, the Battlefleet Solar. Untold billions of human souls live on the ancient world. They are the people of the Cult Mechanicus and the devoted servants of its technarcane Machine God.

Mars is the homeworld of the Tech-Priests, the ruling class of the Cult Mechanicus. Throughout the galaxy there are many other worlds that belong to the Tech-Priests, planets whose people also form part of this huge and powerful organisation. These other planets are called Forge Worlds, and though none are as ancient or as powerful as Mars, each has its hives and its factories, its industries and its cavernous temples to the Machine God.

Each Forge World is a colony of the Tech-Priests, controlled by its own Techno-Magi and responsible for its own affairs. However, the ultimate loyalty of all the cult members is to the Cult Mechanicus itself, and to its masters on the planet Mars.

LEGIO IGNATUM (Fire Wasps)

The Legio Ignatum is one of the oldest Legions, its Forge World being Mars itself. The Legion fought throughout the Great Crusade and still retains a number of Titans blessed by the Emperor himself at this time. Later the Legion fought through the darkest days of the Horus Heresy defending the Emperor's palace against the impossible odds that Warmaster Horus could bring to bear.

Innumerable individual tales of personal heroism and individual sacrifice survive from that time and the Fire Wasps have more than their share. To this day the Legio Ignatum is the only Titan Legion granted the honour of guarding the Emperor's golden throne room.

After the siege of the Emperor's palace was broken the Legio Ignatum went on to fight in most of the major campaigns to cleanse worlds of the taint of heretics. The Legion fought in the mighty conflicts on Paramar V and in the Tallarn system as it strove to drive the Traitor Titan Legions back.

In these long and bloody campaigns the Princeps of the Fire Wasps came to know and hate with an abiding passion the Legio Mortis, old rivals which had now turned to dark heresy and foul worship of the gods of Chaos. It was the Legio Mortis who breached the walls of the Emperor's palace, it was the Deaths Heads Scouts who terrorised and systematically destroyed the populations of a dozen hives on Paramar and Tallarn. The flames of hatred still burn hot and bright in the hearts of the Legio Ignatum – one day a reckoning will be made.

THE BIRTH OF THE CULT MECHANICUS

The Cult of the Machine God began many thousands of years ago, before the birth of the Imperium, during the time known as the Age of Strife. The events that triggered the Age of Strife must forever remain a mystery, but very likely the increasing turmoil in warp space was one of the most influential factors. Only by means of the ethereal realm of warp space can interstellar space travel take place. Erratic disturbances in warp space, called warp storms, make it almost impossible for spacecraft to travel between star systems. During the Age of Strife, the warp storms became frequent and more intense, spreading throughout the galaxy until space travel became next to impossible. Individual solar systems became isolated and many human colonies hitherto dependent upon interstellar contact were lost. Societies collapsed, anarchy prevailed, and the old civilisation of mankind passed away forever.

During the Age of Strife the Earth could no longer acquire sufficient food or resources to accommodate its people. Without access to the wider galaxy the homeworld could

LEGIO ORDO SINISTER

The Legio Ordo Sinister is an elite special purposes Legion. It comprises only a dozen Emperor class Titans under the command of the renowned Grand Master Ferromort. The purpose of the Legio Ordo Sinister is simple: to inspire terror and obedience in those who are in danger of disobeying the Pax Imperium, to lend the weight of steel to the words of the Adeptus. In this respect the Legio often works in conjunction with the Adeptus Arbites, the Inquisition and the Ecclesiarchy, providing transport and fire support for their ground troops in innumerable short, vicious campaigns.

The carefully planned assaults of Grand Master Ferromort are famous for their precision and flawless execution. Great pains are taken to use them as an example of impersonal and faceless Imperial efficiency. In persuading truculent governors to submit to the Imperial will the Legio Ordo Sinister has destroyed hundreds of supposedly impregnable fortresses and allegedly unassailable palaces. However, this Legion remains an instrument of precision for the Imperium – a well-honed sabre rather than the sledgehammer of planetary bombardment or the scalpel of a Space Marine intercession.

not survive. Untold billions died as a result of war and starvation. The planet soon became a battleground where rival warlords fought over the ruins of a once great civilisation. All of Earth's ancient knowledge was lost and its cities destroyed. The planet became little more than a desert where its people were reduced to the level of brute savages fighting over the scarce land and water that remained.

On Mars the process of disintegration began as it did on Earth, but because of the unique conditions on Mars events were to develop entirely differently. Because of lack of maintenance the planet's atmospheric radiation shields soon disintegrated. Solar radiation poured onto the surface, destroying the fragile ecosystem and wiping out sparse vegetation which had taken millennia to cultivate. Plagues caused by high radiation levels slew most of the population. Of those who survived most became deranged by sickness, many turned into mutant zombies or gibbering cannibals. The destruction of the entire planet seemed likely. However, this was not to be, for a new idea began to spread amongst the people, a religion of survival - the Cult Mechanicus dedicated to the Machine God.

The devotees of the Machine God sought out the now scattered technology needed to rebuild temporary radiation shelters. The cult demanded absolute devotion from its followers, for only by selfless dedication and often personal sacrifice could machines be recovered or the planet saved. Under the direction of their Tech-Priest leaders, the cultists set about restoring order to the world. They built shelters to protect themselves from the radiation storms, and oxygen generators and food processing machines to enable them to live behind the enclosed shielding.

There were few shelters even for the Tech-Priests and none for unbelievers. Marauders and mutant raiders tried to force their way inside the hurriedly constructed buildings. Many of the cultists died defending their shelters and some early shelters were destroyed, but the survivors emerged all the stronger and more determined. The people interpreted their survival in the face of tremendous odds as vindication of the Cult Mechanicus. Their resolve and devotion to the cult became unshakeable.

Whilst rival warlords battled over the remnants of Earth the Tech-Priests rebuilt Mars in the image of their inhuman god. On red sand there rose the first temples of the Machine God and the people came to worship at the High Altar of Technology.

The Tech-Priests scoured the ruins of Mars for surviving machinery which they enshrined within the Temple of All Knowledge. Within the temple's plasteel shell shining pistons held the vaulted roof almost a mile above. The shafts of each piston were so constructed that they moved to raise and lower the roof, altering its acoustic properties to accentuate the hymns of praise sung to the Machine God.

The High Altar within took the form of a vast database containing the whole knowledge of the Tech-Priests. Even today every new discovery is dedicated to this altar. Every temple on Mars and throughout the Forge Worlds is connected to the High Altar by means of a living Transmat link, a psychic Servitor whose mind co-joins all altars of the Cult Mechanicus into one holy machine entity.

LEGIO DESTRUCTOR (The Beasts of Steel)

Legio Destructor is one of the Imperium's largest Titan Legions, comprising over a hundred machines of all classes. This is unsurprising as the Forge World of Legio Destructor lies within a hundred light years of the Wheel of Fire and the edge of the Ork empire of Charadon. Led by their eccentric Grand Master Thaedius Wilson the Legio Destructor have sallied out to stave off numerous Ork Waaaghs! issuing from the Wheel of Fire or the Charadonian empire. Consequently the Legion spends much of its time building up its strength to resist the next avalanche of maniac Ork warriors and war machines.

It is murmured in some areas of the Adeptus Mechanicus that the constant exposure to Ork attacks has made the Legio Destructor increasingly 'Orky' in its outlook and behaviour, particularly in its attitude to combat. The Princeps and crews of Legio Destructor hunger for battle with an unusual exuberance. So far this thirst for battle has been viewed as a useful attribute, particularly against foes other than Orks who find the Legion a highly unsettling opponent. But even the Fabricator General expressed surprise to hear that the Titans of the Legio Destructor are now fitted with amplifiers so the Legion can reply to the Orks' howls with their own battle chant: "Big Death, **Big Death, BIG DEATH!**".

THE TITAN LEGIONS

When the Tech-Priests built their first temples and restored order to Mars they also laid the basis for the military arm of the Cult Mechanicus, the Titan Legions. They created weapons capable of functioning in the hostile environment of their planet. The vast fighting machines they built were Titans. Since that time the Titan Legions have formed the backbone of the armies of the Cult Mechanicus. Now, as part of the Imperium, they serve the Emperor.

Of all the galaxy's fighting machines none can match the sheer size and power of a Titan. The largest Titans bristle with weaponed turrets and carry potent guns capable of destroying entire formations of enemy troops. Inside the Titan's armoured shell countless crew busy themselves with their duties. Some operate the throbbing engines that propel the machine enabling it to walk over the battlefield. Others direct its potent weapons of destruction, guiding its turrets and aiming its lethal missiles. A Titan is a ponderous battleship of the land. A machine of such a size and complexity that it is accompanied by infantry and tanks so that it can deliver its substantial firepower in the most effective way. Some Titans carry troops into battle, their towering leg sections form mighty bastions from which squads of troops attack the enemy.

The construction of a Titan takes many years. Centuries of endeavour lie behind a single machine. The largest and oldest Titans of all are held to contain a spark of the Machine God's divinity. They have a holiness invested in them by virtue of their antiquity and technical complexity. The Tech-Priests deck the Titans with banners proclaiming their divine nature. On the eve of battle they anoint the machines with holy oil and perform the Mass of the Cult Mechanicus before the entire legion. The sacred names of the Titans are chanted amidst readings from the Manual Technicanum. To the Tech-Priests a Titan is more than a fighting machine it is an aspect of the Machine God, a holy and worshipful creation of Technology. To serve aboard a Titan is to serve the Machine God in person. This is the greatest service that a mere mortal can perform.

THE FORGE WORLDS

When the Cult Mechanicus restored order to Mars its leaders looked to Earth and beyond, hoping to find remnants of human knowledge on other worlds. The Tech-Priests were appalled at the destruction on Earth and judged there was nothing worth saving. Instead they turned their attention to the wider galaxy. However, their spacecraft were unable to break through the warp storms that raged throughout the galaxy, isolating the Sol system and many others besides.

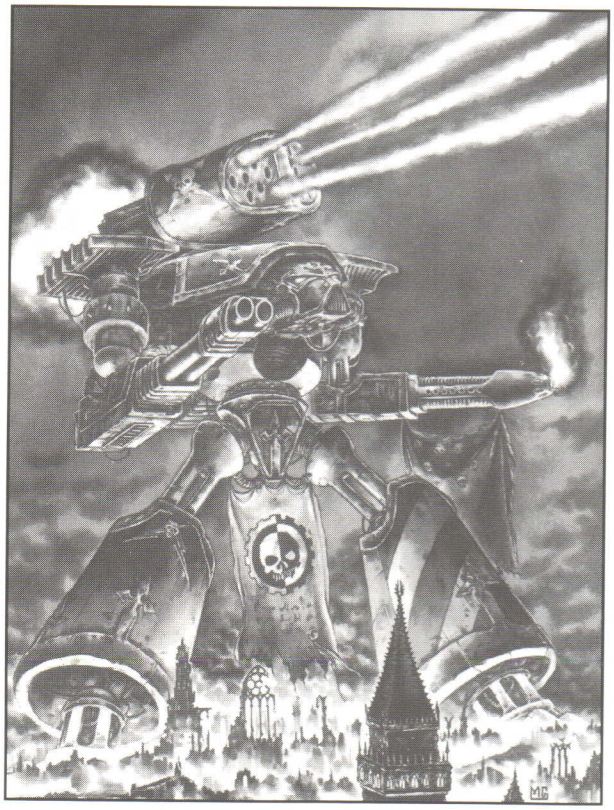
The Tech-Priests studied the warp barrier for many centuries, observing the nature of the warp storms and the energy patterns within them. After many lifetimes they

were able to predict when the storms were at their weakest, and made preparations for an expedition beyond the solar system. At last an opportune moment came, the warp storms abated, and a massive fleet set out from Mars. The spacecraft of the Cult Mechanicus carried an entire Titan Legion onboard as well as thousands of Servitors and Tech-Priests to form the seeds of a new colony.

After a few short days the warp storms regained strength once again and all contact was lost with the fleet. The Tech-Priests waited for a sign from their Machine God, and faithfully started to prepare another expedition.

Over the next thousand years many Titan Legions were built and launched into the void. Some were lost or destroyed, but others were successful in their mission. Throughout the galaxy new colonies of the Cult Mechanicus were founded, each a replica of Mars with its temples and hives, its factories and its hierarchy of Tech-Priests. Each new world was protected by its Titan Legion. These new worlds were called Forge Worlds.

Whilst the storms persisted the Tech-Priests of Mars could only guess how many of their space fleets had survived passage through the tumultuous warp. During moments of relative calm broken messages were down-loaded into the High Altar in the Temple of Knowledge, fleeting reports from the Forge Worlds, data from recovered machines, conformations of new discoveries or desperate pleas for help. But there was little the Tech-Priests of Mars could do to aid individual worlds, and it was not until the time of the Great Crusade in the Age of the Imperium that the Forge Worlds were to be finally united with Mars.



Reaver Titan

THE KNIGHT WORLDS

The Tech-Priests' spacefleets found an anarchic galaxy where the ancient confederacy of interdependent human planets no longer existed. They discovered that the Eldar too were facing social degeneration. Many had taken to the worship of the Dark Gods of Chaos, and everywhere the Eldar worlds were falling into ruin. Some Eldar had already chosen to abandon their home worlds and set up new colonies of Exodites untainted by the evil of Chaos. The Tech-Priests also found that wild Ork warbands rampaged throughout the galaxy, looting and destroying, causing unrest everywhere.

LEGIO MORTIS (Deaths Heads – Traitor Legion)

The very name of Legio Mortis has long since become a foul taint to the defenders of humanity, uttered only with fear and loathing. Their infamy stretches back 10,000 years to the time of the Horus Heresy when the daemon-possessed Warmaster Horus sent the new-born Imperium tumbling into bloody civil war.

Legio Mortis had fought for the Warmaster in a hundred campaigns during the great crusade, their loyalty had long since been pledged to him rather than the distant Emperor. When Horus began the heresy by virus-bombing the defenceless world of Istvaan III the Deaths Heads made the landings to scour the corpse-packed hives for the pitifully few survivors. Some say that mutated strains of the virus brought their final corruption, some say the madness inspired by the billions of putrefying corpses turned their faces to Chaos.

Who can say where the truth lies? Certainly when the Legio Mortis landed on Earth to besiege the Emperor's palace they were warped and mutated almost beyond recognition. The adamantium skins of their Titans were pocked and bubbled with foul effluvia, great tentacles of twisted flesh and metal lashed, spiked tails whipped back and forth. Their Titans' heads had been transformed into drooling daemonic visages filled with malice and their engines roared like angry beasts.

Horus granted the Deaths Heads the honour of breaking through the outer walls of the palace and with wreckers, power rams, warp missiles and their own fiendish bravery they did so despite suffering the loss of over thirty Titans in one night.

But despite their efforts the siege failed and Horus was defeated. The remnants of the Legio Mortis fled from Earth and were hunted and pursued, system by system, to the Eye of Terror. There, where the warp and real space overlap, time has flowed strangely for the Deaths Heads. They remain trapped in servitude to the gods of Chaos, fighting a war that ended 10,000 years ago, building their strength and testing the Imperium's defences for the time when they shall return and wreak terrible vengeance on all living things for the defeat of their beloved Warmaster.

The human worlds discovered by the Tech-Priests retained little of their old technology. They had devolved into feudal states ruled by aristocratic nobles who welcomed the Tech-Priests as long awaited saviours. The Tech-Priests settled amongst these feudal empires, or Knight Worlds, choosing planets that were mineral rich where they could rebuild their industries. They established contacts with the Knights, trading with their worlds and investigating the ancient ruins where surviving technology could still sometimes be found. The Knights provided manpower and security against enemies such as marauding Orks and land-hungry Eldar Exodites. In return the Tech-Priests provided technical expertise and help rebuilding their planets.

Over the millennia the Forge Worlds became powerful and the Knight Worlds flourished under their wing. The Tech-Priests and Knights became mutually dependent and each Forge World became the hub of an empire consisting of a Forge World and its surrounding Knight Worlds. The Knights learned much from the Tech-Priests and their societies were gradually transformed into technically sophisticated cultures. Many of the Forge Worlds were successful in maintaining sporadic contact with each other, and the Tech-Priests' obsession with knowledge ensured that discoveries on one world were down-loaded to altars throughout the galaxy.

The most important innovation that the Tech-Priests brought to the Knight Worlds were the fighting machines also called Knights. These machines were one-man versions of a Titan, much smaller and less powerful than a real Titan, but far better suited to the mobile style of warfare prevalent amongst the nobility of the Knight Worlds.

Today these Knights fight alongside the Titans and form a reserve of troops which can be called up into the Titan Legions when required. Each machine is piloted by a noble of the Knight Worlds, a Knight warrior within a Knight machine, for these worlds have maintained their feudal societies over the millennia. Indeed, the acquisition of technology enabled the warrior nobility to strengthen its position of power on their worlds.

THE AGE OF THE IMPERIUM

It is now ten thousand years since the Age of the Imperium began. It was in that distant time that the warp storms finally ended with a single massive storm of unbelievable destructive power. The warp is formed from psychic energies which affect the minds of psychically sensitive mortals. As a result of the final collapse of the storms many humans were killed as a psychic shock wave spread throughout the galaxy.

The Eldar worlds were at the centre of this shock wave, spelling the end of planet-bound Eldar civilisation. Some Eldar escaped by means of massive space arks called Craftworlds. The Eldar Exodites who had already distanced themselves from the hub of their civilisation also survived.

Other Exodites arrived amongst the Knight Worlds looking for worlds to settle, seeking out planets seeded by their ancestors thousands of years previously. Many of these worlds were already settled by the Knights and wars broke out throughout the Knight Worlds as Eldar tried to oust the Knights. The Forge Worlds and Knights managed to repel the Eldar invaders in most cases, but they could not prevent the Exodites settling nearby. Over the following centuries the Exodites and Knights would fight many long and arduous wars.

On Earth the lifting of the warp storms signalled the beginning of an age of rebuilding and resurgence. From the battling warlords of Earth emerged one far-sighted visionary, a man of mysterious origins whose knowledge of past technologies astounded all who spoke to him. History does not recall his name only the title he came to assume in later years – the Emperor. This great leader united the warring people of Earth and prepared the way for the reconquest of the galaxy by his Space Marine Legions.

On Mars the Emperor was recognised as the long-awaited Omnissiah of cult legend. A frenzy of popular uprising swept through the entire Cult Mechanicus as word spread of his coming. When the Emperor arrived on Mars he was hailed as the Machine God Incarnate and the Tech-Priests and Techno-Magi alike came to acknowledge his leadership and marvel at the technical secrets at his command.

Not all amongst the Cult Mechanicus were happy with this turn of events. Many of the senior Magi resented the disturbance in the status quo threatening, as it did, their own power base. A few of these malcontents led a rebellion and seized the Temple of All Knowledge from where they called the faithful to war against the Emperor.

The conflict that followed was short and bloody, and ended in the defeat of the reactionaries and triumph of the Emperor's followers. Mars and Earth were reunited after millennia of separate development.

THE GREAT CRUSADE

With the massive human resources of Earth and the colossal technical power of Mars the Emperor began the re-conquest of the galaxy. This mighty enterprise is known as the Great Crusade and it lasted for two hundred years. The Emperor's forces spread out from the Sol system, searching for surviving human worlds and driving out alien usurpers. Many long forgotten planets were liberated during the Great Crusade and many worlds were settled anew. Gradually the Imperium expanded throughout the galaxy.

Forge Worlds throughout the galaxy were able to establish secure communications with Mars following the end of the warp storms. Many Forge Worlds were able to contact the High Altar of Knowledge, and many technical advances and discoveries were spread as a result. The position of Mars and the Cult Mechanicus as the leader of the Forge Worlds was reaffirmed and spacecraft began to travel between the worlds regularly.

Many Forge Worlds found themselves at war with alien invaders, especially Orks, now that space travel was viable once again. Although the Forge Worlds were able to help each other to some degree, they were everywhere forced onto the defensive. Some Forge Worlds were destroyed and many of the Knight Worlds were devastated. As the Great Crusade advanced it was able to free the Forge Worlds from these attacks. The liberation of the Forge Worlds was a great advantage to the Imperium, because their considerable military might could be added to that of the Great Crusade itself.

As the Emperor's forces pushed further and further into the galaxy, the Forge Worlds were able to supply arms and equipment, weapons, spacecraft and other munitions to the advancing armies. Titan Legions from the Forge Worlds joined the Space Marines to extend the borders of the Imperium still further.

As the Great Crusade reached the edges of the galaxy the Cult Mechanicus founded new Forge Worlds to act as forward supply bases. These new planets soon grew and established their own Titan Legions. Surrounding planets were colonised from the Knight Worlds, replicating the long-established pattern on the other Forge Worlds.

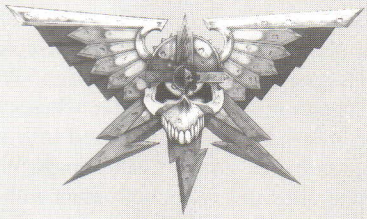
THE HORUS HERESY

As the Great Crusade reached ever outwards, encompassing almost the whole galaxy, a new and unthinkable threat emerged to challenge the re-emergence of humanity. This was the rebellion known to later ages as the Horus Heresy. The revolt was led by Warmaster Horus, the greatest of the Emperor's generals, his most trusted lieutenant, and the most powerful of all the Primarchs. The rebellion began far out on the eastern fringes of the galaxy, and took hold amongst the Space Marine and Titan Legions serving under Horus.

It is unclear how Horus managed to turn his armies against the Emperor, but he was a skilled and persuasive leader who commanded immense personal loyalty amongst his troops. In all probability there were few who even questioned his orders, and later, when the true power behind the revolt was revealed, it was too late. At the very beginning none guessed that behind the Warmaster's plans lay something altogether more sinister. Unknown to anyone, Horus had thrown in his lot with the Dark Gods of Chaos. All who followed him would be as damned as he.

This is not the place to describe at length the fierce battles of the Horus Heresy. The galaxy was torn asunder as Space

LEGIO METALICA (Iron Skulls)



The Legio Metalica is rightly famous for its tragic part in the battle Armageddon, a hive world which produced weapons and munitions vital to the security of several systems in the sector. Armageddon suffered beneath a foolish and erratic Overlord, Herman von Strab, who refused to believe warnings of invasion by the fiercest Ork Waaagh in centuries, Waaagh Ghazghkull. The Legio Metalica was stationed on Armageddon to protect its vital industry and when Ghazghkull smashed through von Strab's inadequate defences the Overlord commanded the Legion to perform the impossible task of stemming the Orkish tide.

Princeps Senioris Kurt Mannheim held temporary command of the Legion after the death (suspected to be assassination) of its Grand Master. By Imperial law it was his duty to obey the Overlord and von Strab refused to hear Mannheim's advice. Unable to betray his oath of loyalty to the Emperor, Mannheim put on his best dress uniform, said goodbye to his wife and children and climbed into his Titan Steel Hammer to lead his battle groups to certain destruction.

The Legion fought hard and it fought well, Steel Hammer accounted for three Ork Gargants before it was crippled and even then Mannheim took his machine right into the centre of the Ork forces before its reactor melted down. But the Orks outnumbered the Legio Metalica more than three to one and the outcome was inevitable. The Legion was almost completely wiped out and took no further part in the Armageddon campaign.

At the end of the campaign Mannheim was posthumously awarded the Emperor's Star for his bravery and loyalty to the Imperium. The Legion has been rebuilt since its devastation at Armageddon and won acclaim in every campaign it has fought in for its dedication and determination, Mannheim remains a shining example of the dutiful warrior to all.

How like a God He is, that ancient Machine, primal of all His Kind, the Imperator! His mighty Fists, massive like two Towers of Destruction, laden with the Doom of Mankind's bitter Foes. He watches over us now as Battle joins, and in his Shadow we shall advance upon our Enemies and defeat them.

Marines fought Space Marines and Titans battled Titans. Horus' strategy was to move against the Emperor directly, attacking Earth with as much speed and as many troops as he could muster. Earth's defences were weak and reinforcements were weeks behind Horus' fleet. In the final event the war was to be won by the Emperor, but only at the cost of his own life as he battled Horus in personal combat aboard the Warmaster's own battleship. From that day forth the Emperor has lived only as a spirit sustained by psychic energies, his lifeforce inhabiting a corpse held together by stasis fields.

The majority of Horus' forces were scattered following his defeat. The rebel Space Marine and Titan Legions fled into the Eye of Terror, a zone of what is known as Chaos Space. Here the twin dimensions of the warp and reality overlap, and the ethereal realm of Chaos co-exists with the material realm of men. In this vast region of space there are worlds inhabited by daemons and their minions, and it was amongst these worlds that the traitors made their home.

Outside the laws of time and space the Eye of Terror has preserved the remnants of Horus' armies to this day. Space Marine warriors who fought against the Emperor live there still, emerging at points past, present and future to harass the forces of the Imperium. Titans that took part in the Heresy can also be found in the Eye of Terror on worlds ruled by dark and corrupted Tech-Priests whose hellish visions of techno-madness have created societies where men are slaves to daemon-possessed machines which hunger for mortal blood.

THE ASCENDANCY OF THE HIGH LORDS

Following the defeat of Warmaster Horus the Imperium of Mankind was re-established afresh. The organisational basis for the Imperium of the 41st Millennium was laid down in the years following the Emperor's incarceration. At that time Imperial organisations were instated in forms which have endured broadly unchanged for ten thousand years. Institutions created by the Emperor to serve his Great Crusade became the ruling bodies of the sprawling empire. Their chiefs became the most powerful men the galaxy has ever known. These individuals are the High Lords of Terra, a conclave which includes the chief military and administrative officials of the Imperium.

The new ruling body of the Imperium was known as the Adeptus Terra, the Adepts of Earth, a term which included not only the High Lords but all the organisations under their control. From this time the term Adeptus was formally adopted as the title for all officials of the Imperium. During the Great Crusade and Horus Heresy the Cult Mechanicus had taken part in all the triumphs and failures of the Imperium. Now the Techno-magi prepared to play their role in the rebuilding process too.

To establish their place amongst the new rulers of the Imperium the Cult Mechanicus became the Adeptus Mechanicus, and its cult leaders became High Lords of Terra. Over the following millennia the people of Earth and Mars would march forward together, welded into one mighty Imperium, yet distinctly different societies with their own governments and institutions.

THE ADEPTUS MECHANICUS

It is now the forty-first millennium. The Emperor has endured for ten thousand years, his living spirit continues to guide the fate of mankind though his body is rank with decay. On the world of Mars the Techno-Magi celebrate the rites of the Machine God and his divine manifestation the undying Emperor. Throughout the Imperium there are countless Forge Worlds devoted to the pursuit of knowledge. The Titan Legions and the Tech-Guard armies of the Adeptus Mechanicus protect and expand the territories of the Machine God. In conjunction with the Space Marines and Imperial Guard, they form the fighting armies of the Imperium, the most potent force in the galaxy.

The Forge Worlds and Knight Worlds remain fiercely loyal to their Martian masters. Their industry and their tithes are to the Adeptus Mechanicus and the Techno-Magi of the Cult Mechanicus. Where other human worlds in the Imperium are part of the feudal empire controlled by the Administratum of the Adeptus Terra on Earth, the Adeptus Mechanicus retains direct ownership of its own territories. Thus the Forge Worlds and the Knight Worlds owe no obligations to the Adepts of Earth. They raise no regiments for the Imperial Guard and they pay no tithes to the treasury. They are not answerable to the Adeptus Terra but to the Adeptus Mechanicus. Only the Inquisition has jurisdiction in their territories, and there are no worlds in the Imperium where those warriors of righteousness may not walk freely.

TITAN FORCES

BATTLE TITANS

Battle Titans stand between 10 and 25 metres tall. Their limbs are moved by electrically motivated fibre bundles that bunch and flex like muscles around 'bones' of adamantium and armaplas. They are protected by up to six void shield generators and have heavy armour of ceramite and adamantium comparable to super heavy tanks. The void shield generators are a Battle Titan's first line of defence but they have a ferocious power requirement beyond the capacity of most portable power sources. All Titans overcome this problem by using dangerously volatile plasma reactors with all the attendant risks of melt-down or runaway reaction.

Titans are controlled via the use of a mind impulse unit or MIU as they are sometimes known. Mind impulse units read commands directly from the brain-waves of the Titan's bridge crew, giving the machine an agility and reaction time otherwise impossible to achieve. To an extent the Titan and its crew, in particular its commander or Princeps, become meshed together by the use of the MIU.

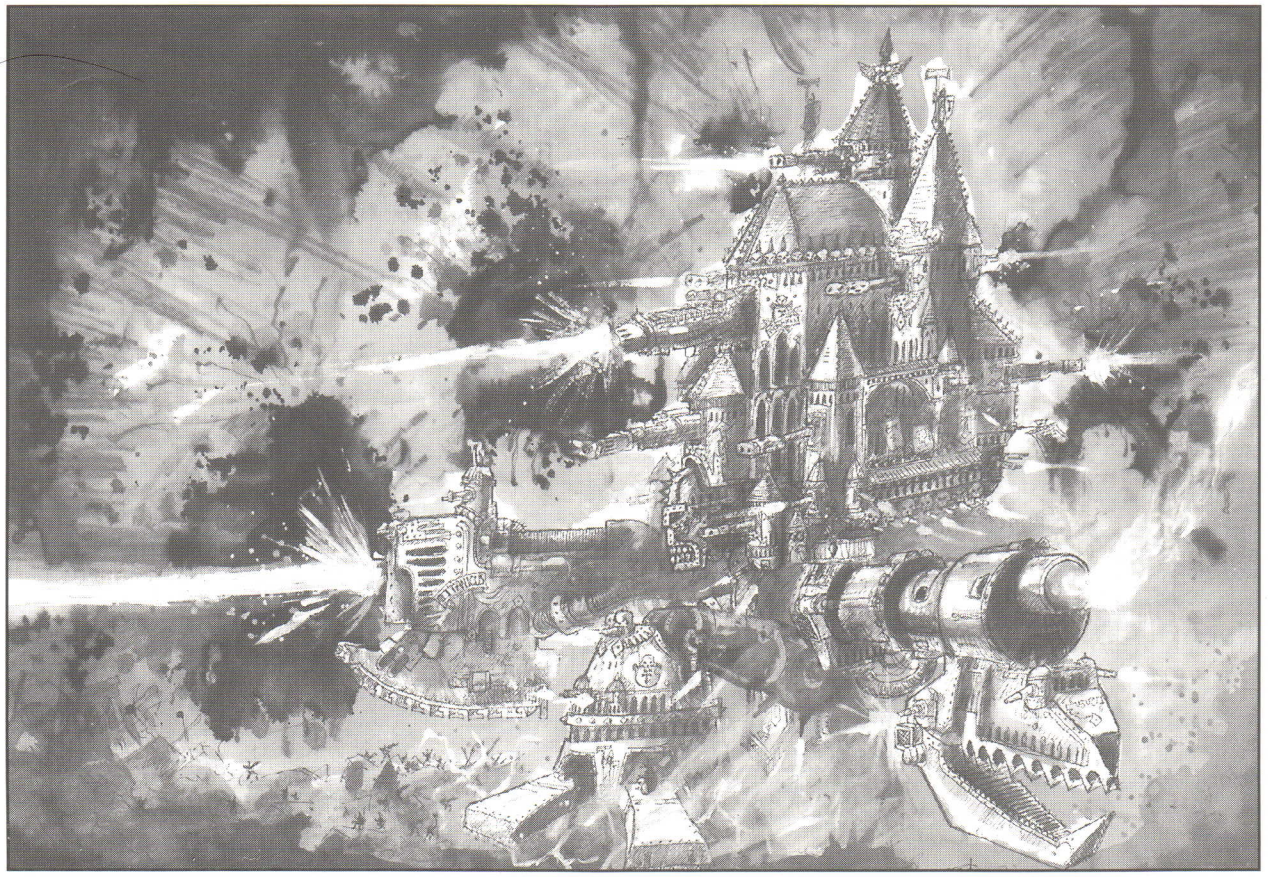
The plasma reactors of Battle Titans are designed to generate sufficient energy for the Titan to operate within strict parameters. For example, a Titan can move and fire but its reaction time will be slowed and it will not be able move at full speed. Alternatively, the same Titan could sacrifice all its movement in order to give it sufficient energy to track and lock targets more quickly or else move at top speed but be unable to fire while it does so.

Battle Titans normally have multi-configuration weapon mounts which allow them to interchange weaponry easily. This useful feature enables a Titan to theoretically arm itself with the ideal weapon combination for every terrain type and opponent. Of course on a war front this is seldom the case as Titans will often be away from base facilities for weeks at a time. It is also noticeable that Princeps and their crews quickly develop a taste for specific weapon combinations.

REAVER BATTLE TITAN

The Reaver Battle Titan is a flexible multi-role fighting machine commonly used at the forefront of the fighting. Reavers are medium weight Battle Titans which mount up to three weapon systems. They are shielded by four void shield generators and are protected by thick, well sloped armour from all sides.

Reavers are most commonly deployed in a shock/assault role, giving close support to infantry and tank attacks. In this capacity they are usually armed with a number of short ranged, rapid fire weapons and a close combat weapon



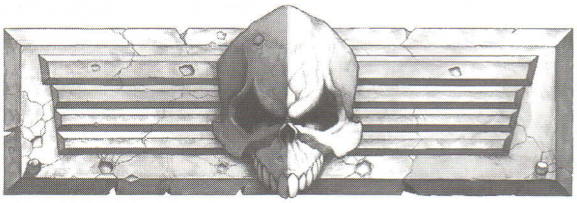
such as a chainfist. When operating in battle groups one or two of the Reavers will be equipped with longer ranged anti armour weapons such as turbo lasers or plasma blastguns and possibly a one shot missile to give longer ranged support.

The Reaver seems to have been designed at approximately the same time as the Warhound. It differs considerably from older designs, such as the Warlord Battle Titan, in placing the vulnerable plasma reactor at the rear of the carapace housing. While this makes the Reaver difficult to knock out from the front the more exposed cooling bars of the reactor make it a comparatively easy target from the side or rear. The greater speed of the Reaver over Warlord Battle Titans minimises this problem but it does make Reavers unsuitable for extremely heavy fighting in cities or other close terrain.

WARLORD BATTLE TITAN

The Warlord Battle Titan has always been the workhorse of the Titan Legions, indeed its design pre-dates the Imperium itself. Some Warlords in the Legions have been in service since the Dark Age of Technology and many more date from the Age of Strife. These ancient war machines are carefully attended and maintained by the Tech-Priests so that energy still surges through their mighty limbs when the right supplications are performed.

The Warlord is a heavy Battle Titan intended for continuous front-line action in major warzones. It is protected by six void shield generators and some of the thickest armour to be seen on a Battle Titan. The Warlord can mount up to four independent main weapon systems and several subsidiary weapon systems to increase its short range firepower for city fighting.



The great longevity of the Warlord Titan has led to a plethora of specialist devices being designed for it. These include assault pods, one-shot missiles, siege weapons like wrecking balls or battering rams, fire control centres, landing pads for skimmers and so on. Some Titan Legions are almost entirely made up of Warlord Titans fitted out with devices for siege warfare and are only used for demolishing fortresses and cities that foolishly resist the Emperor's will.

The Warlord Titan does suffer one drawback: its plasma reactor is mounted in the abdominal cavity so it is vulnerable to hits from the front. Though as well armoured as is practical the reactor remains a weak spot which is vulnerable to even infantry heavy weapons. Consequently in open battle Warlords are most commonly configured as gun platforms, mounting a number of long ranged weapons and missiles to give heavy fire support.

WARHOUND SCOUT TITAN

Warhound Scout Titans are not strictly speaking Battle Titans at all. However, there are very few practical differences between Scout Titans and Battle Titans (save in size and nomenclature) so the Warhound is included here for completeness. Warhound Scout Titans are the eyes and ears of the Titan Legions. Fast and agile, they perform dangerous reconnaissance missions and terror raids behind enemy lines.

Warhounds almost invariably operate in pairs so that they can outmanoeuvre or outgun almost any opponent they are liable to meet on such missions. In a major battle Warhounds favour working their way around a flank to pursue 'soft' targets such as infantry and artillery. With weapons like Vulcan mega-bolters and Inferno guns a pair of Warhounds can cause immense damage this way.

Warhounds are shielded by two void shield generators and are lightly armoured, emphasising speed over strength. They mount two weapons and are limited in their selection to the 'lighter' Titan weapons.

LEGIO VULCANUM I/ LEGIO VULCANUM II

The Vulcanis system is remarkable for its eclipsing binary of red giants. These swollen, dying stars circle and drain crimson streamers of gas from each other in perfect synchronisty. The forge world of Vulcanis is Stygies VIII, a large moon in orbit around a massive ringed gas giant on the outer fringes of the system. Because of its close proximity to the Eye of Terror and attendant risks of Chaos attack Stygies VIII was home to two Titan Legions, the first and second Legio Vulcanum.

While it is unusual for a single system to support two Legions it is far from unknown – Mars itself supports three. The curse of Vulcanis was that both Legions betrayed the Emperor and joined the heresy on the side of Horus.

Most of the brother-legion's machines were on crusade with Horus when the heresy began. However a core of Chaos cultists back on Stygies VIII made a series of bloody surprise attacks to seize control of the forge world's manufacturing facilities. Soon the loyalists were reduced to a small group defending the Temple of Knowledge against the robed cultists and the hastily-improvised berserker machines they had produced.

Trapped and alone the loyalists expected only to die but rescue came from an unexpected quarter. On the 31st day of the siege a group of tall, graceful Titans supported by speeding jetbikes in their hundreds appeared and smashed the scions of Chaos. The Eldar Craftworld of Saim Hann had sent the forces - not to help the loyalists but to deny Chaos a staging post so close to the Eye of Terror. When the heresy ended both the brother-legions fled into exile in the Eye of Terror and Stygies now houses a third legion, Legio Honorum.

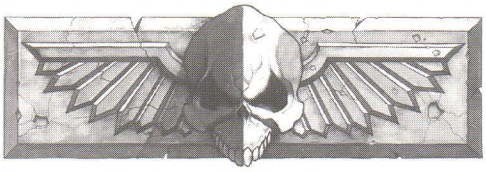
The waking nightmare of any Warhound crew is that an incompetent commander will deploy them in the centre of an open battlefront where they will draw heavy enemy fire and quickly be destroyed. The small crews of Warhound Titans are made up of tough and resourceful individuals who are experts in unorthodox tactics, and possessed of a fierce fighting spirit that is the envy of other Titan crews.

EMPEROR CLASS TITANS

Emperor class Titans tower some 25 to 40 metres tall. They mount veritable arsenals of weaponry and are protected by up to twelve void shield generators and armour so thick it would not be out of place on a planetary defence installation. Emperor class Titans are amongst the largest mobile battle units that can be deployed on a planetary surface and each one forms a vital part of the Imperium's strategy. Emperor class Titans employ the same technologies as Battle Titans but on a massive scale, featuring huge plasma reactors to supply their colossal power requirements.

IMPERATOR EMPEROR CLASS TITAN

The Imperator is one of the larger examples of an Emperor class Titan. The Imperator uses the 'dynamic' pattern of plasma reactor which forms the heart of all Emperor class Titans. This allows the Titan's Princeps to strictly control the amount of energy being channelled to different parts of the Titan to make maximum use of the power available.



Only the most battle-hardened Princeps are given command of an Imperator Titan and they are permitted the pick of crew members from other Titans within the Legion. In comparison to Battle Titans of all classes Imperators are rare with most Titan Legions able to field three or four Imperators in a campaign. The Grand Masters of Titan Legions often use Imperator Titans, modified to a greater or lesser degree, as mobile headquarters. From here they issue commands to the whole Legion or even lead vital assaults personally if the situation warrants it.

Imperators spend much of their time employed as vast mobile fortresses to strengthen vulnerable sectors of the battlefront or to act as a reserve force behind the front-line. When a major offensive begins Imperator Titans spearhead massive assaults of men and machines, their terrifying firepower blasting a path through the enemy lines.

The defences of the Imperator are impressive to say the least. Twelve void shield generators and metres-thick armour ensure that only the most concentrated salvoes have a chance of damaging it. In addition to this an assembly of Adeptus Astra Telepathica psykers protects

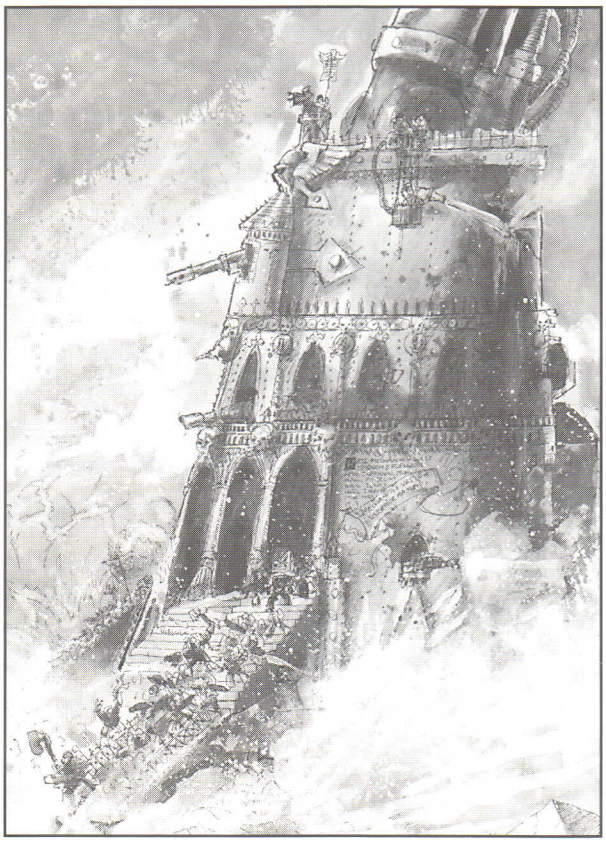
the Imperator from psychic assault and use their powers to assist in targeting its weapon batteries. A complete company of infantry plus supporting troops can be housed onboard the Imperator to guard it against infantry assault or be transported to a vital objective.

The standard Imperator Titan is configured to deliver salvoes of devastation at all ranges, the fire intensifying as the Imperator closes with its target. However, Imperators are not normally equipped to fight other Titans in close combat. Instead they rely on their deadly firepower to smash opponents apart before they can get too close.

TITAN BATTLE GROUPS

The Titan Legions are extremely flexible organisations. The number of operational Titans in a single Legion can vary between barely a dozen in the case of the elite Legio Ordo Sinister to over a hundred in the Legio Destructor. When at war some of the Legion's Battle Titans are sent to different sectors of the battle front to support specified companies, nominally coming under the control of the sector commander. Likewise, most Emperor class Titans are deployed to strengthen the front at key points, although these remain under the direct command of the Legion's Grand Master.

The bulk of the Legion's remaining Battle Titans are formed into battle groups of three Titans each, which will usually remain together for the course of the campaign. Each battle group is an independent unit, frequently including its own supporting troops as well as repair and maintenance facilities. The Titans in a battle group are nearly always of the same type, Reavers or Warlords. This ensures that they remain a cohesive group with similar capabilities.



Scout Titans such as Warhounds have not been organised into battle groups since the excesses committed by Senior Princeps Esau Turnet's Deaths Head Scouts, part of the Traitor Legio Mortis, during the Horus Heresy. Instead Scout Titans operate in pairs and these teams are attached to battle groups or other large formations as required.

The armament of the Titans in a battle group varies greatly according to the terrain it's fighting in and the strengths of its opponents. The Grand Masters of the Titan Legions have pondered the optimum weapon mixes for battle groups for thousands of years. Is it better to arm all three Titans with weapons of the same range to achieve mass firepower? Or should each Titan be tailored to complement its fellows and cover their shortcomings? Innumerable codexes and papers have been written on the subject of Titan armament but individual Princeps and Grand Masters all harbour their own perceptions of the ideal weapon fit.

CHOOSING THE TITAN LEGION

Your Titan force represents part of a Titan Legion on campaign. The army itself may include Titans, Knights and Tech-Guard, plus Space Marines, Imperial Guard and Squats as allied contingents. Eldar may also be chosen as allies but only if the opposing force includes the forces of Chaos or Orks – the Eldar remain aloof in all other conflicts.

A Titan Legion is very large and may include various special troops which the Grand Master of the Legion has gathered over the years. Your troops are chosen using the epic army cards for the Titan Legions. These are indicated by a deep blue bar and yellow text in the title. Begin by fixing a points value for the whole army; your force may not exceed this value.

You must choose at least one company card. For every company card you choose you may include up to five support cards which represent units placed in support of the company card.

For every company card you may also choose one special card. Special cards encompass unusual units or war machines like Emperor class Titans which are so gigantic that they are normally only sent into battle with the support of at least a company of more conventional forces. As you choose your cards note down the points values and make sure the total does not exceed your agreed value for the army.

For example, you might choose a Tech-Guard Titan Defence company as your first company card. To this you might decide to add support cards to include a Tech-Guard mechanised platoon, a Warhound Scout Titan detachment, a Hydra detachment, and two detachments of Knights Paladin. You could then choose an Imperator Emperor class Titan as your special card. This would create a mobile strike force based around the Imperator Titan and its company of infantry.

Remember that there is no obligation to buy the whole allowance of five support cards or a special card for each company card in your force. On the whole it is best to use the support cards as they are intended: to provide useful support for the companies or battle groups concerned.

"The arming of Titans must, by necessity, always be a compromise. To gain long range you must sacrifice firepower, and vice versa. You must approach this decision at two levels.

Firstly the level of the individual Titan. Consider carefully what it must achieve and how its armament will affect its ability to fulfil its objective.

Secondly, the level of the force itself: this may be the Legion as a whole or a battle group on a particular mission. Never forget that a Titan force is a team – a single body, and may have specialised members designed for specific tasks.

Meditate on the subject if you feel the need, or consult the Imperial Tarot. The decision is important, so do not take it lightly."

De Bellis Titanicus
Attributed to Haran Jaxx

WARLORD TITAN

MOVE	CLOSE ASSAULT FACTOR	CLASS
15cm	+14	Battle Titan

The Warlord Titan has six void shields and capacity to mount four weapons.

Note down the details of the weapons mounted on your Titan in the spaces given below.

Record shield loss using the Warlord Titan's shield wheel.

WEAPON	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES

PERMITTED WEAPONS

Barrage Missile Launcher, Battle Claw, Carapace Landing Pad, Carapace Multi-lasers, Chain Fist, Combat Head, Corvus Assault Pod, Deathstrike Cannon, Fire Control Centre, Gatling Blaster, Harpoon Missile, Inferno Gun, Laser Blaster, Laser Burner, Melta Cannon, Multiple Rocket Launcher, Plasma Blastgun, Plasma Cannon, Plasma Destructor, Power Fist, Power Ram, Power Saw, Quake Cannon, Trident, Turbo Laser Destructor, Volcano Cannon, Vortex Missile, Vulcan Mega-Bolter, Warp Missile, Weapon Head and Wrecker.

HIT LOCATION TEMPLATES

FRONT

WEAPON 2+		WEAPON 2+
WEAPON 2+	HEAD 1+	WEAPON 2+
WEAPON 2+	PLASMA REACTOR 2+	WEAPON 2+
LEG 2+		LEG 2+
LEG 1+		LEG 1+

SIDE

WEAPON 2+	WEAPON 2+	WEAPON 2+
CARAPACE 1+	WEAPON 2+	HEAD 1+
	WEAPON 2+	WEAPON 2+
	LEG 2+	
	LEG 2+	

REAR

WEAPON 2+		WEAPON 2+
CARAPACE 1+	CARAPACE 1+	CARAPACE 1+
WEAPON 2+	PLASMA REACTOR 3+	WEAPON 2+
LEG 2+		LEG 2+
LEG 3+		LEG 3+

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WARLORD TITAN DAMAGE TABLES

HIT LOCATION

HIT LOCATION/SHOOTING

Roll to hit the Titan as normal. If you hit, refer to the location templates. Nominate the target area. Roll the pair of **aim dice** and move the location hit as indicated up, down, left or right. If the shot lands in a location area take any appropriate save. If the save fails refer to the appropriate damage table. If your shot lands on an empty square or outside the grid it has missed.

CLOSE COMBAT

If beaten in close combat the enemy chooses a location and damage is worked out from the appropriate damage table. Shields have no effect in close combat and saving throws are ignored.

HEAD DAMAGE TABLE - Roll D6

1-2 The Titan's mind impulse units have been damaged. Until the damage is repaired by rolling a 5+ in the end phase the Titan's CAF is halved, and it may only move or fire if you first roll a 4+ on 1D6 (roll the D6 just before you move or fire).

3 The shot punches through to the bridge, killing vital crew members. The Titan's CAF is halved for the rest of the game.

4 The shot rips through the head and causes an explosion in the crew compartment, injuring several of the crew. The Titan's CAF is halved for the rest of the game, and it may only move or fire if you first roll a 4+ on 1D6 (roll the D6 just before you move or fire).

5-6 The shot rips through the head and crew compartment, and triggers massive internal explosions within the Titan. The Titan crashes to the ground as a result of this spectacular KO! Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or troop stands that are fallen on are destroyed.

REACTOR DAMAGE TABLE - Roll D6

1-2 The Titan's plasma reactor has been breached and shuts down. The Titan grinds to a halt and may not move or fire until the damage is repaired (by rolling a 5+ in the end phase). No other damage may be repaired until the plasma reactor comes back on line.

3-4 The Titan's plasma reactor has been breached and the crew desperately struggle to keep the damage under control. Attempt to repair the damage in the next end phase by rolling a 5+. If you fail there is a reactor meltdown and the Titan is destroyed (see the next result for the effects of a meltdown). If you succeed the reactor comes back on line and the Titan may move and fire as normal.

5-6 The Titan's plasma reactor has been destroyed, and the Titan is vaporised in a spectacular meltdown. The Titan is removed from play (replace it with a crater if you have one). Anything within 3D6cm suffers an automatic hit, and must make an unmodified save to avoid damage.

LEG DAMAGE TABLE - Roll D6

1-2 The leg is damaged, forcing the Titan to walk with a pronounced limp. The Titan's move rates are halved and it may not enter difficult terrain.

3-4 The Titan's leg has suffered extensive damage, and it is very likely that it will give way if the Titan attempts to move. Roll a D6 in each ensuing end phase, subtracting 2 from the roll if the Titan has charge orders, or 1 from the roll if it has advance orders. On a roll of 0 or less the leg snaps. If the leg snaps the Titan will crash to the ground and is destroyed. Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or troop stands fallen on are destroyed.

5 The Titan is completely crippled by the damage to its legs. It may not move or turn for the rest of the game.

6 The leg is blown apart and the Titan collapses to the ground. Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or troop stands fallen on are destroyed.

WEAPON DAMAGE TABLE - Roll D6

1-2 The weapon has been damaged by the attack, and may not be used again until it is repaired.

3-4 The weapon has been destroyed and may not be used again in this battle.

5 The weapon is blown clean off the Titan and scatters 2D6cm in a random direction. Any vehicles or troop stands underneath the point where it lands are destroyed unless they make their basic save.

6 The weapon is blown off the Titan as above, but there is also a flashback to Titan's hull. Roll a D6 to see what was affected by the flashback:

1-3	Reactor
4-6	Head

Then roll the D6 again and refer to the appropriate damage table to find out what damage is caused.

CARAPACE DAMAGE TABLE - Roll D6

1-2 The Titan's void shield generators are damaged, and shut down temporarily. Until the void shield generators are repaired (by rolling 5+ in the end phase) they may not be used.

3-4 The Titan's void shield generators shut down and may not be used any further in the game.

5 The Titan's void shields are in danger of overloading and you must shut them down before they explode! Roll a D6 – on a 5 or 6 the shields are safely shut down. On a 1-4 the shields explode as described below.

6 The Titan's void shields overload and explode causing massive internal damage. The Titan is destroyed but remains standing. Any vehicles or troop stands within 2D6cm are hit by flying debris and must make an unmodified save to avoid damage.

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REAVER TITAN

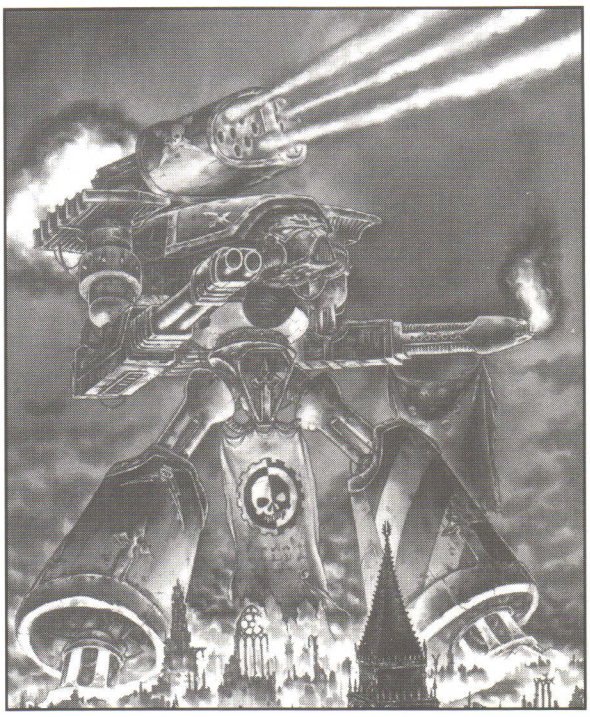
MOVE	CLOSE ASSAULT FACTOR	CLASS
20cm	+12	Battle Titan

The Reaver Titan has four void shields and capacity to mount three weapons.

Note down the details of the weapons mounted on your Titan in the spaces given below.

A Reaver Titan cannot mount either a Plasma Cannon or a Plasma Destructor as it is unable to provide enough power for these weapons.

Record shield loss using markers on the Reaver Titan's base.



PERMITTED WEAPONS: Barrage Missile Launcher, Battle Claw, Chain Fist, Combat Head, Gatling Blaster, Harpoon Missile, Inferno Gun, Laser Blaster, Laser Burner, Melta Cannon, Plasma Blastgun, Power Fist, Power Ram, Power Saw, Quake Cannon, Multiple Rocket Launcher, Trident, Turbo Laser Destructor, Volcano Cannon, Vortex Missile, Vulcan Mega-Bolter, Warp Missile, Weapon Head and Wrecker.

WEAPON	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES

HIT LOCATION TEMPLATES

FRONT

	WEAPON 2+	
WEAPON 2+	HEAD 1+	WEAPON 2+
WEAPON 2+	LEGS 2+	WEAPON 2+
LEG 2+		LEG 2+
LEG 2+		LEG 2+

SIDE

WEAPON 2+	WEAPON 2+	WEAPON 2+
PLASMA REACTOR 3+	WEAPON 2+	HEAD 1+
	WEAPON 2+	WEAPON 2+
	LEG 3+	
	LEG 2+	

REAR

	WEAPON 2+	
WEAPON 2+	PLASMA REACTOR 4+	WEAPON 2+
WEAPON 2+	LEGS 2+	WEAPON 2+
LEG 2+		LEG 2+
LEG 2+		LEG 2+

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REAVER TITAN DAMAGE TABLES

HIT LOCATION

HIT LOCATION/SHOOTING
Roll to hit the Titan as normal. If you hit, refer to the location templates. Nominate the target area. Roll the pair of **aim dice** and move the location hit as indicated up, down, left or right. If the shot lands in a location area take any appropriate save. If the save fails refer to the appropriate damage table. If your shot lands on an empty square or outside the grid it has missed.

CLOSE COMBAT
If beaten in close combat the enemy chooses a location and damage is worked out from the appropriate damage table. Shields have no effect in close combat and saving throws are ignored.

WEAPON DAMAGE TABLE - Roll D6

1-2 The weapon has been damaged by the attack, and may not be used again until it is repaired on a roll of 5+ in the end phase.

3-4 The weapon has been destroyed and may not be used again in this battle.

5 The weapon is blown clean off the Titan and scatters 2D6cm in a random direction. Any vehicles or troop stands underneath the point where it lands are destroyed unless they make their basic save.

6 The weapon is blown off the Titan as above, but there is also a flashback to Titan's hull. Roll a D6 to see what was affected by the flashback:

1-3	Reactor
4-6	Head

Then roll the D6 again and refer to the appropriate damage table to find out what damage is caused.

REACTOR DAMAGE TABLE - Roll D6

1-2 The Titan's plasma reactor has been breached and shuts down. The Titan grinds to a halt and may not move or fire until the damage is repaired on a roll of 5+ in the end phase. No other damage may be repaired until the plasma reactor comes back on line.

3-4 The Titan's plasma reactor has been breached and the crew desperately struggle to keep the damage under control. Attempt to repair the damage on a roll of 5+ in the end phase. If you fail there is a reactor meltdown and the Titan is destroyed (see the next result for the effects of a meltdown). If you succeed the reactor comes back on line and the Titan may move and fire as normal.

5-6 The Titan's plasma reactor has been destroyed, and the Titan is vaporised in a spectacular meltdown. The Titan is removed from play (replace it with a model crater if you have one). Anything within 3D6cm suffers an automatic hit, and must make an unmodified save to avoid damage.

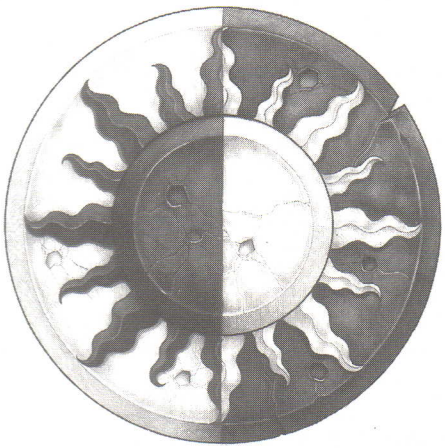
HEAD DAMAGE TABLE - Roll D6

1-2 The Titan's mind impulse units have been damaged. Until the damage is repaired (on a roll of 5+ in the end phase) the Titan's CAF is halved, and it may only move or fire if you first roll a 4+ on 1D6 (roll the D6 just before you move or fire).

3 The shot punches through to the bridge, killing vital crew members. The Titan's CAF is halved for the rest of the game.

4 The shot rips through the head and causes an explosion in the crew compartment, injuring several of the crew. The Titan's CAF is halved for the rest of the game, and it may only move or fire if you first roll a 4+ on 1D6 (roll the D6 just before you move or fire).

5-6 The shot rips through the head and crew compartment, and triggers massive internal explosions within the Titan. The Titan crashes to the ground as a result of this spectacular KO! Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or troop stands that are fallen on are destroyed.



LEG DAMAGE TABLE - Roll D6

1-2 The leg is damaged, forcing the Titan to walk with a pronounced limp. The Titan's move rates are halved and it may not enter difficult terrain.

3-4 The Titan's leg has suffered extensive damage, and it is very likely that it will give way if the Titan attempts to move. Roll a D6 in each ensuing end phase, subtracting 2 from the roll if the Titan has charge orders, or 1 from the roll if it has advance orders. On a roll of 0 or less the leg snaps. If the leg snaps the Titan will crash to the ground and is destroyed. Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or troop stands fallen on are destroyed.

5 The Titan is completely crippled by the damage to its legs. It may not move or turn for the rest of the game.

6 The leg is blown apart and the Titan collapses to the ground. Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or troop stands fallen on are destroyed.

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WARHOUND TITAN

MOVE	CLOSE ASSAULT FACTOR	CLASS
25cm	+8	Battle Titan

The Warhound Titan has two void shields and capacity to mount two weapons.

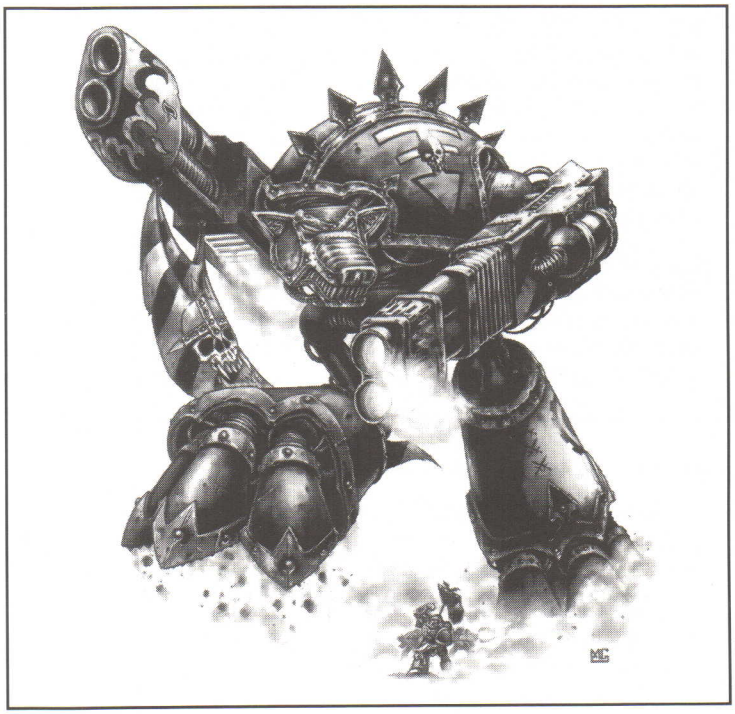
Note down the details of the weapons mounted on your Titan in the spaces given below.

A Warhound cannot mount either a Plasma Cannon or a Plasma Destructor as it is unable to provide enough power for these weapons.

Warhound Titans are very agile and unlike the Warlord or Reaver Titan they can make as many turns as they like when they move.

When a Warhound Titan is on charge orders opponents have a -1 to hit save modifier because the Warhound can dodge incoming shots.

Record shield loss using markers on the Warhound Titan's base.

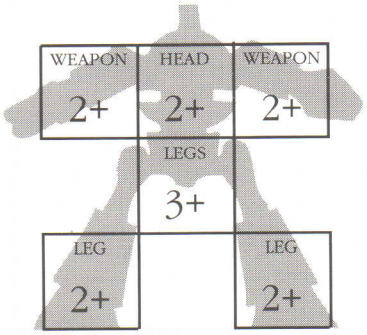


WEAPON	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES

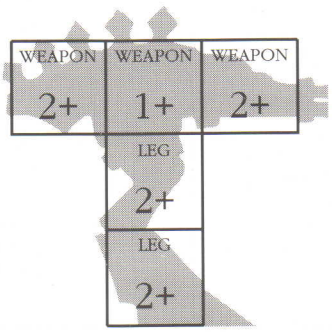
PERMITTED WEAPONS: Inferno Gun, Plasma Blastgun, Multiple Rocket Launcher, Turbo Laser Destructor and Vulcan Mega-Bolter.

HIT LOCATION TEMPLATES

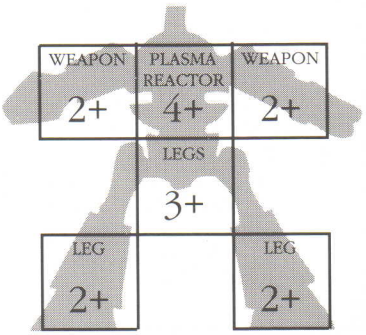
FRONT



SIDE



REAR



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WARHOUND TITAN DAMAGE TABLES

HIT LOCATION

HIT LOCATION/SHOOTING
Roll to hit the Titan as normal. If you hit, refer to the location templates. Nominate the target area. Roll the pair of **aim dice** and move the location hit as indicated up, down, left or right. If the shot lands in a location area take any appropriate save. If the save fails refer to the appropriate damage table. If your shot lands on an empty square or outside the grid it has missed.

CLOSE COMBAT
If beaten in close combat the enemy chooses a location and damage is worked out from the appropriate damage table. Shields have no effect in close combat and saving throws are ignored.

WEAPON DAMAGE TABLE - Roll D6

1-2 The weapon has been damaged by the attack, and may not be used again until it is repaired on a roll of 5+ in the end phase.

3-4 The weapon has been destroyed and may not be used again in this battle.

5 The weapon is blown clean off the Titan and scatters 2D6cm in a random direction. Any vehicles or troop stands underneath the point where it lands are destroyed unless they make their basic save.

6 The weapon is blown off the Titan as above, but there is also a flashback to Titan's hull. Roll a D6 to see what was affected by the flashback:

1-3	Reactor
4-6	Head

Then roll the D6 again and refer to the appropriate damage table to find out what damage is caused.

REACTOR DAMAGE TABLE - Roll D6

1-2 The Titan's plasma reactor has been breached and shuts down. The Titan grinds to a halt and may not move or fire until the damage is repaired on a roll of 5+ in the end phase. No other damage may be repaired until the plasma reactor comes back on line.

3-4 The Titan's plasma reactor has been breached and the crew desperately struggle to keep the damage under control. Attempt to repair the damage on a roll of 5+ in the end phase. If you fail there is a reactor meltdown and the Titan is destroyed (see the next result for the effects of a meltdown). If you succeed the reactor comes back on line and the Titan may move and fire as normal.

5-6 The Titan's plasma reactor has been destroyed, and the Titan is vaporised in a spectacular meltdown. The Titan is removed from play (replace it with a model crater if you have one). Anything within 3D6cm suffers an automatic hit, and must make an unmodified save to avoid damage.

HEAD DAMAGE TABLE - Roll D6

1-2 The Titan's mind impulse units have been damaged. Until the damage is repaired (on a roll of 5+ in the end phase) the Titan's CAF is halved, and it may only move or fire if you first roll a 4+ on 1D6 (roll the D6 just before you move or fire).

3 The shot punches through to the bridge, killing vital crew members. The Titan's CAF is halved for the rest of the game.

4 The shot rips through the head and causes an explosion in the crew compartment, injuring several of the crew. The Titan's CAF is halved for the rest of the game, and it may only move or fire if you first roll a 4+ on 1D6 (roll the D6 just before you move or fire).

5-6 The shot rips through the head and crew compartment, and triggers massive internal explosions within the Titan. The Titan crashes to the ground as a result of this spectacular KO! Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or troop stands that are fallen on are destroyed.

LEG DAMAGE TABLE - Roll D6

1-2 The leg is damaged, forcing the Titan to walk with a pronounced limp. The Titan's move rates are halved and it may not enter difficult terrain.

3-4 The Titan's leg has suffered extensive damage, and it is very likely that it will give way if the Titan attempts to move. Roll a D6 in each ensuing end phase, subtracting 2 from the roll if the Titan has charge orders, or 1 from the roll if it has advance orders. On a roll of 0 or less the leg snaps. If the leg snaps the Titan will crash to the ground and is destroyed. Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or troop stands fallen on are destroyed.

5 The Titan is completely crippled by the damage to its legs. It may not move or turn for the rest of the game.

6 The leg is blown apart and the Titan collapses to the ground. Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or troop stands fallen on are destroyed.

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KNIGHTS

The Knight Worlds supply the teeming forge worlds of the Adeptus Mechanicus with vital food and raw materials. Most of the Knight Worlds have a number of major land masses covered with vast plains or lush forests. Through these empty wildernesses wander grazing herds of huge megasaurs, dinosaur-like creatures that either evolved naturally or were transplanted to the planet in the Dark Age of Technology. Packs of swift carnosaurs pursue the herds and the warrior knights in their armoured suits fight to keep them at bay.

The Knights must be constantly vigilant in order to keep not only the carnosaurs but also raiders from the Eldar Exodite clans at bay. The Servitor-run strip mines in the mountains must also be protected against rapacious pirates in search of gold, silver and uranium.

Year-long the Knights battle and patrol until the great ships arrive from the forge world, bringing new Knight suits, weapons, tools and mining machinery. They leave with their holds packed with ores and megasaur meat. Sometimes the warp storms are bad and the ships are delayed for months at a time, leaving the Knight Worlds teetering on the edge of anarchy.

When the Titan Legions march to war contingents from the Knight Worlds fight with them. Each noble family sends their own formation of armoured warriors called a Knight household. These households vie with one another in acts of valour and heroism on the battlefield as well as the spectacle of banners and individual heraldry emblazoned on each suit.

CHOOSING THE KNIGHT ARMY

Your Knight army represents part of the contingents of Knights on crusade with a Titan Legion. The Knight army may comprise Knights, Tech-Guard and Titans. You can also include allies from the Imperial Guard, Space Marines and Squats. Your troops are chosen using the epic army cards for Knights. Begin by fixing a points value for the whole army; your force may not exceed this value.

You must choose at least one company card, representing a Knight household. For every household you choose you may include up to five support cards representing formations attached to the household. Support and special cards may be chosen from Titan Legion cards and Imperial Guard cards, the Imperial Guard representing household troops brought along from the Knights' homeworlds.

You may also choose one special card for every household in the army representing a rare or unusual piece of machinery, formation or individual which is part of the army. As you choose your cards note down the points value of each one and make sure the total points value doesn't exceed your agreed value for the army.

For example, you could select a Knight household as your first company card. To this you might add support cards to include a tactical platoon of Imperial Guard, a mechanised platoon of Tech-Guard and three additional cards of Knights. Note that in this case the Seneschal of the household would act as company command to the Guard forces.

SPECIAL RULES FOR KNIGHTS

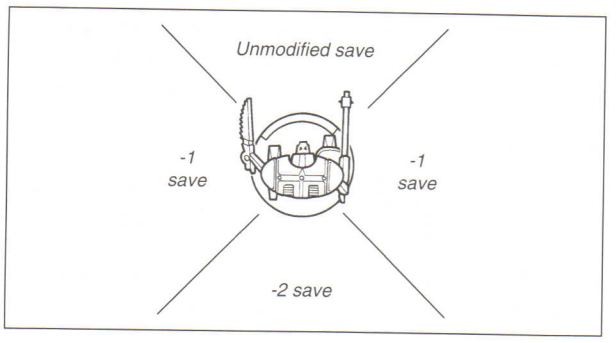
Close Combat

Just like vehicles, if Knights have charge orders they move up to double the distance printed on their speed value and may enter close combat. Some Knights have a special lance attack: if the Knight detachment charges into close combat then it receives the benefit of using their lances (see below). If the Knights allow themselves to be charged, then the close combat is resolved in the usual way as if the Knights were vehicles and using their basic close assault factor.

Shields

Knights carry a small but potent directional power field generator. This works by creating a power field across a 90° arc to the front of the Knight. By skilfully manipulating this field a Knight tries to slow and deflect enemy fire. To represent this any hits scored on the front of the Knight receive no save modifier so the Knight's saving throw to the front cannot be affected by weapon save modifiers. Shots which strike the Knight from the side or rear are allowed to use their save modifier as usual.

Barrages are considered to hit the Knight from the direction the weapon is fired (this represents the Knight's shield deflecting the fire before it passes him). Indirect barrages are considered to come from the centre of the burst template. If the Knight fails its saving throw it is destroyed and removed from play as usual.



You will find that the Knight models in this box have a small lip on their bases across the area which is protected by the shield. To determine whether a shot hits the front of the Knight place a straight edge like a ruler between the firer and the centre of the Knight's base – if it crosses the lip it strikes the shield.

Shock Lance

The shock lance is used by Knights to deliver high voltage electromagnetic shocks to enemies they are close assaulting. The engines of the Knight suit are fitted with huge dynamos. As the Knight builds up speed and charges into combat, the dynamos revolve, storing an electric charge in capacitors mounted in the Knight suit's visor. When the Knight enters close combat the charge in the capacitors is so great it can do nothing but earth itself, usually via the enemy, delivering a devastating electric shock which can burn infantry to the bone and short out weapon and control systems.

When an Imperial Knight detachment equipped with lances charges into close combat it doubles its CAF for the first round of combat. However, Knights may only assist each other in multiple combats when fighting super heavy vehicles, Titans or Gargants, otherwise they risk discharging the arcing electrical energies from their lances on each other. If two Knights end up fighting in a multiple combat against vehicles or infantry discount their lance bonus; a Knight will not use his weapon under such circumstances.

Knights who are charged themselves receive no benefit from their lances, as their lances will not be 'charged'.

KNIGHTS

The most numerous form of Knight suit comes in two basic type, the Knight Paladin and the Knight Errant. These both use the same basic body form with different weapon arrays. This particular body form is well-liked for its flexibility on the battlefield. Its armoured legs protect it against marauding infantry units but still give it speed and manoeuvrability to use its deadly shock lance. Both of these types of Knight are traditionally equipped with special close combat weapons and are famed for their skill with them, charging into the enemy and delivering blows left and right with their chainswords and power gauntlets. This close combat capability is tempered with powerful ranged weapons to blast enemy vehicles from a distance and bolters to mow down infantry targets

KNIGHT PALADIN

The Knight Paladin is the archetypal Knight suit armed with a large calibre battlecannon and giant chainsword. Such a machine is suitable for battling the steely, fire breathing monsters of the battlefield. The battlecannon has an excellent range of 75cm and is accurate, only needing to roll a 4 or better to hit. The battlecannon's -2 save modifier means it can punch through even Titan armour.

The chainsword improves the Paladin's already impressive close assault factor, making it as powerful as a Warhound Scout Titan when it charges into combat. Because it is armed with a specialist hand-to-hand combat weapon a Knight Paladin may attack even a Mega-Gargant or an Emperor class Titan in close combat.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Knight Paladin	20cm	3+*	+4	Battlecannon	75cm	1	4+	-2	Lance. Shield
				Bolters	15cm	1	6+	0	

When shot at from the front the Knight Paladin receives the benefit of its shield and its save cannot be modified by weapon modifiers of any type.

KNIGHT ERRANT

The Knight Errant is highly suited to attacking larger targets like Chaos Titans and even Mega-Gargants. The Knight Errant carries a fearsome Thermal cannon capable of vaporising steel or flesh with equal relish.

In close combat the Knight's power gauntlet and shock lance make it capable of tearing gaping holes in its foes. However, the Knight Errant needs support from its companions because in closing with its opponents it is vulnerable to attacks from the sides and rear.

If a Knight Errant scores a hit on a Titan or Gargant in close combat its power gauntlet allows it to add +2 to the damage roll. Because it is armed with a specialist hand-to-hand combat weapon a Knight Errant may attack even a Mega-Gargant or an Emperor class Titan in close combat.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Knight Errant	20cm	3+*	+3	Thermal cannon	25cm	2	4+	-3	Lance. Shield
				Bolters	15cm	1	6+	0	

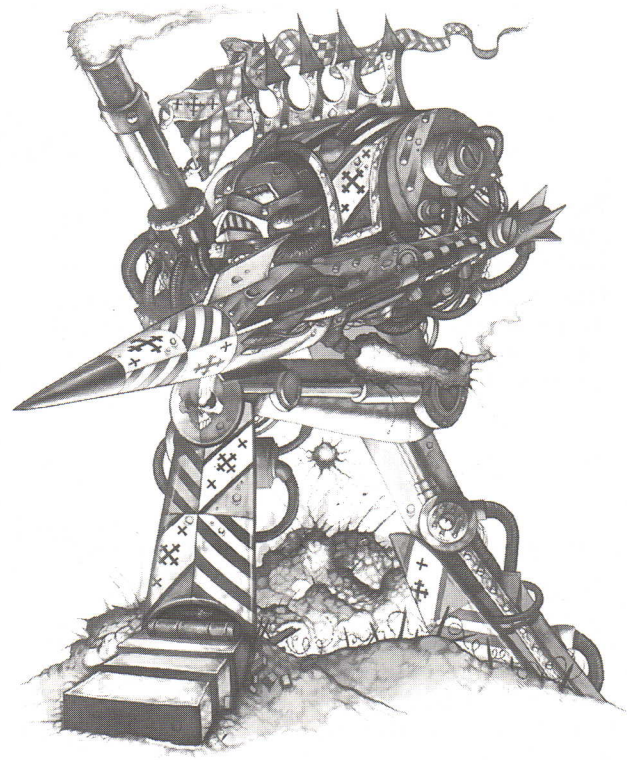
**When shot at from the front the Knight Paladin receives the benefit of its shield and its save cannot be modified by weapon modifiers of any type.*

KNIGHT LANCER

The Knight Lancer is a faster version of a standard Knight suit. The agile Lancer is used to out-flank the enemy, scout out their defences and distract hostile forces while slower units get into position to attack. The Lancer is armed with a battlecannon so it can duel at long range. It also has a special weapon called a power lance. The power lance is a relatively simple upgrade to the standard Knight's shock lance. It works by intensifying the bolt of energy from the shock lance into a searing arc of lightning. Though the power lance has a very short range its nature makes the Lancer perfect for hit and run attacks.

Like the shock lance, the power lance can only be used if the Lancer is on charge orders, though the power lance has a short range so the Lancer doesn't need to be in close combat to use it. The power lance is unusual because it is used at the very start of the close combat segment, before any close combat is resolved. It can be fired at a range of up to 15cm but if the Lancer is in close combat it must be fired at an opposing model in contact with it. The power lance hits on a 3 or more on a D6 and is not subject to hit modifiers for cover. A hit from a power lance has a -3 saving throw modifier.

Once the Lancer has fired off its power lance continue with the close combat segment as normal. Using the power lance does not prevent the Lancer doubling its CAF with the shock lance, though the Lancer suit is not so well designed for close combat as the Knight Paladin or Knight Errant.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Lancer	25cm	3+*	+2	Battlecannon	75cm	1	4+	-2	Lance. Shield
				Bolters	15cm	1	6+	0	
				Power Lance	15cm	1	3+	-3	

**When shot at from the front the Lancer receives the benefit of its shield and its save cannot be modified by weapon modifiers of any type.*

KNIGHT CRUSADER

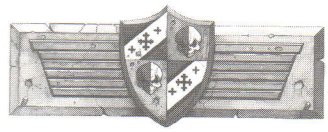
The heaviest types of Knight made by the forge worlds are the Crusader and the Castellan. Although slower than the other Knights, these two types benefit from substantially increased firepower and much thicker armour. Because of their great bulk the Crusader and the Castellan cannot move fast enough to generate the charge needed to operate a shock lance. Instead they are used in a fire support role, providing heavy weapon cover for the other Knight units to charge in whilst the Crusader and the Castellan pick off threats to the main force from the rear. The common feature to both types is the huge shoulder mounted Quake cannon, a modified Titan weapon that can destroy Titans and buildings alike. The Crusader supplements its Quake cannon with a twin mount lascannon for destroying armoured targets at extreme range. Coupled with the Knight Crusader's excellent frontal shielding this weapon combination makes a deadly support unit.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Knight Crusader	15cm	2+*	+3	Lascannon	75cm	2	5+	-2	Shield
				Quake cannon	100cm	1	3+	-3	
				Bolters	15cm	2	6+	0	

**When shot at from the front the Knight Crusader receives the benefit of its shield and its save cannot be modified by weapon modifiers of any type.*

KNIGHT CASTELLAN

The Castellan replaces the Castellan's lascannon with a multi-barrelled auto cannon for increased firepower. Although only short ranged, when fired the hail of shells can cut a swathe through most infantry and light vehicle units or strip a Titan of shields in an instant.

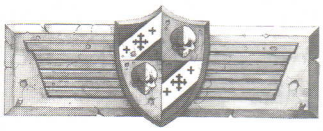


Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Castellan	15cm	2+*	+3	Autocannon	50cm	3	5+	-1	Shield
				Quake cannon	100cm	1	3+	-3	
				Bolters	15cm	2	6+	0	

**When shot at from the front the Knight Castellan receives the benefit of its shield and its save cannot be modified by weapon modifiers of any type.*

BARON

A Baron is the leader of a contingent of Knights and as status demands every Baron has a specially constructed Knight suit to complement his razor sharp warrior skills in the field of combat. The Baron's suit is armed with a power lance and rapid fire battlecannon. Its armour is thick and heavily worked with scrolling designs and bedecked with streaming pennants in the colours of the Baron's estates. In battle the Baron leads the charges of his kinsmen, crashing through enemy lines like a bolt of lightning with his followers battling around him with redoubled pride and fervour.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Baron	25cm	2+*	+4	Battlecannon	75cm	2	4+	-2	Lance. Shield
				Bolters	15cm	2	6+	0	Command unit
				Power Lance	15cm	1	3+	-3	

**When shot at from the front the Baron receives the benefit of its shield and its save cannot be modified by weapon modifiers of any type.*

THE IMPERIAL GUARD

The Imperial Guard is the most important and by far the largest fighting force of the Imperium. War is a fact of life in a hostile universe, so the Imperial Guard is constantly active throughout the galaxy defending human worlds, attacking hostile aliens, and battling for possession of newly discovered planets.

The Imperial Guard is organised into regiments between two and six thousand men strong. Each regiment is recruited from a single planet and has an identity and character that is distinctive from regiments recruited elsewhere. Most worlds speak a dialect version of the Imperial language so it may be difficult or even impossible for two regiments from different worlds to understand each other. The cultural variation between regiments can be extreme. For example, the grimly violent street fighters and undercity scum of Necromunda are renowned as excellent warriors: equally famous, but totally different, are the fighting horse-riding herders of the open steppes of Oran who fight as Rough Riders and collect the heads of their fallen enemies for trophies.

Despite these differences all regiments have a broadly similar appearance. Most Guardsmen fight as infantry and carry the standard issue Adeptus Mechanicus manufactured lasgun. Every newly recruited Guard regiment is provided with a uniform manufactured on its planet of origin to Imperial Guard specifications. The standard uniform colour is ashen grey because this is the easiest and cheapest material to manufacture, but some worlds can provide coloured or camouflaged plasticloth and this is sometimes specified instead. Some of the older and most prolific recruiting worlds have a traditional colour scheme which they always use for their regiments.

TECH-GUARD

The Tech-Guard are recruited on the Forge Worlds of the Adeptus Mechanicus. The Tech-Guard regiments fight in support of the Titan Legions while on campaign. They also protect the Forge Worlds from alien attack and Chaos insurrection and aid the Knight Worlds when necessary. Tech-Guard are fiercely loyal to their Forge World and are fanatical devotees of the Machine God. They are commonly part-cyborgised with bionic limb replacements, sensory attachments and so forth.

Tech-Guard regiments are normally smaller than Imperial Guard regiments and are organised into smaller units at company and platoon level. However, because they are supplied directly by their Forge World Tech-Guard are extremely well equipped and include more tanks, artillery and armoured transporters than equivalent Imperial formations, even fielding fully mechanised infantry companies mounted in Chimera troop carriers. This makes Tech-Guard regiments highly mobile and hard hitting – the perfect adjunct to the Titan Legions.

GUARD COMMAND STRUCTURE

Because the Imperial Guard is so huge its command structure is very formally organised. The entire regiment falls under the command of a colonel who, together with other senior officers and his personal bodyguard, form the regimental HQ, which is the nerve centre of the entire regiment. The troops in each regiment are divided into a number of companies, the actual number varying between ten and forty depending on the size of the regiment. Each company consists of three platoons of 50 men in the case of tactical units (ie three units of ten troop stands) plus a

company HQ unit of ten men. Each platoon includes a five-man section HQ unit under the command of a junior officer. Each tactical company therefore consists of 160 men in total.

In addition to its main companies the regiment also includes a number of support units which can be placed under the command of a company HQ unit for the duration of a battle, such as robots, artillery batteries, etc.

Very unusual troops such as Ogryns, Rough Riders and Ratlings are recruited as separate and usually smaller regiments. Because their battlefield roles are specialised and they are ideally used in smaller units to support the main infantry companies, it is usual for commanders to divide up these regiments on the battlefield and attach individual units to other regiments.

It often happens that troops assigned to another regiment for a particular battle end up being permanently attached because the rest of their regiment is destroyed or posted to another battlefront before they can rejoin it. This sort of thing happens all the time, so many Imperial Guard regiments include Rough Riders, Ogryns, Ratlings or infantry from other regiments initially sent to reinforce them. This is reflected in the epic army cards for the Imperial Guard, which allow you to include specialist troops in varying quantities.

THE CHAIN OF COMMAND RULE

The tight structure of the Imperial Guard is reflected on the games table by the Chain of Command rule. This represents the way in which orders are passed from regimental HQs to company HQs and finally to each individual unit. If this chain of command is broken then troops further down the chain receive no orders and become bogged down while they wait for fresh instructions.

The Chain of Command rule works as follows. Imperial Guard units may only be given orders if they are connected to the chain of command. A unit is automatically connected to its chain of command if its company HQ is within 25cm. It is not necessary for the unit's own section HQ to be within 25cm of the company HQ, only that at least one model is within 25cm.

The chain of command is broken in the following circumstances:

1 If the unit is further than 25cm from its company HQ.
2 If the unit's section HQ has been destroyed.
3 If the unit's company HQ has been destroyed.

Note that an Imperial Guard infantry company HQ consists of two command stands and a Rhino. The Rhino is only a transport vehicle, the company's officers are represented by the troop stands, and it is these that are used for measuring purposes. If both troop stands are slain the Rhino cannot function as a command unit on its own and the entire company's chain of command will be broken.

If a unit cannot be given orders it adopts the standard no orders routine as described in the Titan Legions rulebook. It cannot move and may only fire in the advance fire segment. Some units are an exception to this, such as Snipers, Rough Riders and Bike squads. Their battlefield roles demand that they operate with a degree of autonomy. These units have special rules printed on their army cards.

CHOOSING THE IMPERIAL GUARD

Your Imperial Guard force represents an Imperial Guard regiment which is part of an Imperial army. The army itself may include Space Marines, Titan Legions (with Tech-Guard and Knights), Squats, and other allied contingents of Eldar, if Chaos or Orks are being fought. An Imperial Guard regiment is very large and may include various special troops which have been added to the regiment's numbers over the years. Your troops are chosen using the epic army cards for the Imperial Guard. Begin by fixing a points value for the whole army; your force may not exceed this value.

You must choose at least one company card. For every company card you choose you may include up to five support cards which represent units placed directly under the command of the company HQ. This means that they are liable to the Chain of Command rule.

For every company card you may also choose one special card. Special cards encompass unusual, often independently operating, individuals or units. Troops included as special cards are not assigned to the company itself, so they are not bound by the Chain of Command rule. These special troops are described more fully in the following section. As you choose your cards note down the total points value and make sure the total does not exceed your agreed value for the army.

For example, you might choose as your first card an Imperial Guard company, which has three platoons and a company HQ. To this you might decide to add support cards to include an Ogryn detachment, a battery of Thudd Guns, a squadron of Sentinels, a detachment of Beastmen, and a detachment of Imperial Guard assault troops. In addition you could choose an Inquisitor as your special card. Including so many different units under the company HQ is probably going to stretch your lines of communication to their limit, and you may prefer to reduce the number of support units.

Remember there is no obligation to buy the whole allowance of five support cards or the special cards. On the whole it is best to use the support cards as they are intended: to provide useful support for the companies concerned. How much support you need and what form it takes will depend entirely on your battleplan and how that particular company fits into it.

More information, force lists and epic army cards for the Imperial Guard can be found in the Space Marine supplement **Armies of the Imperium**.

IMPERIAL GUARD TROOPS

Imperial Guard infantry companies are very closely structured forces with a clearly defined chain of command. There are three types of Guard company: tactical, assault, and heavy. Each type carries different weapons and equipment and fulfils a different tactical role, as described below. Imperial Guard and Tech-Guard infantry are equipped and trained almost identically so they both use the same troop characteristics.

Tactical Imperial Guards make up the bulk of Imperial Guard companies, and are represented by a stand of five Guardsman models. The standard uniform specification is Codex grey with helmet stripes in the company colour. Because there are a great many companies in a regiment it is usual to give some companies two or more distinctive coloured helmet stripes. In battle these markings are frequently painted out so you do not have to include them on your models if you don't want to. Tactical companies are purchased as company cards which include a company HQ unit (see below).

Assault companies are somewhat different from tactical Imperial Guard in that they are made up from fast, highly mobile assault troops equipped with jet packs and close combat weapons. They are represented by stands of five assault Imperial Guard models. Assault troops are used to spearhead attacks or to clear buildings or other securely held enemy positions. An assault company may be purchased as a company card complete with an HQ unit (see below).

Heavy company troopers are also known as support companies because individual platoons are usually assigned to other companies as support units. This is not always the case though, and sometimes a whole heavy company will fight together to hold a position against overwhelming enemy attack or to throw their combined firepower behind a determined advance. A heavy company troop stand is represented by four ordinary trooper models plus a model with a lascannon. You can purchase a heavy company complete with HQ unit, or you can include heavy platoons as support cards for other companies.

Each platoon, whether tactical, assault or heavy, has a section HQ represented by one troop stand. The section HQ contains the unit's commanding officer and communications team and is represented by a troop stand of the platoon type with an officer model substituted for one of the trooper models. Alternatively you may use a banner fastened into the base to indicate that the stand is a section HQ stand. The section HQ stand is treated exactly like the other stands in the unit, and is identified purely to establish that the unit is joined to the chain of command and can therefore be given orders.

Company HQ Unit. Each company also includes a company HQ unit which consists of two officer stands and a Rhino transporter in the Imperial Guard, or a single squad plus a Chimera transporter for the Tech-Guard. This command unit is very important to the whole company because orders are relayed through each company HQ to platoons under their command via the section HQs. This has already been explained as the Chain of Command rule.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Tactical troops	10cm	None	0	Lasguns	50cm	1	5+	0	
Assault troops	15cm	None	+1	Pistols/swords	25cm	1	5+	0	Jump packs
Heavy troops	10cm	None	0	Hvy Weapons	75cm	2	5+	-1	
Company HQ	10cm	None	+2	Pistols + Swords	25cm	2	5+	0	
Section HQ	As Guard platoon type								Part of platoon unit

CHIMERA ARMOURED TROOP CARRIER

The Chimera troop carrier is used by the Imperial Guard to move assault troops forward quickly and safely, even in the face of heavy enemy fire. It is most commonly used by the Mechanicus Tech-Guard who field whole mechanised infantry companies mounted in Chimeras. The Chimera uses a modified version of the Basilisk hull, on which the Earth Shaker cannon has been replaced with extra armour to provide a compartment to carry assault troops. A turret-mounted multi-laser is fitted to provide covering fire once the troops being transported have left the vehicle. A Chimera can carry up to two troop stands. It cannot carry bikes, Dreadnoughts, robots or vehicles.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Chimera Troop Carrier	20cm	3+	+1	Multi-laser	25cm	1	4+	0	Carries 2 troop stands

IMPERIAL STORMBLADE

The Stormblade is a massive fire support vehicle designed around the same hull used by the highly successful Baneblade, Shadow Sword and Storm Hammer super heavy battle tanks. The Stormblade veritably bristles with weaponry. Its main armament is a huge plasma blastgun, a devastating weapon normally only mounted on Titans. The plasma blastgun is surmounted by a Titan-killing Hellion missile. In addition to these deadly weapons, the Stormblade mounts a heavy battlecannon in its left sponson and its right sponson is occupied by a rack of sleek Hunter-Killer missiles. To complete this awesome arsenal the Stormblade mounts a plethora of close-range bolters to stave off marauding infantry.

The Stormblade's main weapon is the plasma blastgun. In order to utilise the blastgun Stormblades are powered by a small plasma reactor. Small amounts of plasma are siphoned off from the reactor and stored in special cooling chambers until the blastgun is fired.

The Stormblade's plasma reactor will detonate if it is destroyed, scoring a hit with a 0 save modifier on everything within D6cm on a roll of 4 or more on a D6.

The plasma blastgun can store up to 2 attack dice worth of plasma and starts the game fully charged up. When the weapon is fired the plasma is used up and the reactor can only replenish 1 dice worth of plasma at the end of each turn. However, if the Stormblade is on first fire orders no energy is required for movement and the blastgun replenishes 2 dice worth of energy at the end of the turn.

Each Hunter-Killer missile has a sophisticated guidance system which enables them to seek their targets independently. They are designed to be fired all at once to give the Stormblade a one-off salvo of instant firepower when confronted by a Titan or a large number of lighter enemy tanks. The rack may not be reloaded during the course of a battle, so each Stormblade may only use its Hunter-Killer missiles once per game.

Likewise, the Hellion missile is a one-shot weapon, specially designed to destroy Titans and other heavily-armoured targets. It is armed with a relatively small plasma warhead encased within an adamantium penetrator sleeve. When the missile hits a target the sleeve ensures the plasma warhead is punched deep within it before detonating, releasing white-hot plasma into the heart of the target. Any damage rolls against Titans caused by the Hellion add a +2 modifier to the roll.

Like all super heavy tanks the Stormblade is almost impossible to stop in close combat. It can only be pinned in close combat by other super heavy vehicles, Titans and so on. If troops or lighter tanks try to engage it, the Stormblade can carry on moving as normal, scattering its smaller assailants as it does so.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Stormblade	10cm	1+	+6	Plasma blastgun	50cm	2	3+	-4	
				Battle cannon	50cm	1	5+	-2	
				Hellion missile	50cm	1*	3+	-4	One use only
				Hunter/Killer missiles	50cm	4*	3+	-1	One use only
				Bolters	15cm	8	6+	0	

BASILISK SELF-PROPELLED ARTILLERY GUN

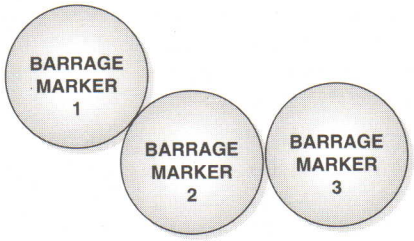
The Basilisk is a self-propelled artillery piece mounted with a long barrelled cannon known to the Imperial troops as the 'Earth Shaker' because of its tremendous recoil. The Earth Shaker has a long range and is used to pound enemy positions from a distance prior to a general advance. The advantage of the Basilisk artillery piece over a rocket launcher is that it can be redirected, loaded and fired relatively speedily. The Basilisk is allowed to fire two barrages rather than just one; both shots are taken in the same combat segment, one after the other. The second shot may be against the same target or a different one, the player may choose which.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Basilisk	15cm	5+	0	Earth Shaker artillery cannon	150cm	2 barrage points		-2	May fire two barrages per turn

MANTICORE ROCKET LAUNCHER

The Manticore is a lightly armoured support weapon which carries a potent barrage weapon, a rack full of Storm Eagle rockets. The Manticore must be reloaded after each time it fires. As it takes a complete turn to reload, this means it is vitally important to decide when to use the missiles because once you launch them you won't be able to fire the next go! You can move and reload the Manticore in the same turn however, so it does give you the opportunity to reposition ready for your next firing.

When a battery of Manticores is fired you may either choose to have them all fire at the same target, in which case a single barrage template is used and all of the Manticores' barrage points are added together, or you may have them fire at individual targets, in which case a single barrage template is used for each Manticore in the battery. If the Manticores fire separately, however, each barrage template that is placed after the first must be positioned so that the edge of the template is touching the edge of a template from another Manticore in the same battery.



Place the barrage templates so that each one touches at least one other barrage marker

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Manticore	15cm	5+	0	Rockets	200cm	6 barrage points		0	Fires barrage 1 turn to reload

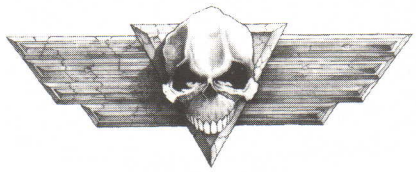
HYDRA SELF-PROPELLED ANTI-AIRCRAFT GUN

The Hydra has been specifically designed to blow flying machines and creatures out of the sky before they can do any damage. It carries a set of four rapid-firing, high velocity autocannon which can quickly lay down a withering hail of fire against any flying targets that stray too close. The speed with which the Hydra can loose off a volley of shots means that if it is on first fire orders it is allowed to snap fire during the movement phase, as described in the Shooting rules in the Titan Legions rulebook. However, the extreme angle at which the auto-cannon on the Hydra point means that they cannot be used to fire at targets on the ground other than Titans or infantry occupying buildings.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Hydra AA Gun	15cm	5+	+0	Autocannon	100cm	4	5+	-1	Snap Fire

LEMAN RUSS BATTLE TANK

This heavy battle tank is the mainstay of the Imperial Guard heavy tank formations. It is well armoured and carries a heavy battlecannon and a lascannon as well as bolters in small cupolas to pick off enemy infantry who get too close. The battlecannon fires a powerful armour-busting shell, while the lascannon shoots a burst of laser energy.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Leman Russ	20cm	3+	+2	Battle cannon	75cm	1	5+	-2	
				Lascannon	75cm	1	5+	-1	
				Bolters	15cm	1	6+	0	

THE SPACE MARINES

The Space Marines are the best of all the Emperor's troops and the ultimate human warriors. They are divided into many Chapters – each a small independent army with its own spacefleet and everything it needs to function. Most Chapters control an entire planet which forms their home base although some are based on mobile space fortresses. The Chapters are scattered throughout the Imperium so that wherever danger threatens there will always be Space Marines nearby.

As the highly mobile elite of the Imperium the Space Marines will often find themselves right at the spearhead of the action: whether it is to plug a vulnerable gap while the larger and less mobile formations of the Imperial Guard can be brought into action, to recover captives, or to act as a swift and deadly strike force sent deep into enemy territory to knock out vital installations. On other occasions Space Marines fight alongside troops from the Imperial Guard, Squats, or the Titan Legions, adding their considerable might to the vast combined forces of the Imperium.

CHOOSING THE SPACE MARINE ARMY

Your Space Marine force represents part of a Chapter of Space Marines, though it is possible to represent an entire Chapter or even several different Chapters if you have enough extra models. Your army may include Titan Legions (with their Tech-Guard and Knights), Imperial Guard and Squats as allies. Eldar may also be allied if you are fighting Orks or Chaos.

Choose your troops using the epic army cards. Begin by fixing a points value for the whole army – your force may not exceed this value.

You must choose at least one company card but you can choose more (assuming you have the models of course). For every company card chosen you may include up to five support cards and one special card. Support and special cards add new formations to the army, for example a new detachment of Space Marines or a squadron of Land Raiders. As you choose your cards note down the points values and make sure that the total does not exceed the value for the army.

There are many Chapters of Space Marines, some scattered on the very edges of the galaxy where they have little contact with the Imperium, while others are clustered around the central sectors where large populations and valuable industries need protecting.

Each Chapter has its own traditions and cultural identity which determine how it fights, its code of honour, and its uniform schemes. We have only space here to discuss this briefly, but you can find more information about Space Marines in the Space Marine supplement Armies of the Imperium, Games Workshop's monthly magazine White Dwarf, and in the Warhammer 40,000 game. Details of some of the most famous Space Marine Chapters are given below.

The Space Wolves

The Space Wolves live on a world called Fenris, an icy planet covered by great oceans studded with many tiny islands. The planet's inhabitants are fierce sea-borne raiders, much like the Nordic warriors of ancient Earth with their long dragon ships. It is from these proud warriors that the Space Wolves recruit their Space Marines. The Space Wolves' uniform and main Chapter colour is a pale grey which echoes the colour of the great dire wolf whose head forms the Chapter's emblem.

The Dark Angels

The Dark Angels are age-old rivals of the Space Wolves. When they fight together each Chapter will try to outdo the other, recalling the ancient rivalry between the two original founders of these Chapters: Leman Russ, Primarch of the Space Wolves, and Lion El'jonson, Primarch of the Dark Angels. On eleven occasions in their history the two Chapters have gone to war against each other, the most recent being the Magdelon War in which the Space Wolves finally ousted the Dark Angels from the second moon of Magdelon and its famed gem mines. The Dark Angels' uniform is very dark green and their badge is the winged sword.

The Ultramarines

The basic uniforms and tactical doctrines of the Space Marine Chapters were laid down after the Horus Heresy in a book called the Codex Astartes. Although most Space Marine Chapters have changed considerably in the ensuing ten thousand years, the Ultramarines have religiously maintained the purity of these traditions. Their main uniform colour is blue and their badge is the ancient omega symbol.

The Blood Angels

The Blood Angels are amongst the most highly honoured of all Space Marine Chapters. Ten thousand years ago, during the dark days of the Horus Heresy, the Blood Angels' founder Primarch Sanguinius was slain while battling for the life of the Emperor. Ever since that time the Blood Angels have kept the memory of their revered Primarch alive by countless acts of heroism and self-sacrifice. The Blood Angels' uniform colour is red and their badge is the winged blood drop.

SPACE MARINES

Space Marine Chapters are tightly and carefully organised fighting forces in which individual companies and detachments are designed to fulfil specific roles. A typical Space Marine Chapter has ten companies – although more companies will be created and maintained in times of prolonged war. Each company is made up of three detachments plus an HQ unit.

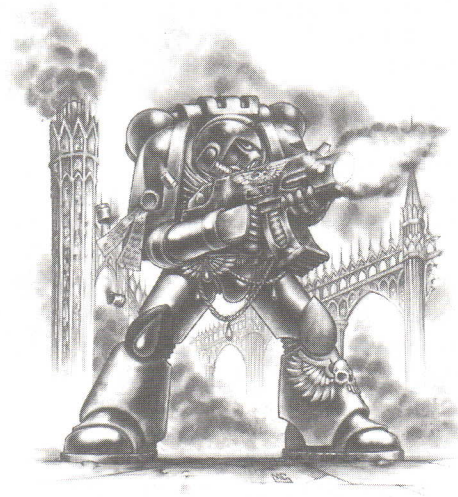
HQ unit. A Space Marine command unit is called an HQ unit, and consists of a single stand of Space Marines marked with a banner pole to indicate that a captain and his staff are included on the base. Specific Space Marine officer models are available separately and can be included on the HQ stand if you wish. Any Imperial formation may add +1 to its morale dice if a Space Marine HQ unit is within 10cm.

A Detachment can be either Tactical, Assault, or Devastator. Each type carries different weapons and equipment and fulfils a different tactical role. This is shown in the game by the different game details.

Tactical Space Marines usually carry boltguns and are highly flexible and tactically adaptable troops. They make up the majority of most Space Marine Chapters.

Devastator Space Marines carry heavy weapons, such as lascannons, which they use to burst open enemy tanks and installations.

Assault Space Marines are equipped with close quarter weapons such as grenades, pistols and swords, and they wear powered jump packs which enable them to leap over terrain and move much faster than ordinary troops. Assault Space Marines may therefore ignore movement penalties – they simply use their jump packs to leap over trees, rocks and buildings.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Tactical Marines	10cm	None	+2	Bolters	50cm	1	5+	0	
Assault Marines	15cm	None	+3	Pistols/swords	25cm	1	5+	0	Jump packs
Devastator Marines	10cm	None	+2	Hvy Weapons	75cm	2	5+	-1	
HQ Unit	10cm	None	+4	Bolt pistols	25cm	2	5+	0	Imperial troops within 10cm add +1 morale

VETERANS AND SCOUTS

Veterans. The first (number 1) company is the Veteran company. Space Marine Veterans are the most experienced and toughest Space Marines in the entire Chapter. Their game details are superior to other Space Marines'. Veterans can fight in normal Space Marine power armour or as Terminators in special Terminator armour.

Scouts. A Chapter also has at least one Scout company, made up of young Space Marines who have yet to complete the final stages of their training and bio-chemical enhancement. Until they are ready to join the brother-warriors of the Space Marines they fight as Scouts.

Scouts are more lightly equipped than other Space Marines. They are trained to infiltrate the battlefield unseen, clearing the way for the Space Marines, securing vital strongpoints, and scouting the enemy's firepower.

To represent the way in which Scouts infiltrate the battlefield unseen by the enemy, the Space Marine player is allowed to reposition Scouts once the two armies have been set up. Before the game begins the Space Marine player may move any or all of his Scouts once at up to charge rate (ie double normal move rate). This may bring the Scouts close to the enemy line – but they are not allowed to move closer to any enemy troops than 5cm.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Marine Veterans	10cm	None	+4	Bolters	50cm	1	5+	0	
Terminators	10cm	6+	+6	Storm Bolters	25cm	2	4+	-1	
Marine Scouts	10cm	None	+2	Bolt pistols	50cm	1	5+	0	

LAND RAIDER ARMOURED FIGHTING VEHICLE

The Land Raider armoured fighting vehicle combines speed, firepower and troop carrying capacity, making it an ideal vehicle for a mobile and tactically flexible force such as the Space Marines.

Some Land Raiders are built by the Adeptus Mechanicus and supplied direct to Space Marine Chapters in return for goods, services, or hard cash. However, most Chapters prefer to build Land Raiders in their own armouries, where they can incorporate their own modifications. The Land Raider is the Space Marines' main armoured fighting vehicle, as it combines a great deal of punch into a relatively small space.

The Land Raider can move up to 20cm, a reasonable rate for any armoured vehicle and quite fast considering its heavy armour. Thick plasteel plating gives the Land Raider an armour saving throw of 2 or more, which means that shots will bounce off its armour on the D6 roll of anything but a 1 (of course, as with all vehicles, the enemy's save modifier may reduce the chances of saving).

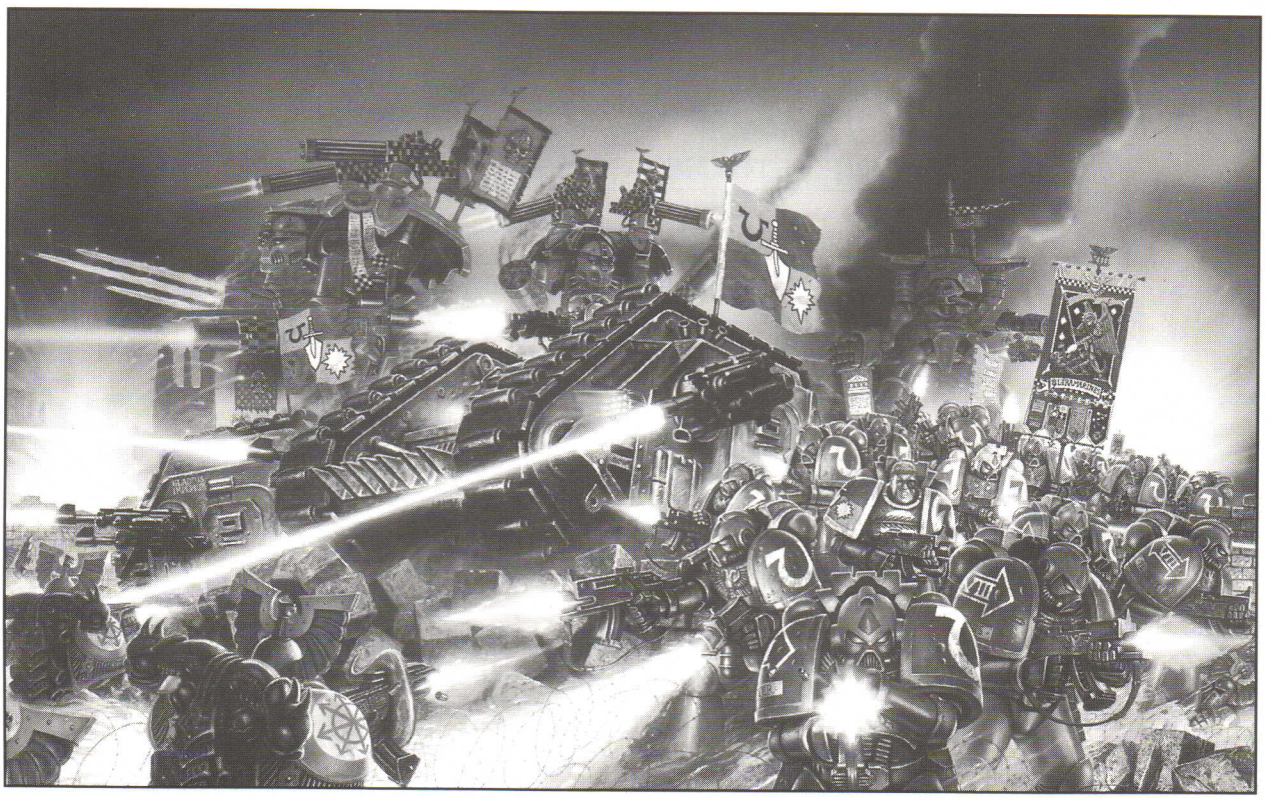
The Land Raider is designed to offer good close combat support. It carries two boltguns mounted in a cupola high up on its hull positioned to rake down on enemy infantry below. The restricted vision and inflexibility of the small slot on the cupola reduces the effective range of the bolters – their main purpose is to deter infantry from attacking in close combat.

The Land Raider is an excellent vehicle in close combat, crushing enemy troops and light vehicles under its huge tracks, so it has a close assault factor of +3. The Land Raider's main armament is two sponson-mounted lascannons. A separate attack dice is rolled for each lascannon, so the Land Raider has two lascannon shots per turn. Targets hit by the lascannon must subtract -2 from their armour saving dice roll, which means that it can slice through most armoured vehicles. Even heavily armoured tanks like the Land Raider can be knocked out (in the case of an Ork Bonebreaka you would have to roll a 6 rather than the normal 4 to save, for example).

The Land Raider can shoot its bolters up to 15cm range. This counts as one shot because the bolters are very light weapons compared to the lascannon. Targets hit by the bolters do not suffer the armour saving throw penalty.

The Land Raider can carry ten Space Marines (two troop stands) although its primary role is a battle tank rather than a troop carrier. However, in emergencies Land Raiders can pick up and reposition troops, and they have been known to act as carriers during the initial stages of a battle. On the whole, though, they are too powerful to use in this way. It is better to take up a position which gives a good view over the battlefield, and to use the Land Raiders' long range firepower to pick off enemy tanks from a distance.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Land Raider	20cm	2+	+3	Lascannon	75cm	2	5+	-2	May carry two troop stands
				Bolters	15cm	1	6+	0	



RHINO ARMOURED TROOP CARRIER

The Rhino armoured troop carrier is the most widely used transport vehicle in the Imperium, in service with the Space Marines, the Imperial Guard, the Titan Legions, and even supplied to the Squats and Knight Worlds. Though the Adeptus Mechanicus manufacture large numbers of Rhinos, most planetary Lords and Space Marine Chapters prefer to build and equip their own locally. The Rhino's enduring popularity is due to the ready adaptability of the vehicle's basic design, and the fact that it can be built from such a wide range of materials. It can be modified to suit local climates or to fulfil different military roles.

As the data shows, the Rhino armoured troop carrier can move up to 25cm – relatively fast for an armoured vehicle. This speed allows troops to be moved quickly to their fighting positions with minimum exposure to enemy fire. The Rhino's armoured skin gives it a saving throw of 4 or more on a D6, so when the vehicle is hit the shot rebounds from the armour without any effect on the dice roll of 4, 5 or 6. Remember that when a troop carrier is destroyed any troops inside are eliminated too, so the armour saving throw is important.

The Rhino carries two boltguns mounted in small flat turrets (called cupolas) on its upper surface. Because of the cupolas' restricted vision and movement the boltguns only have a short effective range, but this is enough to enable the Rhino to advance with its infantry and fight alongside them in close combat, blasting away at extremely short range. This can make all the difference to the infantry with the Rhinos, especially if you can use the Rhinos to gang up on enemy pieces to outnumber them.

Because of the Rhino's light armament, it has a close assault factor of 0. Its bolter armament can be fired at a range of up to 15cm. Although there are actually two boltguns, they are such light weapons that their combined fire is represented by a single dice. A 6 is required to hit, and no save modifier is applied to the target's armour saving throw. This means that Rhinos stand little chance against real tanks, but can keep enemy infantry busy and aid friendly infantry by providing extra short range firepower.

A Rhino can carry two troop stands. The best way to use your Rhinos is to decide where you want your infantry to be right at the start of the game, then use the Rhinos to carry them there quickly. As soon as possible get the troops out of the Rhinos and into cover, and from then on use the vehicles as support. Remember that a vehicle travelling in the open is a vulnerable and inviting target – infantry are far safer once they have left their vehicles and either dispersed or taken cover.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Rhino	25cm	4+	0	Bolters	15cm	1	6+	0	Carries 2 troop stands

The world burned. Buildings blazed and toppled. A pall of soot and smoke hung over everything as the sun hid its face from the slaughter. All was fire, and the heat was like that of the desert.

Presiding over the carnage like renegade gods were the Titans. Huge Warlords incinerated hundreds with fusion fire. They loomed out of the smoke of battle and where they walked there was destruction.

They illuminated the sky with flickering energies as they duelled with weapons of light. Void shields were their armour. Plasma reactors seething with the power of suns gave them strength. Angry Warhounds stalked in their wake, seeking prey.

Like insects swarming out to defend their hive, Space Marines surged forward. A hundred thousand voices were raised, crying loyalty to the Emperor or to the Warmaster. Ten thousand men moaned as they died.

Their comrades fought on round their corpses. Some had no time to scream or pray or plead. They vanished in expanding clouds of super-heated steam as the plasma bolts of the Titans fell among them. Bolters rattled and chainsword clashed with armour. Death walked at every man's shoulder and in our hearts we knew it.

Rhinos and Land Raiders ploughed through the manswarm like ships through spumy sea. They left red wakes. Like great beetles they scuttled among the ant-like men. Like beetles they were crushed under foot by the towering Titans.

Under a sky of fire and ash we fought with the fury of brothers betrayed. For we were Space Marines, once united in loyalty to our Emperor. Now because of the treachery of the Warmaster, thrice accursed Horus, we battled. No quarter was asked, no quarter was given. Hatred drove us. Hatred and fear.

Aye, fear. For we were the finest warriors in the universe, elite among elites, the chosen of humanity. Once we had acknowledged no foe as our equal. Now we must – for were not these men the same as ourselves? Spawned from geneseed, trained by masters, armed and equipped with the best from humanity's realm. Finally we faced a foe worthy of fear, a mirror image of ourselves and all we believed in. It was a nightmare, brother against false brother, to the death. Is it any wonder we knew fear?

We fought like tigers but were met with equal ferocity. We shot accurately. Our eyes were like those of hawks. Yet equal numbers fell from our ranks. We met at close quarters. Weapons flashed and gouged but who was to say which was faster? For every Traitor who fell, so fell a loyal brother.

The battle surged back and forth till in the end faith prevailed and we had mastery. Yet we were slaughtered. But one in ten survived. The city was dust.

Thus it was at the scouring of Tallarn. I know, for I was there and saw it with my own eyes. I will not forget.

Lexicanian Elisar Trask,
Ultramarines.

THUNDERHAWK GUNSHIP

Space Marines are expert planetary assault troops and employ a variety of special craft to carry them down through the atmosphere onto the battlefield. The smallest of these craft are drop pods, but these can only carry a few troops and are difficult to land precisely. Space Marines therefore prefer to use the larger and more tactically flexible gunships to land troops directly into a battlezone.

Thunderhawk gunships are dropped from a spacecraft in low orbit. Once they reach the lower atmosphere their jet engines fire, allowing them to land their troops right in the thick of the action.

A Space Marine player may include Thunderhawk gunships in his force as support cards. A gunship can carry a single detachment of up to six troop stands. It cannot carry bikes or vehicles, and any Rhinos or Land Raiders which would normally accompany the detachment are lost. This does not affect the unit's break point. Detachments must be selected and placed with their gunships before the game. Make sure you make a note of which detachments you have assigned to gunships. It will help if you place the gunship card together with the card for the detachment it carries.

Thunderhawks are not part of the units they transport, they can move away and act totally independently once their cargoes have been delivered to the battlefield. The break point of transported units remains the same, even though the attendant Rhinos are not present. This reflects the do or die determination of troops dropped into the thick of the combat.

A gunship may move onto the tabletop during any movement phase. When it does, place an advance or charge order counter immediately. While gunships are in the air they must be given advance or charge orders, they cannot be given first fire orders until they have landed. When it enters the table the gunship model on its flying base is placed at any point on your own table edge and may be moved that turn. Once the Thunderhawk has moved it may elect to remain airborne or land. Once landed the flying base is removed.

A landed gunship can take off and move in any subsequent turn, but it cannot take off and land in the same turn. Note that these rules are different from the normal rules for flyers, and reflect the unique flying characteristics of the Thunderhawk.

While it is in the air the Thunderhawk can only be shot at by enemy units with first fire orders to represent the difficulty of hitting a speeding aerial target. It is possible to fire a barrage against a flying gunship but this won't affect troops on the ground even if they lie directly under the barrage marker because the shells or missiles explode too high in the air to harm them.

Rules for loading and unloading troops from Thunderhawk gunships are the same as for Rhinos and other troop carriers. If the carrier does not move the troops may move a full move, if the carrier uses half its move the troops may move up to half their move, etc. The proportion of move used by the vehicle is deducted from the remaining move of the troops.

While in the air the gunship will be able to see potential targets more easily because of its height above the ground. The model is left on its flying base and all shooting is worked out assuming the Thunderhawk can see over intervening scenery in the same way as skimmers making pop-up attacks. A flying gunship can fire all its armament, but once it has landed it cannot fire its rockets, though it can fire its other weapons as normal. The Thunderhawk's weapons have a relatively short range because they are designed for close range strafing of enemy positions rather than long range pot shots.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Thunderhawk Gunship	60cm	4+	0	Rockets	50cm	6 barrage points		-2	Flyer
				Battlecannon	50cm	1	4+	-2	
				Bolters	15cm	3	6+	0	

THE ORKS

Orks are a tough, brutal, and remarkably successful race, and rank amongst the most powerful warriors in the whole galaxy. They control a significant part of known space, but this sprawling territory is divided amongst thousands of individual Warlords. Were Orkdom ever to unite against the Imperium it is unlikely that humanity would survive very long.

Rival Warlords are fiercely competitive and spend much of their time fighting each other. Each Warlord's ambition is to gather the clans together and lead a huge Waa-Ork across the galaxy. The Waa-Ork is a sort of crusade when the Orks stop fighting each other and join forces to stomp someone else instead. This overriding urge to expand and conquer is a natural part of the Orks' psychological make-up, and has greatly contributed to their success as a race.

All Orks are slightly psychic so very potent ideas tend to filter from one Ork to another. When a Warlord becomes really powerful other Orks sense it and flock to join him, increasing his power and encouraging more and more Boyz to join the growing Waa-Ork. As Ork Boyz from nearby worlds gather they form into their ancestral clan groups ready to do battle. Mekboyz, the mechanics and engineers of the Orkish race, also sense that something is brewing, and begin to build huge fighting machines in readiness for war.

CHOOSING THE ORK ARMY

Your Ork force represents either part of a very large Waa-Ork or maybe an entire smaller Waa-Ork. Like other forces, troops are chosen using the epic army cards. Orks don't ally with other races, they're too interested in conquering them! In Ork armies the company type cards are called clan cards and each card represents one of the six different Ork clans. Other armies, such as Space Marines, are allowed as many companies as they can afford, but Orks can only ever have a maximum of six clans (one of each) plus the Kult of Speed.

Rather than adding more clan cards to form a bigger force, the Ork player must add reinforcements to one or more of his clans to make bigger formations. This system means that Orks behave in a different way to other armies – their formations are larger and more powerful, but there will usually be fewer of them.

Players that are playing exceptionally large games will find that these rules limit the maximum size of the Ork army. To get round this if an Ork army has taken all of the cards it is allowed to use (ie, six clans, the Kult of Speed, and all of the support and special cards allowed for these units) then the player *is* allowed to use duplicate clan cards without any restriction – the army has become so large that Orks are flocking to follow the army's Warboss from all over the galaxy and the normal restrictions no longer apply! The restrictions on the number of support and special cards that may be taken for each clan card *do* still apply, however.

If you look at an Ork clan card (other than Snakebites) you will see that it consists of only two formations: the command unit formed of several Nobz troop stands, and the Boyz Mob formed of about a dozen Boyz stands. The Nobz can fight separately, but it is a good idea to keep them as close to your Boyz as possible because Ork formations can only be given orders if there are Nobz nearby. This is fully described below as the special Ork Command rule.

The general rules in Space Marine apply for choosing armies: first agree a points value total for the whole army and then choose your troops using the army cards. You must choose at least one clan card and you can choose more (assuming you have the points and the models of course). For every clan card in your army you can choose up to five support cards and one special card.

In this respect, choosing an Ork army is just like choosing a Space Marine or any other army. However, the support and special cards work slightly differently. In other armies the support and special cards act as independent formations, but in the case of Ork armies they either provide reinforcements for an existing formation or an entire new formation for the clan.

For example, the basic Goff clan consists of a command unit of eight Goff Nobz stands plus a Boyz Mob of 15 Boyz stands. You might add two Ork Boyz support cards to the clan, increasing the size of the Boyz Mob by an extra eight stands and making a total of 23 Goff Boyz. You might also want to add a Bonebreaka Squadron support card, which adds a squadron of three Bonebreaka tanks to the Goff clan.

Remember that any extra formations you add to your clan are bound by the Ork Command rule described below, so they have to stick close to your Nobz if they are to operate effectively.

Some support cards can only be chosen for particular clans. Wherever this is the case the name on the card will tell you which clan they are from – for example Goff Lungburstas can only be chosen as a support card for a Goff clan, Snakebite Squiggoths can only be chosen for a Snakebite clan and so on.

The Deathskulls clan is exempt from this limitation and can choose any support card whether it is specific to a particular clan or not. This is because the Deathskulls have a habit of 'borrowing' tanks and wargear that belong to other clans without telling their owners first!

THE ORK COMMAND RULE

Orks respect strength and power – they like loud noise and enjoy fighting more than anything else. Orks who are really strong and especially good fighters may be adopted by an Ork Nob - the head of an Ork household - and if one of them fights well he may get to take over the household on the death of its master. In other words he fights his way up to become a powerful Nob in his own right. The admiration and loyalty which other Orks feel for Nobz goes beyond mere clan boundaries. The Boyz will do anything a Nob tells them to, and the Nobz see it as their duty to command and look after other Orks.

As the most courageous and battle-hardened Orks the Nobz are usually found in the thick of battle. Naturally, the Boyz like to stick close to the Nobz to make sure they don't miss out on the fun. If there are no Nobz nearby, other Orks will tend to follow their natural inclinations. To reflect this we have the special Ork Command rule.

You can only give an order to an Ork formation if there is a command unit or Gargant within 10cm. The command unit does not have to be Nobz from the same clan as the formation, it might be another clan's Nobz or it might be a different command unit (such as a Warboss or Warlord).

If there is no command unit within 10cm Orks will become confused and follow their natural instincts – no order counter is placed for them. This applies to Boyz Mobz and all other Ork formations including Boarboyz and Bikeboyz. The Orks' response won't necessarily be very sensible at the time but there is little you can do about this (Ork instincts are very hard to overcome!). The only Ork troops not affected are command units and a few special cases such as Gargants and the Gibletgrinda Battle Fortress.

Ork formations that have no command unit within 10cm will react rather differently because of the distinctive nature of their clans.

Snakebites will not shoot but may move towards the nearest enemy at up to normal rate. If they enter close combat they will fight normally. Snakebites feel that close combat is somehow more proper for an Ork than shooting and they are always happiest when fighting at close quarters. Note that Snakebites don't have to move if you don't want them to, it is an option.

Goffs must move between normal and double rate towards the nearest enemy – they have no choice! If enemy are already within the Goffs' normal move at the start of the turn they must charge them. They may not shoot but if they enter close combat they will fight normally. Goffs are enthusiastic hand-to-hand fighters (they're good at it too!) and their natural response to an enemy threat is to stomp it quick.

Bad Moons will not move but they will shoot at the nearest enemy within range during the first fire segment of the combat phase. The Bad Moons are the richest of the Ork clans so they always have plenty of ammo, and this makes them more than happy to blaze away at anything in range.

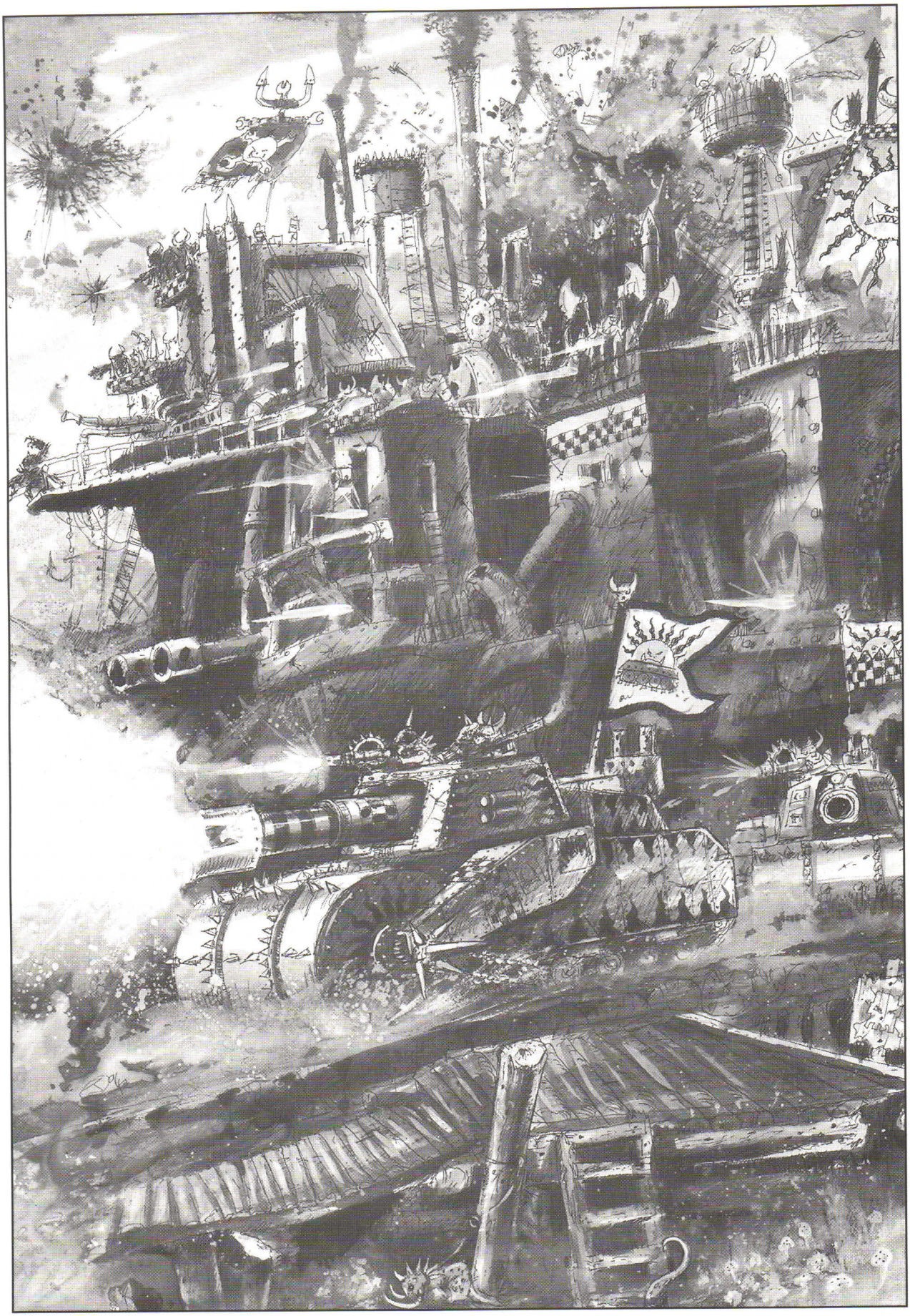
Evil Sunz will not shoot but will move towards the furthest table edge at between normal and double rate, and they can move into close combat with anything in their way. All Orks love going fast and Evil Sunz find it particularly exhilarating to hurtle around in buggies or battlewagons. This strong instinct for mobility affects them even when they're on foot, making them want to keep moving about.

Deathskulls will move towards the nearest objective at normal rate and will shoot at enemy units within 25cm in the advancing fire segment. Deathskulls are avid looters and believe that the best weapons and equipment can be found where the fighting has been fiercest, like near an objective for example.

Blood Axes will move at normal rate towards the nearest table edge and will only shoot at enemy units within 25cm in the advance fire segment. Once at the edge of the table they will stop moving. Blood Axes are well known as treacherous humie lovin' gits so they will invariably take the opportunity to slope off to a quiet corner of the battlefield if no Nobz are watching them.

Kult of Speed Orks come from all of the different clans but are united by their addiction to going very, very fast! If they are out of command they will not shoot but will move at double normal rate in a direction chosen by the Ork player. They will roar along in as straight a line as possible and use up all of their movement if they possibly can. The Speed Kultists will enter close combat with any enemy models that get in their way.

More information, force lists and epic army cards for the Orks can be found in the Space Marine supplement **Ork & Squat Warlords**.



ORK BOYZ

Each Ork clan is noted for its slightly different character and traditions, a reflection of the basic genetic differences between the Orks of each clan. When the Waa-Ork is underway all the Ork Boyz in each clan fight together in one big formation called a Boyz Mob.

Each clan provides a single Boyz Mob (as indicated on the Clan card) but the size of this Mob can be increased by adding extra Ork Boyz support cards. As each Extra Ork Boyz card adds four Boyz stands the most extra you can have is +20 stands (five support cards).

Bad Moons

Orks quite sensibly use their teeth as currency, and as the Bad Moons' teeth grow faster than anyone else's they are the richest of all the Ork clans. The other Orks don't see this as an unfair advantage, after all if you're hard enough you can always bash a Bad Moon on the head and steal his teeth. Bad Moons have expensive and effective weapons, wear the best and most elaborate armour, and flaunt the most gaudy and colourful clothes in vivid yellow and black patterns.

Blood Axes

All the other clans distrust the Blood Axes because they associate with the filthy humans. They wear military pattern camouflage pattern clothes (very unorky), salute, and do other humanish things that no self respecting Ork would do. They have been known to deal with human mercenaries, and even with the Imperium, although such affairs are often conducted through third parties or disguised Imperium officials to maintain a pretence of proper orky behaviour. As a result the Blood Axes have human style equipment which they have traded with humans, and Blood Axe Boyz Mobz even have Rhinos to carry them around.

Blood Axes are not trusted by other Orks. They have a bad reputation for being treacherous gitz, who will quite happily join the Waaagh then run off or let you down once the going gets tough. Other Orks don't like the Blood Axes much and won't obey Blood Axe Nobz. For this reason Blood Axe Nobz can't give orders to Orks from other clans and so don't count as a command unit to other Orks.

Deathskulls

After a battle the Deathskull Boyz descend on the wreckage and salvage weapons, equipment, clothes, decoration, and anything else they can get their hands on. They are tremendously good at scrounging and looting (some would say stealing!) and as a result they carry all sorts of weapons they have 'found'. They are also superstitious and often paint their skin bright blue as a good luck token. Their clothes are often patched and ragged, so as a mass they look light brown and dusty.

Evil Sunz

The Evil Sunz are strangely and uncontrollably attracted towards fast vehicles and loud noises. Actually this is true of all Orks, but in the case of the Evil Sunz the attraction is especially strong. Evil Sunz like to wear red, a colour which Orks associate with speed.

Goffs

Goffs are the most aggressive of all Orks, which is saying something! They pride themselves on being the most orky of all the clans, carrying the most destructive weapons and fighting even harder than the rest. Goffs like to get to where the fighting is as quickly as they can and attack their enemies at close quarters. They prefer to wear black, which is the only proper orky colour as far as they're concerned, sometimes with red trim or black and white checks.

Snakebites

Snakebite Boyz take great comfort in traditional orky values. They cling to old ways long since abandoned by other Orks and shun certain aspects of technological innovation. They prefer to wear pale grey or light brown clothes derived from animal skins and furs.

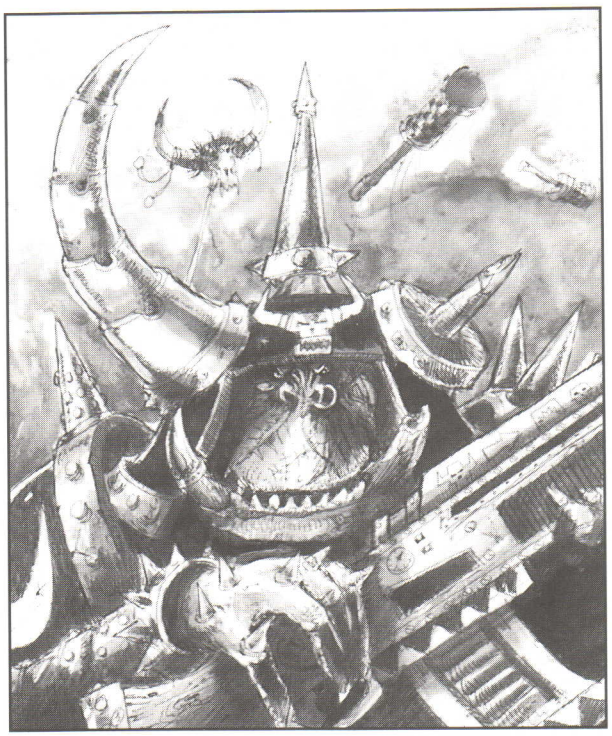
Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Bad Moon	10cm	None	+1	Bolter	50cm	1	5+	-2	
Deathskulls	10cm	None	+1	Bolter	50cm	1	5+	0	
Snakebites	10cm	None	+2	Bolter	50cm	1	5+	0	
Goffs	10cm	None	+3	Bolter	25cm	1	5+	-1	
Blood Axes	10cm	None	+1	Bolter	50cm	1	5+	0	
Evil Sunz	10cm	None	+1	Bolter	50cm	1	5+	0	

NOBZ

Nobz form command units on the battlefield. Unlike Space Marine command units these consist of several stands which fight together as a single formation. Nobz have the same general likes and dislikes as the clans they come from and prefer the same colours, although they are much more powerful fighters, as can be seen on their data sheet.

The size of a Nobz unit is fixed by the Clan card, but extra Nobz can be added to the unit as support cards. Generally speaking, a Nobz command unit can act as a command unit to any formation of Orks regardless of their clan. The exception is the Blood Axe Nobz who can't act as a command unit to Orks from other clans. No one likes these treacherous gitz very much and having one ordering you about is just too much for any self-respecting Goff or Snakebite to bear! To compensate for this Blood Axes are cheap – you get a lot for your points.

You can make a Nobz stand by taking a Boyz troop stand and adding a banner pole to show that the Orks are Nobz. You can also make a suitable banner out of paper to decorate the pole if you wish. An alternative and much better way of representing a Nobz stand is to use the special Nobz and banner bearer models from the Ork Invasion boxed set available separately. Stands may be made up from one Boss Nob, a banner bearer, two or three Nobz, and any additional Ork model to make the total up to five.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Ork Nob	10cm	None	+4	Bolters	50cm	2	5+	-2	Command unit

WARBOSS

The Waa-Ork is centred upon a single mighty Ork leader called a Warboss. He fights alongside a group of select Nobz from his own household: these are the toughest Nobz and carry the best weapons. His followers may also include Mekboyz, and other special types of Ork.

In most Waa-Orks there is only one Warboss, but sometimes two or more will merge together, in which case the toughest Warboss takes over the entire Waa-Ork and becomes a Warlord. This means that the Waa-Ork might have a Warlord plus one or more Warbosses.

A Warboss or Warlord troop stand may be represented in the same way as a Nobz stand but it is important to mark the great leader out in some way so that he is distinguished from the other Nobz. One way of doing this is to make a much larger banner from paper and making a proper 'bosspole'. Alternatively you could place several banners on the stand to show that the Warboss is present.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Ork Warboss	10cm	None	+5	Bolter	50cm	2	5+	-2	Command unit
Ork Warlord	10cm	None	+7	Bolter	50cm	2	4+	-2	Command unit

BONEBREAKA

The Bonebreaka is a type of Ork attack tank used by all Ork clans. It is armed with a single heavy battlecannon in a turret and a huge spiked death roller mounted on its front hull. The spiked roller is what gives the Bonebreaka its name, because it crushes and breaks the bones of the enemies it runs over!

A Bonebreaka can try to run over enemy troop stands simply by moving over them. Each stand suffers a hit on a D6 roll of 4, 5 or 6. If the troops aren't squashed or make their saving throw (assuming they have one) the Bonebreaka is bogged down in close combat and its movement ends. If it squashes the troops it can keep moving and try to squash others until it runs out of movement or fails to squash a target and gets caught in close combat.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Bonebreaka	20cm	4+	+4	Battlecannon	75cm	1	4+	-2	Deathroller

BRAINCRUSHA

The Braincrusha is an Ork battle tank mounting a truly gigantic cannon. When the Braincrusha fires it bucks up into the air, the front wheels lifting as its massive cannon hurls monster shells at the enemy from an exceptionally long range. The sheer size of the shells fired by a Braincrusha means that they can smash armoured tanks like eggs. The weight of the shell is often sufficient to rip off turrets and overturn vehicles even if the armour isn't pierced.

The Braincrusha cannon fills almost the entire body of the tank so the crew have to squash together in a small tower over the gun's breech, which vibrates with the concussion of the cannon's recoil. This could well be the reason the gun is called the Braincrusha! Orks love loud noises and explosions so the crew are happy enough to be deafened for a few days after every battle for the opportunity to fire such a loud and destructive gun.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Braincrusha	15cm	4+	0	Braincrusha cannon	100cm	1	3+	-3	

Sergeant Mishaem gazed at the thin crack of light that was the stormy, dawn skyline. Behind him his Imperial Guards waited for battle, their low conversation drifting up like smoke on the chill, wet air. They were dug in deep and well. The Emperor was with them. And then it started.

At first there was just the sound like an earthquake Without warning, dust rose along the entire horizon and a new sound reached Mishaem's ears. Unnatural, cries echoed above the rumbling, pained and angered, like the great booming howls of some lost and ancient beast. His blood ran cold.

Specks appeared at the base of the growing cloud and Mishaem raised his field-glasses. Rank after rank of battlewagons and warbikes leapt at him like daemons. He saw the fierce, twisted expressions of the drivers and gunners and imagined the roar of engines as they bucked through the churning mud. Orks covered the plain like a living, screaming carpet of hatred.

Banners rose from the mass like a forest. Mishaem swung from face to painted face. He saw the battlelust in every eye. He saw the desperation to kill seething through their ranks like fire.

A terrified shout went up from his men. He lowered the glasses and quailed at what greeted him. He had seen Titans before, but, even at a distance, the Gargants froze his heart. They filled the horizon like mountains. Iron ground on iron with every movement as their weapons searched like silent, patient eyes and strange signal poles waved atop their grinning heads.

A deep, chilling howl broke from the largest Gargant and was taken up by the hundred lumbering war machines. It broke like a wave over the troops and was lifted into a terrible warcry.

As the first salvos fell like rain onto his men, and the Gargants spat death above their murderous servants, Mishaem sank to knees in the mud. He prayed to the Emperor for deliverance.

But the Gods were at war, riding on thunder as they came.

MEKBOY 'DOOM DIVER' MAGNA-KANNON

The Doom Diver Magna-Kannon is an ingenious device which has been cunningly crafted by the Orks to destroy enemy flying vehicles and skimmers. The weapon consists of a huge electro-magnet which can be used against targets at considerable distances by utilising Ork teleporter technology to 'jump' the magnetic field from just in front of the electro-magnet to the target. Once the target is grabbed in this way it is held fast by the magnetic field and can be turned to face in any direction that the crew desire. The victim is then released to travel off on the new heading.

This isn't a whole lot of use against targets travelling on the ground but can be devastatingly effective against flying targets, which suddenly find themselves heading straight towards the ground! The flying machine finds it impossible to pull out of the screaming dive before it smashes into the ground and is destroyed.

The Doom Diver Magna-Kannon has an unlimited range and can be used against any target in sight. As long as the weapon is on first fire orders it can be fired extremely rapidly, and so is allowed to use the Snap Fire rules from the Shooting section of the Titan Legions rulebook. Nominate the target and roll to hit as normal. The effect of a hit varies depending on the type of target that has been hit:

Skimmer with advance or charge orders, or any other type of flyer: The target is sent into an unstoppable dive and smashes into the ground. The pilot has enough control to ensure that he doesn't hit any friendly troops, so only the target and any models that are being transported are destroyed in the crash.

Skimmer making a pop-up attack: The attack is cancelled and the skimmer is returned to the ground facing in a direction chosen by the Ork player.

Titan or super heavy ground vehicle: These machines are far too large and powerful to be stopped by the Magna-Kannon, and Magna-Kannon attacks have no effect on them at all.

Any other type of target: If the victim is hit as they were moving by a snap fire attack, then their move ends immediately. The Ork player is then allowed to change the facing of the target to any direction he desires.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Doom Diver Magna-Kannon	20cm	4+	+0	Magna-Kannon	Line of sight	1	5+	-	Snap Fire

SLASHER GARGANTS AND GREAT GARGANTS

At the heart of the Ork expansion throughout the universe is a phenomena known as the Waa-Ork. The Waa-Ork is a spontaneous happening which starts suddenly in obscurity and then gradually gathers momentum. More and more Ork tribes become part of the gathering strength of the Waa-Ork as the whole of Orkdom becomes agitated, disturbed and dynamic. Waa-Ork is a time of resurgence of Orkdom into the universe, a time of great migrations, wars and conquest. Orks everywhere take to the warpath and the relentless power of Ork civilisation is unleashed.

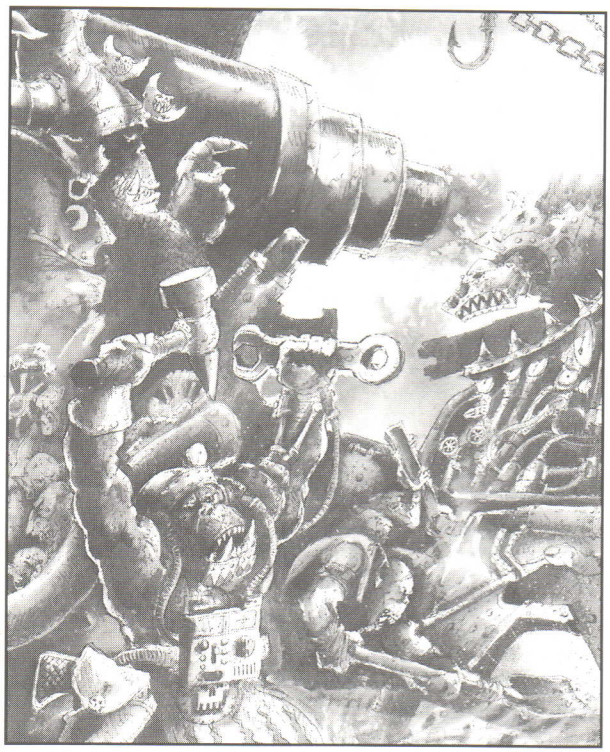
At the very core of the Waa-Ork lies the construction of the gigantic Titans known as Gargants. Each Gargant is a towering war machine with awesome destructive power. It is also a titanic, mechanical, fighting, fire-belching idol made in the image of the Ork gods. Building Gargants is an act of worship for the Orks. Gork and Mork, the Ork gods of war, epitomise the Orkish character on a vast scale. They are big, carefree, boisterous beings that leave a trail of destruction in their wake. War, conquest, migration, endless feuds, the din of weapons and the war cries of countless Orks are but the crude games and raucous laughter of these strong, carefree gods.

Gargants are miracles of mechanical ingenuity, packed with whirring cogs and gears, wheezing pipes and pistons, dials, levers, stopcocks, gauges and no end of other mechanical devices that seem to work purely through the faith of their Mekboy inventors. Gargants carry awesome firepower: heavy cannon and giant flame throwers mounted in turrets on the Gargant's shoulders and often more guns are carried on the head as well. Mounted low down in the Gargant's belly is the Gutbuster mega-cannon, a gigantic weapon of massive destructive power. Gargants are protected by banks of thrumming power field generators and thick armour. Their armoured hull is made out of all kinds of different metal and bits of armour plate scavenged from wrecked vehicles and welded or hammered into place.

A vast krew of Orks, Gretchin and Snotlings ride into battle aboard each Gargant. The Orks fire the guns and stoke the boilers under the stern eye of the Gargant Kaptin and his Nobz. Teams of Snotlings and Gretchin 'riggers' armed with spanners and oily rags are sent frantically crawling into the cramped workings to fix things and fight fires as the Gargant suffers battle damage. Though no two Gargants are identical Ork Mekboyz commonly build one of two distinct sorts of Gargant: the short, fast Slasher Gargant and the larger, more heavily-armed Great Gargant.

An individual Slasher Gargant or Great Gargant can be bought as the special card for any Ork clan. The immensely proud Warboss of that particular clan will be the Gargant's Kaptin and some of his Nobz will take up the posts of First Mate (who shouts at the krew), Gunboss (who shouts at the gunners), and Flagboss (who's in charge of the signal flags Gargants use in battle – as well as shouting of course!).

The talented Mekboy who built the Gargant is rewarded with the post of Boss-Mek and gets to order around all the other



Mekboyz onboard and shout at the riggers. These individuals all work together surprisingly smoothly to keep the Gargant stomping around and blasting away at the enemy. Because a Warboss is in command of the Gargant it can always be given orders even if there aren't any Nobz within 10cm of it. Any Orks within 10cm of a Gargant can be given orders by the Warboss.

GARGANT BIG MOBS

In the build-up to the Waa-Ork the Ork tribes are driven by the urge to build the idol-like Gargants in praise of their savage gods. Most Warbosses manage to get one or two Gargants built by industrious Mekboyz. Some of the powerful Ork Warlords can command enough resources to build many. Sometimes Ork Warbosses will join their tribes together to form an even more potent Waa-Ork. So it comes about that an Ork horde may be lucky enough to be led to war by a Gargant Big Mob.

Gargant Big Mobs usually comprise three Gargants, either all Slasher Gargants or all Great Gargants, or a mixture of the two types. One Gargant is a frighteningly destructive creation, three is enough to send all but the bravest troops fleeing for cover. The massed firepower of a Gargant Big Mob has spelled the doom of many a battleforce under a thundering barrage of smoke and flame.

The biggest Gargant in the mob is commanded by the Warlord and is known as the Boss Gargant. The other Gargants are both commanded by the Warlord's most trusted Nobz. In battle all the Gargants in a Big Mob have to stick close together so the Nobz can see the signal flags being waved about on top of the Boss Gargant. These tell them what their orders are and where they're supposed to be going. Because of this the Gargants in a Big Mob have to be within 20cm of the Boss Gargant and able to see it in the orders phase to be given any orders.

If one of the Gargants is too far away or can't see the Boss Gargant, the Nob in command has to guess what he's supposed to do. Roll a D6, and on a roll of 1 or 2 he picks first fire orders, on a 3 or 4 he picks advance orders and on a 5 or 6 he picks charge orders. Naturally Nobz in command of Gargants consider themselves well above the rest of the Nobz so having a Nobz stand within 10cm doesn't allow you to give them an order like most Orks, they'll take orders from the Boss Gargant and nobody else.

Note that the Boss Gargant is not a command unit, it must be given orders like any other unit. It can be singled out by the enemy and shot at – the banners, trophy poles and graffiti which festoon the Boss Gargant make it unmistakable! If the Boss Gargant is destroyed all the Gargants in the Big Mob will have to roll for their orders on the next turn. At the end of the turn the next biggest Gargant will take over as Boss.

MEKBOY GARGANTS

Just as the Mekboyz finally sit back and congratulate themselves on the excellent job they've done getting the Warboss's Gargant ready in time, they all too often realise that they haven't got a vehicle or Gargant of their own to take on the Waa-Ork! Somehow, in the midst of all the buggies and weapons to be built, they haven't finished off their kustom Speedstas, or built any Stompers or anything!

So it is, with the Boyz already starting to load the space hulks the Mekboyz can be seen hammering and welding through the night, collecting whatever scrap is left over from the Warboss's Gargant and building another Gargant at breakneck speed. Just before the last shuttle is ready to blast off the triumphant team of Mekboyz march their latest creation through the hangar doors – a new Gargant, not a big one, but a special 'kustom' one.

All Gargants are individual creations, but Mekboy Gargants are especially varied. A Mekboy Gargant is protected by a special kustom force field and carries a powerful selection of weird experimental weaponry. Often close combat weapons are built from remnants of mighty cranes, giant grabbers and huge circular saws used in the Mekboyz' construction work. Super lifta droppas or other force field weapons are fitted for long range destruction, usually backed up by a rapid-firing kustom kannon.

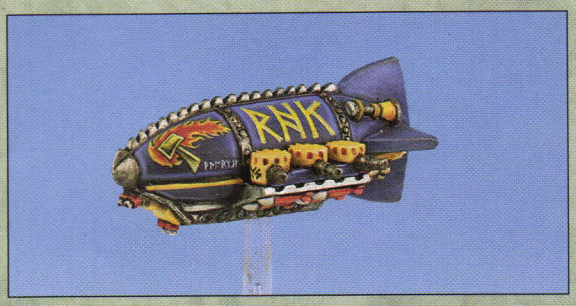
The Mekboy Gargant is run by a devoted krew of enthusiastic Snots and Grots, commanded by the team of Mekboyz who ride in the head (or 'bridge') and shout orders down speaking tubes into the bowels of the great metal beast.

GARGANT DATACARDS

Datacards are supplied for the Mekboy, Slasher and Great Gargant. You should photocopy one of these for each Gargant in your army and fill out it out as a permanent record of that particular Gargant. Note down the weapons fitted to the Gargant in the spaces provided along with their attack dice, to hit rolls and so on. You can also use the datacard to keep a note of how many Titans the Gargant has killed and how many battles it's fought in.

'EAVY METAL™

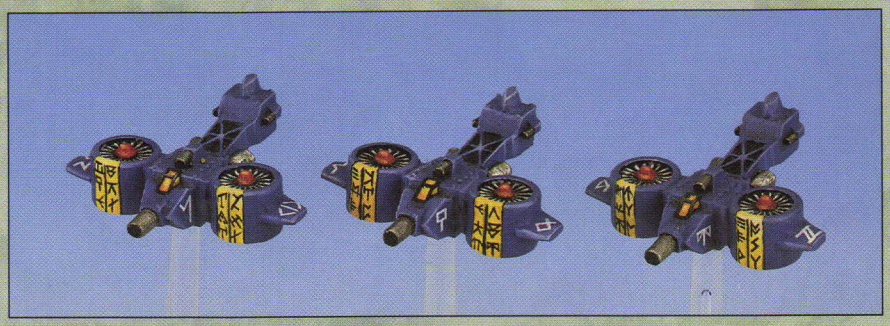
SQUATS



OVERLORD ARMOURED AIRSHIP

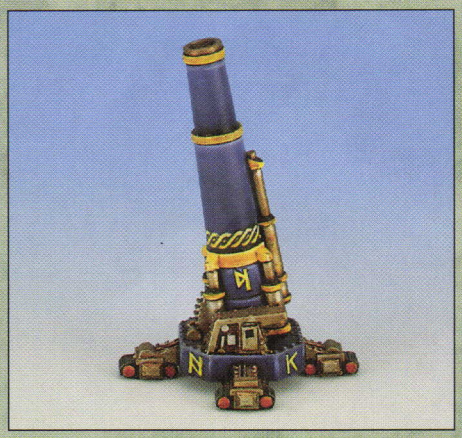
CYCLOPS, ARMED WITH HELLFURY CANNON

THUNDER-FIRE CANNON



IRON EAGLE GYROCOPTERS

COLOSSUS WITH IRON EAGLE RECON GYROCOPTER



GOLIATH MEGA-CANNON

FORCES OF THE ELDAR BATTLE WITH SQUAT WAR MACHINES

'EAVY METAL™

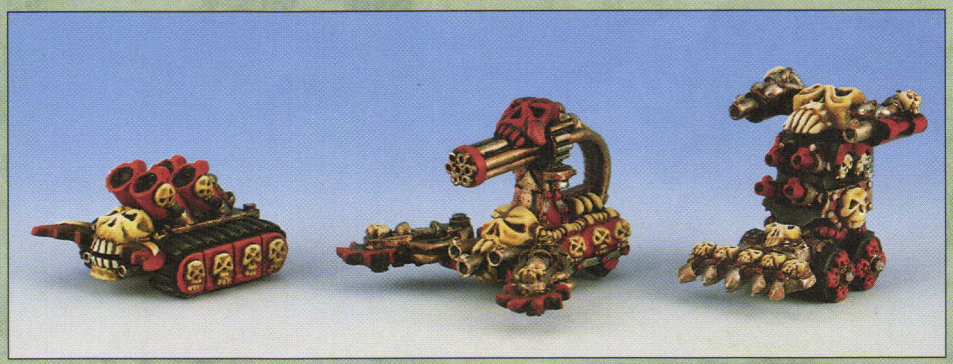
CHAOS

DOOMFIST

BANELORD, CHAOS TITAN OF KHORNE

ANGRON, DAEMON PRIMARCH OF THE WORLD EATERS

BLOODTHIRSTER



DAEMON ENGINES: DOOM BLASTER, BRASS SCORPION AND BLOOD REAPER

DAEMON ENGINES: CAULDRON OF BLOOD, TOWER OF SKULLS AND DEATH DEALER

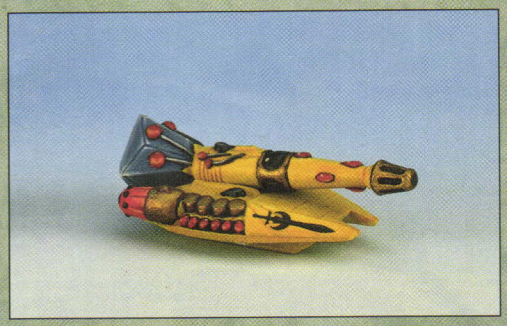
'EAVY METAL™

SQUAT FORCES BATTLE AN ORK HORDE LED BY A GARGANT BIG MOB

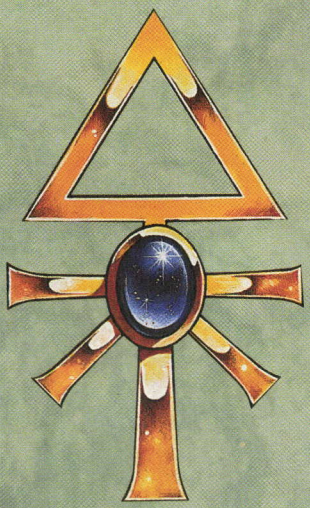
A CHAOS BANELORD TITAN LEADS A BITTER STRUGGLE AGAINST AN ELDAR WARHOST

HEAVY METAL™

ELDAR



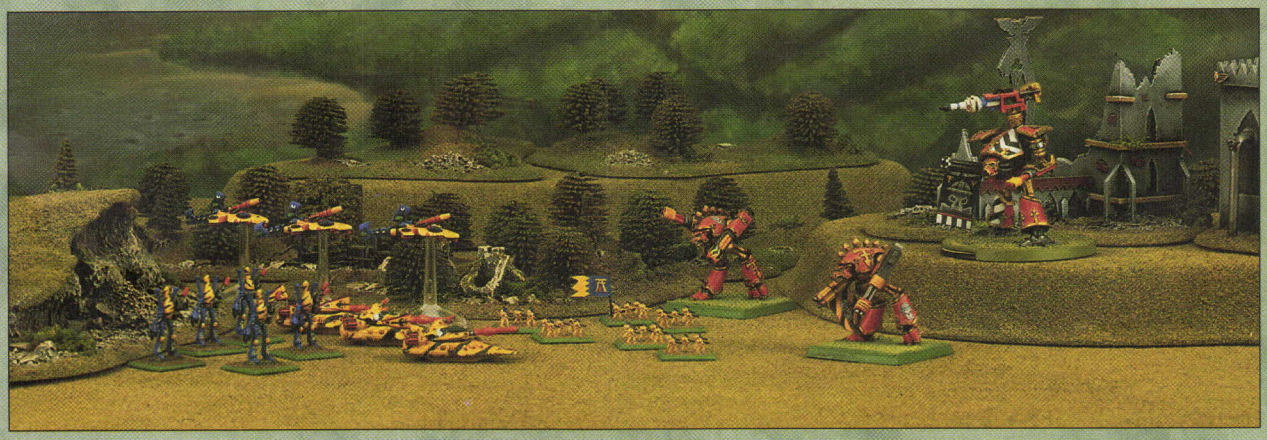
DEATHSTALKER PRISM CANNON



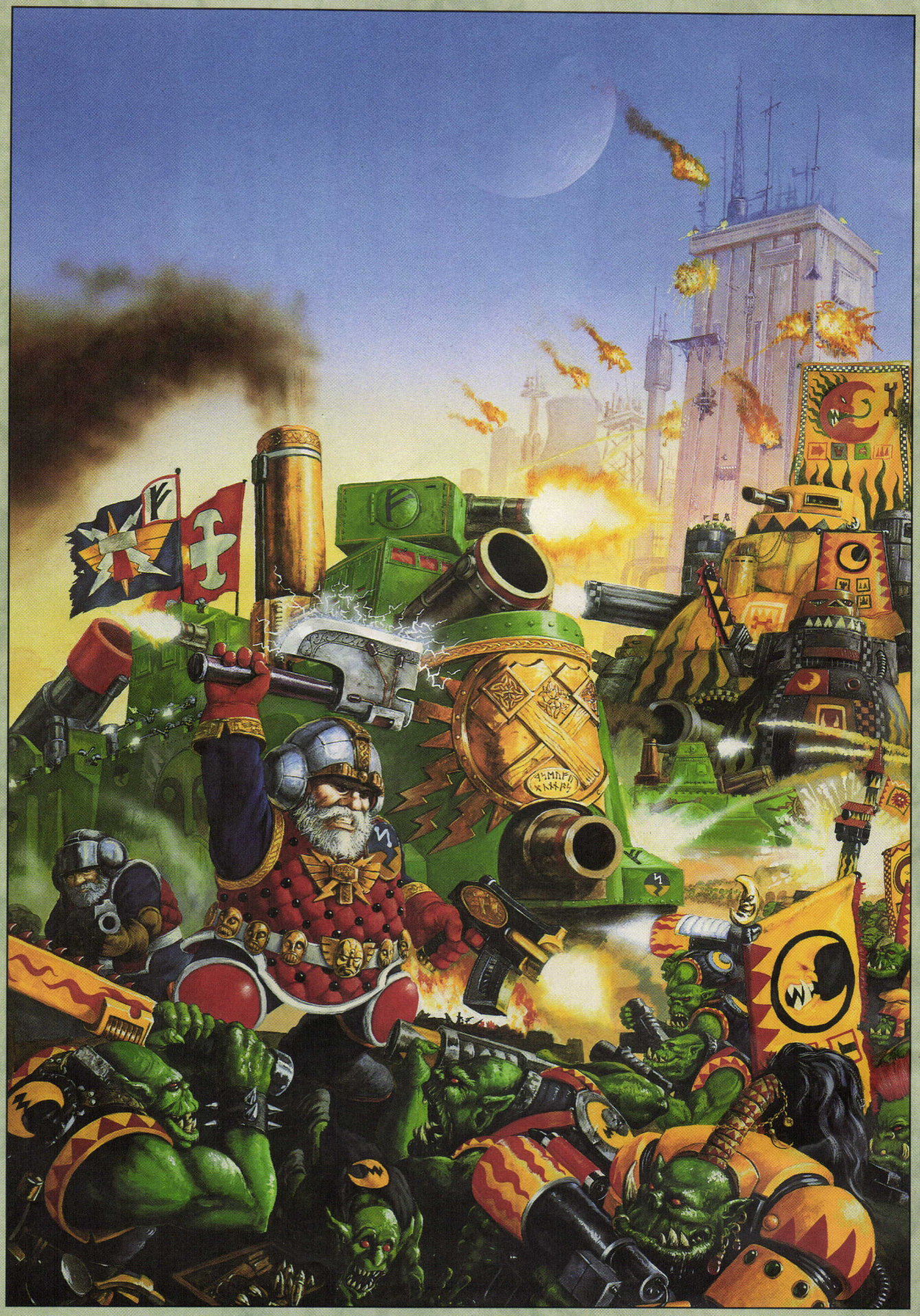
PHANTOM TITAN

WAVE SERPENTS

WARP HUNTER SQUADRON

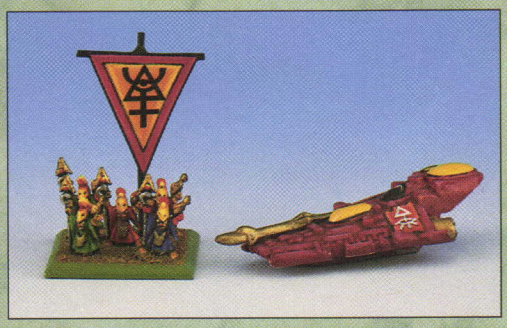


ELDAR FORCES CLASH WITH TITANS OF LEGIO METALICA



ELDAR

WARLOCK TITAN

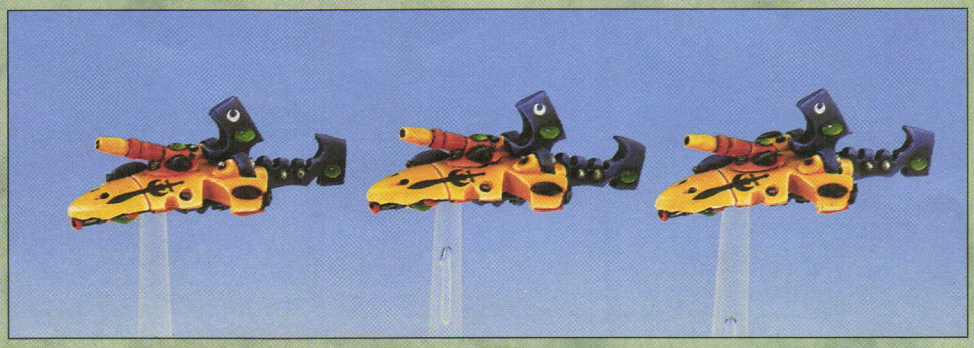


WARLOCK TROOP STAND AND FALCON

Eldar Titans are very different from those used by the Imperium. Tall and slender, they move with a smooth agility and grace unachievable by Human Titans.

FIRESTORM

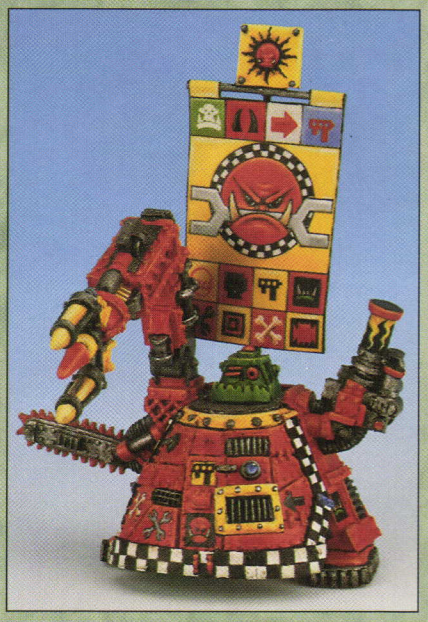
DOOMWEAVER SQUADRON



NIGHTWING SQUADRON

ORKS

GOFF GARGANT BIG MOB



MEKBOY GARGANT

Gargants are miracles of mechanical ingenuity, packed with whirring cogs and gears, wheezing pipes and pistons, dials, levers and strange mechanical devices invented by the Ork Mekboys. On board the Gargant the Orks fire the guns and stoke the boilers while teams of Gretchin 'riggers' are sent to fix bits and fight fires as the Gargant suffers battle damage.

MEKBOY PULSA ROCKETS

STOMPERS

ORKS

DOOMDIVER MAGNA CANNON

SNAKEBITE SQUIGGOTHS

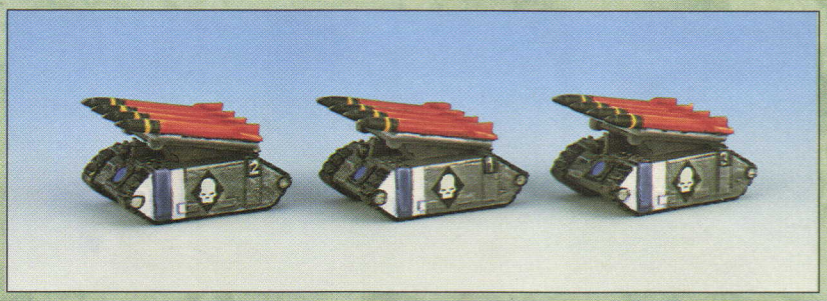
EVIL SUNZ BONEBREAKA SQUADRON

BAD MOON BONEBREAKA SQUADRON

SPEEDSTAS WITH KUSTOM CANNON, DESTRUKTOR ROKKITS AND BUBBLE CHUKKA

EVIL SUNZ SPLEENRIPPA SQUADRON

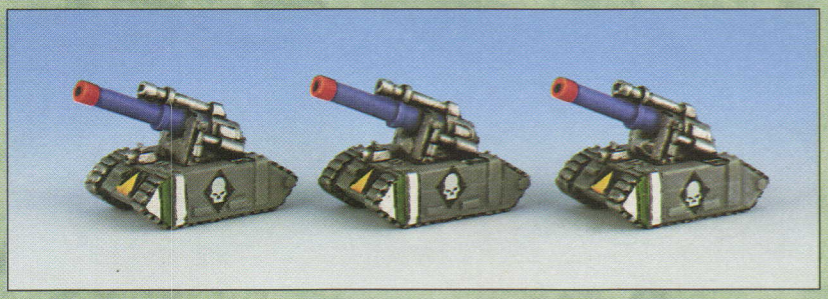
FORCES OF THE IMPERIUM



MANTICORE BATTERY

The Forge Worlds of the Adeptus Mechanicus supply the Imperium's armies with the vast bulk of its hardware and war machines. Battle tanks, super heavy tanks and the more specialist artillery vehicles are manufactured in their thousands by the Tech-Priests. These tanks form the mainstay of practically every Imperial Guard army. The Tech-Guard regiments of the Forge Worlds are also supplied with these machines

HYDRA BATTERY



BASILISK BATTERY

STORMBLADE SUPER HEAVY BATTLE TANK COMPANY

Super heavy battle tanks are an outstanding example of the Forge Worlds' industrial might. There are many variations of these brutal armoured giants and they are fabricated in vast numbers by the Adeptus Mechanicus to provide the Imperium with one of its most potent war machines.

SHADOWSWORD, BANEBLADE AND STORMHAMMER SUPER HEAVY BATTLE TANKS

HEAVY METAL™

IMPERIAL KNIGHTS

HOUSE KRAST

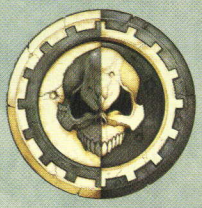
This Knight Household fights for the Legio Metalica. Both the detachments and the HQ Seneschal share a common livery. This is very typical of the Knight heraldry. Each individual machine can be identified by minor variations in the heraldic schemes applied to various parts of the Knight's armour.

HOUSE KRAST– FIRST DETACHMENT KNIGHT PALADINS

SENESCHAL HQ UNIT

HOUSE KRAST– SECOND DETACHMENT KNIGHT PALADINS

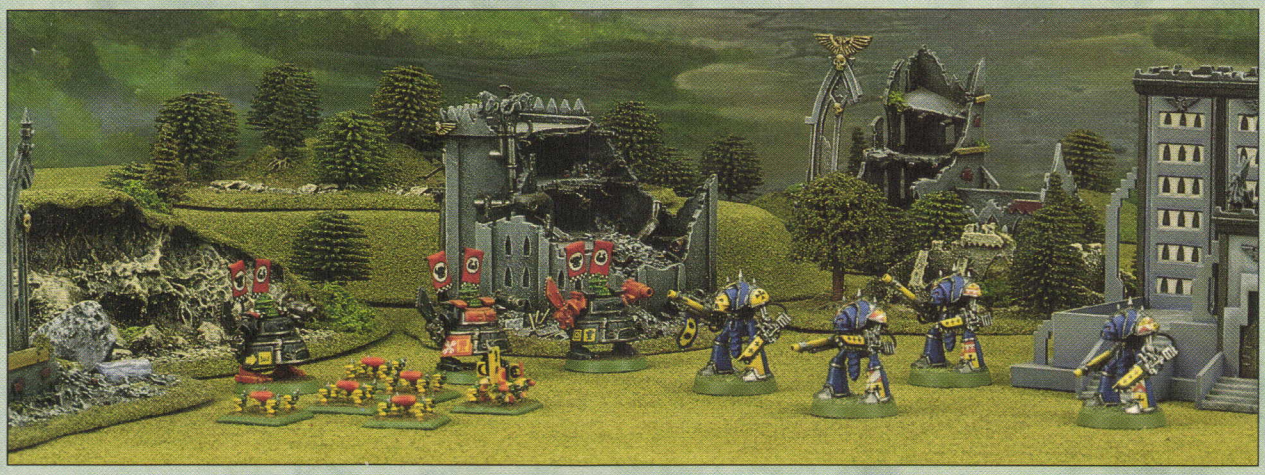
Every Titan Legion can call on the services of many different Knight Households, each bearing its own proud livery into battle.



HOUSE HYPERION

HOUSE LAKAR

HOUSE ARAKON

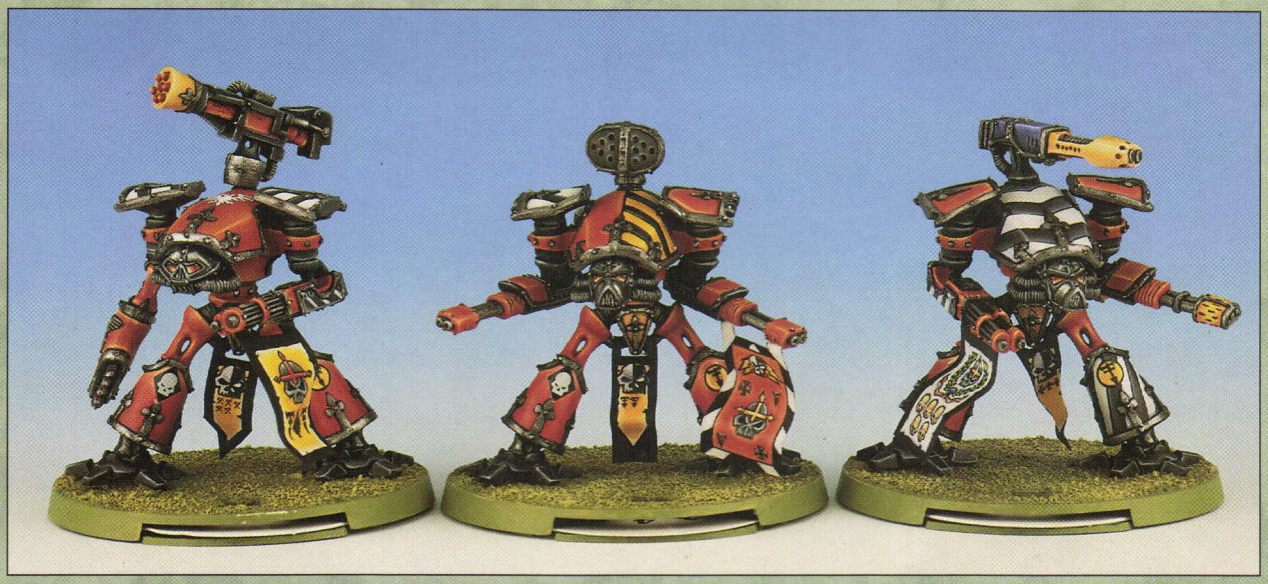


KNIGHT PALADINS OF THE HOUSE KRAST IN DEADLY BATTLE WITH ORK RAIDERS.

'EAVY METAL™

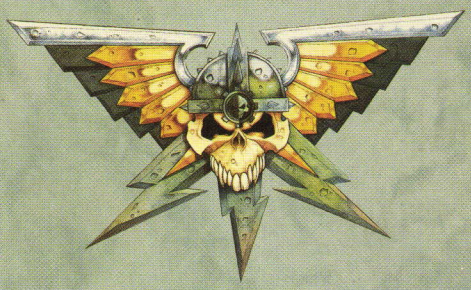
LEGIO METALICA

The Legio Metalica was almost exterminated during the savage fighting on the world of Armageddon. Fighting against one of the most dangerous Ork Warlords of all time, the legion found itself vastly outnumbered. All but one of its Emperor class Imperator Titans was overwhelmed by Ork Gargants, though the toll of destruction amongst the Orks was immense. Later the Tech-Priests rebuilt the machines damaged in the fighting, and the legion has since crushed countless foes of the Machine God beneath its iron shod heel.



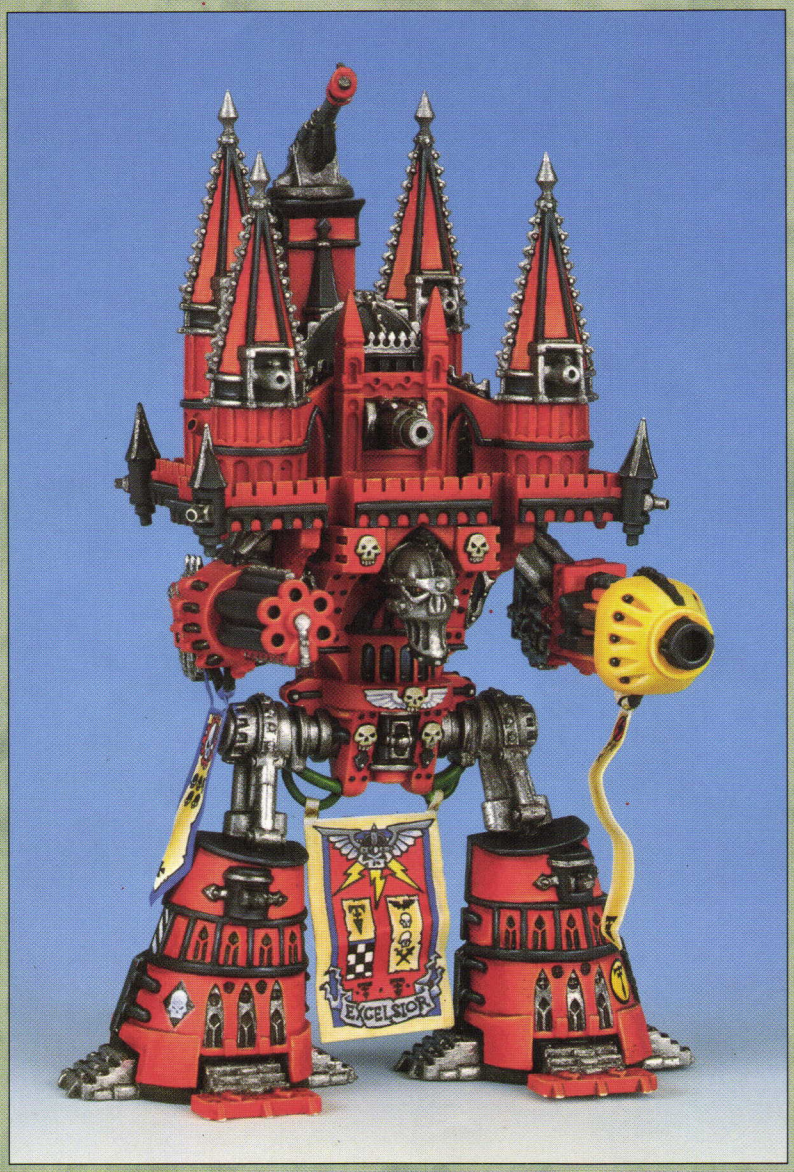
REAVER TITAN BATTLE GROUP

CRUDE ORK GARGANTS RUMBLE TO THE ATTACK AS TITANS UNLEASH WEAPONS OF MASS DESTRUCTION

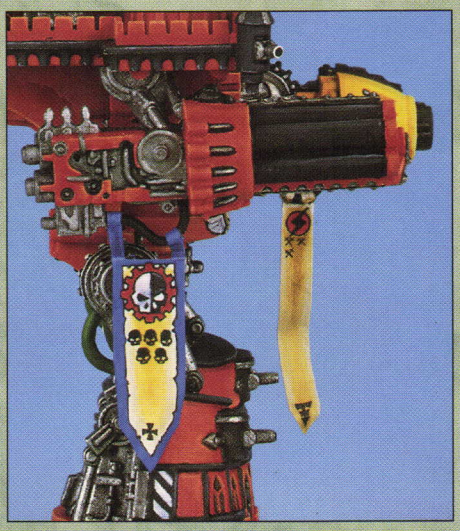


LEGIO METALICA

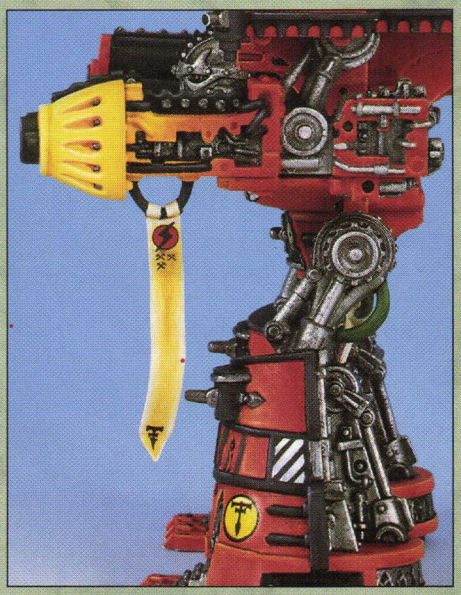
The Forge World of Metalica lies in one of the most dangerous parts of the galaxy, a zone infested with Orks and constantly threatened by war. The Titans of this ancient legion were battle-hardened over centuries of fighting even before the Great Crusade brought the Forge Worlds within the Imperium. To date Legio Metalica's record of victories is unsurpassed by any other Titan legion.



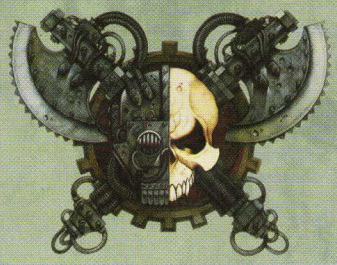
IMPERATOR TITAN



HELLSTORM CANNON



PLASMA ANNIHILATOR

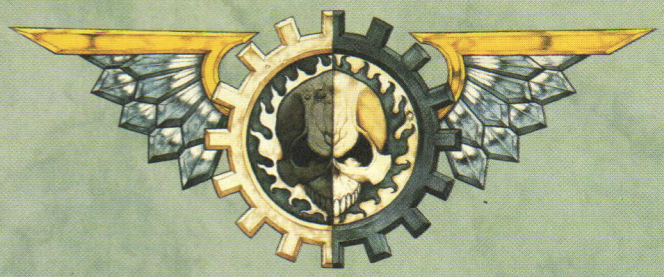


EMPEROR TITANS

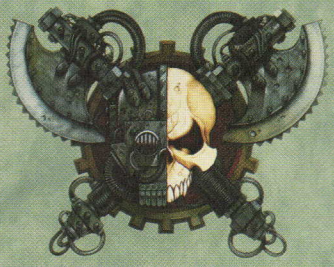
Emperor class Titans tower some 25 to 40 metres tall. They mount veritable arsenals of weaponry and are protected by up to twelve void shield generators and armour so thick it would not be out of place on a planetary defence installation. Emperor class Titans are amongst the largest mobile battle units that can be deployed on a planetary surface and each one forms a vital part of the Imperium's strategy.

LEGIO IGNATUM

REAVER TITAN

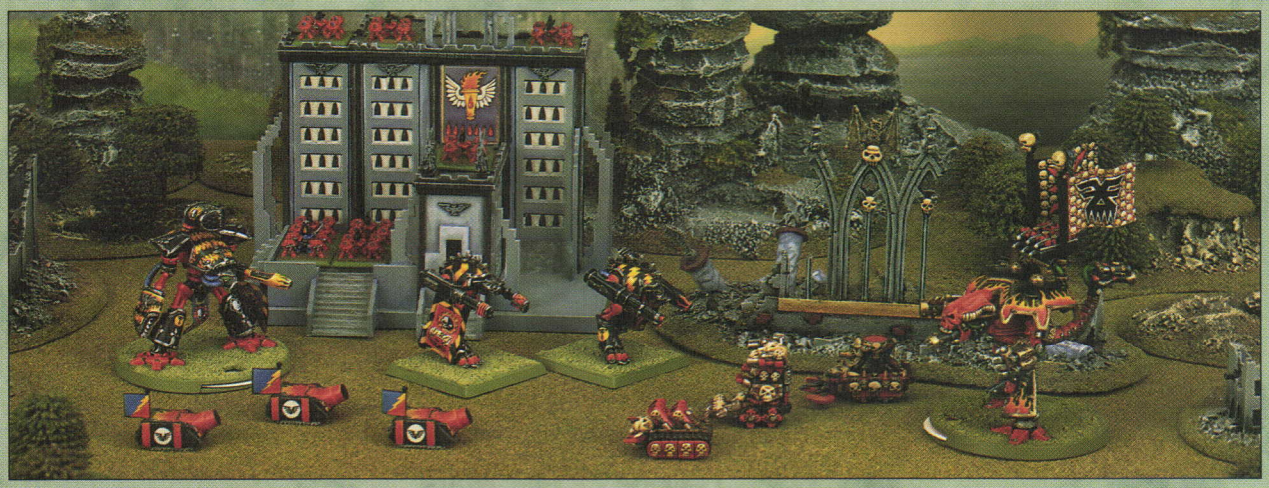


The Legio Ignatum is one of the oldest Titan Legions, its Forge World being Mars itself. The Legion fought throughout the Great Crusade and still retains a number of Titans blessed by the Emperor himself at this time. Later the Legion fought through the darkest days of the Horus Heresy defending the Emperor's palace from Warmaster Horus against near impossible odds.



Warhound Titans are the eyes and ears of the Titan Legions. Fast and agile, they perform dangerous reconnaissance missions and terror raids behind enemy lines.

WARHOUND TITANS

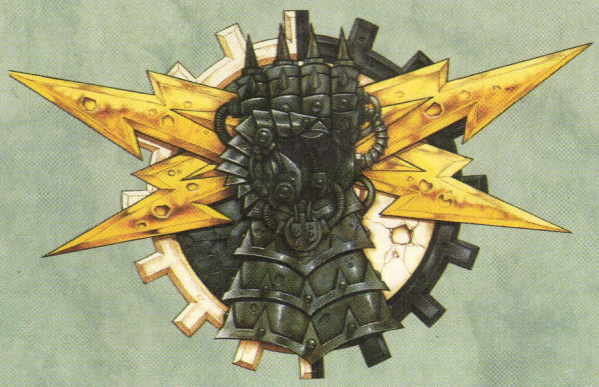


TITANS OF LEGIO IGNATUM BATTLE THE AWESOME POWER OF A CHAOS BANELORD TITAN

HEAVY METAL™

TITAN LEGIONS

The Forge Worlds of the Adeptus Mechanicus are protected by the fighting forces of the Tech–Priests the Titan Legions. There are many Titan Legions, one based on each Forge World and three based on Mars, the home and greatest shrine of the Cult Mechanicus. Each Legion has its own heraldic banners and colours, and its unique badge sanctified in ages past by the Machine God of Mars. Several examples are shown here and others are described in this book.



ICON OF THE LEGIO ULTIMA

REAVER TITAN OF THE LEGIO VICTORUM

LEGIO DESTRUCTOR'S FAMED SYMBOL

TITANS ARE THE MOST AWESOME FIGHTING MACHINES IN THE GALAXY

INFANTRY AND VEHICLES

BONEBREAKA SQUADRON

An Ork Bonebreaka squadron consists of 3 Bonebreakas.

GUARDIAN DETACHMENT

A Guardian detachment consists of 6 Guardian stands.

POINTS VALUE 150

Vehicles are represented by individual models and are grouped into fighting units such as the Ork Bonebreaka tank squadron. Infantry are mounted five to a base to make a troop stand. A troop stand is treated as a single model in the game, and a number of troop stands is usually grouped into a fighting unit as in the Eldar Guardian detachment.

ORK BONEBREAKA TANKS AND ELDAR GUARDIAN TROOP STANDS

SUPER HEAVY VEHICLES

STORMBLADE

POINTS VALUE 250

KNIGHT PALADIN DETACHMENT

A Knight Paladin detachment consists of 3 Knight Paladins.

POINTS VALUE 250

These tanks and war machines are significantly larger than ordinary vehicles. They sometimes fight on their own, as with the Stormblade shown here, or in larger formations such as the Knight Paladin detachment.

STORMBLADE SUPER HEAVY BATTLETANK AND KNIGHTS

TITANS

REAVER TITAN BATTLE GROUP

A Reaver Titan Battle Group consists of three Reaver Battle Titans.

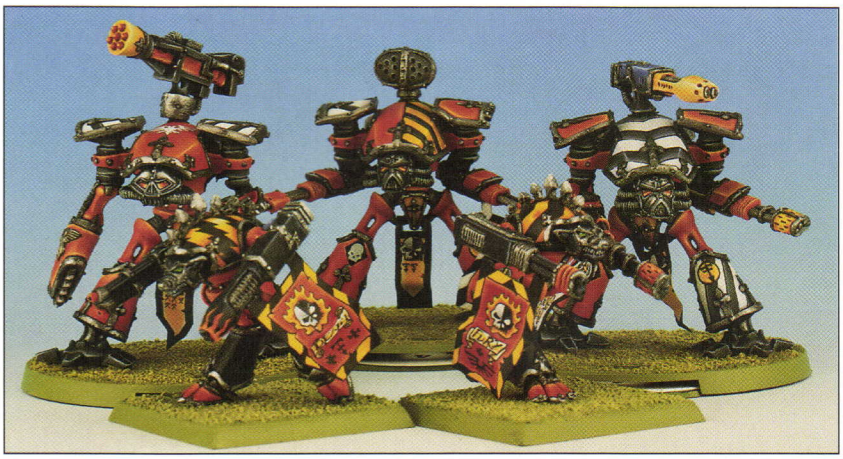
Reaver Titan | Reaver Titan | Reaver Titan

WARHOUND SCOUT TITAN DETACHMENT

A Warhound Scout Titan detachment consists of two Warhound Scout Titans.

POINTS VALUE 500

Titans are the largest war machines of all. They can fight on their own, or as part of a larger formation of Titans such as a Warhound Scout Titan detachment or Reaver Titan battle group.



REAVER TITANS AND WARHOUND TITANS

Out of the gloom it came: a giant machine, human-shaped and deadly. Urgluk stared up at the eighty-foot monster in awe. Dragnatz threw himself on the ground and aimed his bolter, sending a hail of shells sparking off the giant's leg. With a creak of metal it passed over their foxhole. The earth shook as it went by.

The rest of the Boyz fled across the churned earth of the battlefield. The hunched metal giant stooped over them. There was a high pitched whine followed by a tremendous roar as plasma erupted from its fist. Urgluk watched entranced as it turned the remaining Evil Sunz into steam.

"Oy, Mekboy, wot is dat zoggin' thing?" asked Dragnatz, sending another useless burst of fire after it. Bolter shells pattered off its leg like so much gentle rain.

"Dunno, Boss, but it's dead great," replied Urgluk. His brow creased with concentration. He had never seen anything so impressive, so inspirational, so... shooty.

"Maybe itz da Emperor. Da Humies iz always goin' on about how powerful he iz," suggested Dragnatz, spitting on the ground. "Maybe he'z kum ta give us Evil Sunz a good kickin'."

Uzbek watched a wartrak bounce across the mudplain towards the Humie machine, heavy bolters flashing, crew howling.

"Dat's Zorgob," Dragnatz said. "Don't give much for 'is chances. Stoopid git."

The metal giant stood on the Ork vehicle. Urgluk almost laughed. It made a sound just like the metal crusher in his scrapyard-cum-workshop back home.

Inspiration flared through him. Abruptly he was excited, just like when he was driving his bike really fast only more so. He had a vision: if the humans had built their god a metal body then maybe he could build the Ork gods bodies too. Then Gork and Mork could gang up on the Emperor and give him a good stomping.

He stood frozen on the spot as bolter shells whizzed past his head like angry hornets. In his mind's eye he could picture his creations. Huge, angry, violent, loadsa guns. Very shooty indeed. And he'd make them big. Bigger even than the Emperor. It was such a great idea, he wondered why he had never thought of it before.

His reverie was interrupted by Dragnatz tapping him on the shoulder. Urgluk looked in the direction he was pointing. A horde of blue armoured Space Marines was swarming forward in the Emperor's wake, heading through the break in the Ork lines.

"Time to leg it back to da ship, Mekboy. Da raid's over," said Dragnatz. Urgluk nodded agreement. He had to survive. He was now an Ork with a mission. He was going to change the history of the galaxy, not though he knew it yet.

The Waa-Ork was on its way.

In the warp a giant stirred; an image flickered through a mind larger than a nebula. The sleep of Gork was troubled. In his dreams he wore a metal body and led his children to victory. The dream lasted a brief instant of long eternity; something about it caused Gork to smile but not to rouse.

* * * * *

Urgluk leaned over the table in his workshop. He took the pencil from behind his ear and made a small adjustment to the large plan in front of him. In the lamplight it looked good.

Dragnatz entered. He was wearing an oil-stained leather jacket and his head was covered in dust. He had been in Urgluk's scrapyard all day, working the crusher, a machine that he loved. In the absence of a good fight it was the Boss's preferred form of entertainment.

"Wassat?" he asked, jabbing an oily finger at the plan. A drop dripped down, blotching the paper just below the gunport.

"Planz," said Urgluk proudly. "It's a war machine like the Emperor we saw on BloodSky."

"Naw. Don't look nuffin' like it."

"'Course not, Boss. It's an Ork machine. So it's got to look... Orky."

Dragnatz's brow furrowed. Urgluk could tell he was concentrating.

"'Ow bigz it gonna be then?"

"Bigger than da Emperor. More gunz too."

Dragnatz jabbed a finger up one nostril and began to poke around, a sure sign that he was concentrating.

"It'll never work," he said. "You'll never build it."

"Bet I will."

"Bet ya won't."

"'Undred teef."

"Right, yer on."

Urgluk peered down at his plan. I'll show you, he thought. He strapped on the tool belt containing his wrenches, spanners and blow torch and made for the door.

"Oy, where ya goin'?" asked Dragnatz.

"Gonna make a start."

"But itz night-time." Urgluk slammed the door behind him.

In the warp Mork too was disturbed. He dreamed of war spreading like a green stain across the galaxy. He saw billions of his children following giant war-machines built in his image on a great crusade. He found the dream good. And slowly his vast mind moved towards wakefulness.

* * * * *

Dragnatz watched Urgluk work. The sun glittered on the low scaffolding he had set up. Urgluk was riveting a huge sheet of steel to another section. The sound of his rivet gun made a happy counterpoint to his off-key singing.

Dragnatz gazed out over the scrapyard, his hands toying idly with the controls of the crusher. Steam rose from piles of slag. Flies settled on the stripped skeletons of old wartraks. The smell of corroded metal and old ceramite was almost overwhelming. The sun had heated the squigskin of his control-seat and his back was becoming uncomfortably hot.

He had to admit he was bored. Even lifting the ruined wartraks in the crusher's enormous claw didn't amuse him as it once had. Ever since Urgluk had started working on the machine, or Gargant, as he called it, Dragnatz had been uneasy.

Uneasy – not scared. Not like when two hundred Space Marines charged you and your bolter had just jammed. Uneasy like the excited feeling you got the night before a battle. Recently he had been dreaming about the machine. Urgluk was attempting something big; not just in mechanical terms but in other ways too. Big.

He wondered briefly whether he should go across and offer to help the Mekboy then remembered about their bet and the fact he was Boss. Still, it was a hot day and he was bored and something troubled his soul. He needed the distraction. He reached down, picked up a hammer then wandered across to offer his services. His bodyguard followed, filled with curiosity.

Gork and Mork stirred. Their dreams reached out and touched the dreams of their people. A billion Orks turned in their sleep; suddenly, inexplicably infected by scenes of slaughter and reaving, plunder and the taking of worlds. When they awoke they looked on their surroundings and found them dull.

* * * * *

Makari, the Gretchin entrepreneur, studied the throng that had come out from Orktown to watch Dragnatz and Urgluk work. A mixed crowd of Mekboyz, Painboyz, Gretchin and Snotlings had gathered to gape at the great structure that was emerging. Dragnatz' personal bodyguard were labouring away like Mekboyz. It was a strange sight.

Makari cuffed a Snotling away from his tray of squigmeats.

"Thievin' git! I'll give ya a smile on the other side of your face if ya try that again," he shouted. "Oh sorry, milord. Would ya care for a squigmeat - only one toof. No? A drink of fungus-wine perhaps? Two teef to you."

The stranger, a huge, barbarous-looking Mekboy wearing the horned helm of a Goff, leaned down to peer at him from the back of a huge cycle. His camera-monocle glowed with some inner light. His shadow fell across Makari and the little Gretchin shivered.

"Wot is dat?" enquired the Goff, jerking a thumb in the direction of the scrapyard.

"Du... dunno, milord. But Dragnatz and Urgluk been buildin' it for monfs. Some folk's think itza big steel vat for brewing fungus-wine."

"Naw, can't be that. Look at the holes in the side. Too much like winders or gunports. Be a zoggin' stoopid vat."

"Some folks say, Dragnatz an' Urgluk is Madboyz milord. Me, I don't 'old wiv dat. Hoo ever 'eard of sensible Orks becomin' Madboyz? Naa, I fink deyz buildin' a secret weapon. Hot squig, milord, only one toof."

"Nar, I fink I'll find out wot dey're up to." He revved up his bike and roared through the crowd, spraying a great cloud of dust over Makari's squigmeats. The Gretchin mouthed curses silently and began to dust off his wares.

He looked up when the crowd roared. He saw that the bike-riding Goff was talking excitedly with Dragnatz. After that he joined in the work.

Gork struggled towards awareness. After centuries of dormancy it was a long process. He sensed other powers in the warp trying to interfere. He blocked a subtle tendril from Slaanesh, ignored a baleful warning from the Emperor, discounted the triumphant cry of Khorne. He reached out with out with his millennia-old mind and gathered the strength of his people. Soon he would be awake and active. A body of steel had been prepared for him. A time of blood and iron was approaching.

* * * * *

Urgluk looked out over the scrapyard. All his good metal was nearly gone and still they weren't near finished. The workforce was getting bored. Most of them had joined for no accountable reason. They'd just drifted into the yard, picked up tools and asked to help. Now they were at a loss for what to do.

"Fings is gettin' loose," said Ugrik, the Goff. "Boyz is gettin' bored. We needs more metal."

"S'true," agreed Urgluk, "But we don't ave' any more. We'll just 'ave to get sum."

"Where?" asked Ugrik.

"Where do we always get stuff?" asked Dragnatz. The three Orks exchanged evil grins.

"Humies," they said in unison and cackled.

As Mork gathered strength many a Warboss found himself afflicted with thoughts of power. Ancient ambitions were re-kindled. Long vanished thoughts of conquest stirred in the recesses of slow minds. They planned raids on nearby Humans and toyed with thoughts of alliances with old rivals. Not even great soul-searching could explain why this was so. The Ancient Powers knew what was happening, though. The Waa-Ork was coming.

* * * * *

Glug, the Mekboy, whooped with glee and put another old painting into the boiler. He could never understand why old Velg had kept the Humie art anyway. The boiler gave a happy crackle. The dirigible raced forward.

"More coal! More coal!" he told Mirkus, chief of his Gretchin assistants. Green bodies glistening with sweat the little creatures scuttled to obey, ladling great swathes of anthracite into the boiler's maw.

Glug fastened the earstraps of his flying helmet and pulled up his goggles. He rushed over to the gondola's high prow and leapt into his command seat. A jerk on the handle and the seat was winched up so that he could look out.

Wind roared past his face, tugging at his long scarf, making it stream out behind him. The roar of the propellers was music to him. The ground blurred by far below. The ash desert was a grey waste of white dunes over which the the great tubular shadow of his Zep hurtled.

"Wahoo!" shouted the exultant Glug, the sensation of speed driving him into delirious frenzy. "More coal! Faster!"

Glug saw huge tracks in the ash below. Filled with curiosity he pulled on one of the guidance strings. A steam

whistle sounded and the Gretchin wrestled with the rudder as the great dirigible turned. Soon he saw a mighty machine in the heat haze. Glug reached for his telescope and surveyed it.

It was an enormous steamcrawler: a cross between a locomotive and a battle tank. It had thrown a track and had obviously gone round in a great circle till it ran out of fuel. Glug could see a forlorn looking Evil Sunz Mekboy sitting in the shadow of a smokestack. He had a bionic arm, one lonely thumb of which was stuck out.

Normally Glug would have been inclined to suspect a trap. But he was feeling good from the speed so he gave way to the strange impulse to stop and help. He brought the Zep around till it hovered over the steamcrawler and dropped anchor. The Evil Sun just managed to leap out of its way before it hit him.

Glug picked up his megaphone and leaned out to talk to the other Mekboy.

"Oy! Howzit goin'?"

"Not good! Zoggin' machine's broke an' I've gotta get to Orktown. Gotta take a look at dat big machine dat Urgluk's buildin'."

"You as well, huh? Climb up da anchor rope and I'll give ya a lift. I wanna see dat too. I hear it's dead great."

"Yer, harf da Mekboyz in da Norf is gonna take a squint at it."

As the Evil Sun clambered up the rope Glug could see that both his arms and legs were bionic and he had a huge metal bracing cage around his chest. Glug reached out and helped him aboard. As he did so he heard a loud ticking. The chest cage was covered in timepieces.

"Klokwurk," said the Evil Sun. "Nice machine ya got."

"Glug," said Glug, climbing into the command chair. "Let's get goin'. Mirkus - more coal!"

The exhausted Gretchin got up from where they lay and began to shovel. Glug tugged a command string. The steam whistle sounded and the Zep raced towards Orktown. Glug and Klokwurk howled with glee.

Gork and Mork stirred and a wave of fear passed through the warp. Suicide and incidence of violent crime climbed steeply. On Icolbar an Astropath screamed and threw himself from the balcony of a starscraper apartment, yelling that his people were doomed. On the Craftworld Hope of Other Days, an Eldar philosopher stopped listening to the atonal music of his waterchimes and began composing his death-haiku, feeling his life had been justified. On distant Earth, a living corpse in a golden throne opened eyes that held fear for the first time in centuries.

* * * * *

Urgluk looked out from the scaffolding surrounding his Gargant. It topped the tallest of the local buildings and even Dragnatz' dropship now. Only the Western Mountains commanded a better view of the surroundings

The newly risen sun glared down on Orktown. The place had grown from Dragnatz' small fortress holding to a vast metropolis swollen with pilgrims who had come to view the Gargant. A huge shantytown of tents and lean-tos had grown up around the old mud-brick walls. Gretchin merchants were everywhere, drawn by the wealth of the Orkish visitors and striving to cater for their needs.

That was the strangest thing, Urgluk thought. All the Orks who gathered together here seemed to feel good about one and other. There was an unnatural lack of violence about the place. The Gargant seemed to exert a calming influence on the Boyz. Maybe they really are holy, thought Urgluk. Maybe Gork and Mork really are coming to fill the bodies.

He scanned the ash desert to the south and counted a dozen dust trails from wartraks and cycles. He upped the magnification of his monocle to check out a troop of cyboars, surrounded by Gretchin. Far off in the distance what he thought was an unusual cloud formation resolved into an enormous Zep.

Outside the yard, Stormboyz drilled. He thought their uniforms looked silly but there was no arguing that they would be tough fighters. Dragnatz had dragooned them into policing Orktown but so far they had no work to do.

A Gretchin messenger clambered up the ladder and tugged at his arm.

"Dragnatz would like a word," the Gretchin said. "New Bosses arrived. Gotta question."

"Wot is it?" asked Urgluk.

"Well dere iz two Ork Godz, Gork and Mork, see? An' you is only buildin' one Gargant."

Urgluk slapped his brow with the palm of his hand.

"Dat's right. Wot we gonna do?"

"Maybe build two," suggested the Gretchin cunningly.

He reckoned that twice as many Gargants would be twice as good for business.

"Brill. Dat's wot we'll do den." He gave the Gretchin a heart congratulory slap on the back. Unfortunately he knocked him from the scaffolding. Whistling embarrassedly, Urgluk climbed down the ladder.

Gork felt his attention being tugged towards one tiny world on the edge of Orkdom. A strange attraction drew him to it. He leaned down from warp space and looked upon it. His breath brought storms in the ash desert. His gaze caused machines to break down. His lightest tread brought earthquakes. Seeing the disruption he was causing among his people he withdrew. He knew the time was not yet right for his return. He withdrew but he left a message.

* * * * *

The Madboy wandered out of the desert into the small town of Grubrat. He looked at the empty streets and the broken machines. He passed between the white buildings till he came to the place where the survivors huddled.

A few Orks gazed suspiciously at him. They sat round a small campfire. Some runtz scuttled about seeking more combustible material. One of them tried to tug his staff from his hand but the Madboy gazed down on him with soft knowing eyes and he desisted.

"Howdya get here through the ashstorm? Where ya goin',. stranger?" asked the largest of the Orks, a burly Goff with

a monocle and nose ring.

"Everywhere, Zorg. I'z a messenger."

The Orks looked at each other and guffawed, except for Zorg.

"'Owdya know me name?" Zorg asked.

The stranger shrugged. "I'z goin' ta Orktown to spread the word. Da Godz have walked this world. They wantz us Orks ta begin ta move again. We'ze rested easy too long. Itz time ta claim more worldz."

Silence fell. Even the Gretchin stopped moving. The Madboy saw one stand poised, a stick of salvaged wood held ready to throw onto the flames. Something in his soft voice held them spellbound. He carried the word of the gods. It rested within him, demanding their attention.

"Ya must go to Orktown," he told them and they simply nodded. "Da people gather. Waa-Ork is coming. Go to Orktown. Add your strength."

The Madboy turned and departed into the night. After a while, Zorg got up and looked for tracks in the ash. He found none.

Mork moved on the face of the warp, brushing aside daemons and ignoring ancient barriers set by long dead Gods. He moved from world to world and placed in the heart of every Ork the desire to be restless, to move, to follow the siren call of adventure when it came. He sensed other powers subtly striving to oppose him and laughed at their attempts to restrain his crude, irresistible purpose.

* * * * *

Urgluk, Dragnatz, Ugrik, Glug and all the others sat round the table and considered the plans. It was all coming together. They felt justifiably proud.

From behind them came the sound of toil. Legions of Gretchin fitted out the inside of the Gargants. From the newly re-built fortress of Orktown a constant stream of wagons progressed towards the mighty shells, carrying weapons, ammunition and raw materials.

Urgluk watched as Gretchin overseers moved from the planning house to the Gargants by way of the new pulley system Glug had devised. The former aeronaut's knowledge of winching systems had proved very useful.

"We wuz lucky dat da earthquake did so little damage to da Gargants," said Urgluk. "We'ze only a coupla dayz behind schedule."

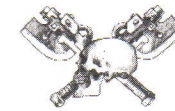
"Itz like dey wuz spared," said Glug. A hint of awe showed in his voice.

"You're startin' ta sound like da followers o' da Messenger," said Dragnatz. Urgluk was glad to hear his voice. This was the first time they had seen him in weeks. Ruling Orktown was taking up more and more of his time as the crowds flowed in.

"Nuthin' wrong wiv dat," said Ugrik. "Eez sendin' us enuff new ladz."

Urgluk had to admit this was true; the mysterious stranger had gone around all the clans and towns after the wave of strange storms and earthquake. He had talked to the Bosses and told them they must come to Orktown. Since then hordes of Orks and Gretchin had poured across the desert. Orktown now held the largest agglomeration of Boyz he had ever seen.

Mekboyz were digging mines in the Western Mountains. The vehicles they had arrived in had been cannibalised to provide machinery for the new factories and refineries. A constant smoky haze covered the city. It wasn't only the Gargants that were being built now. South of the parade ground rose the skeletal frame of an enormous starship, big enough to carry the Gargants.



As he listened to Dragnatz and the Mekboyz bicker over the plans, Urgluk felt uneasy. Things had changed so much since the day he had begun work in his scrapyard. All of them, even Dragnatz, seemed to be like debris in an ashstorm, being blown by winds beyond their powers to resist. He had been the first pebble that started a landslide. The building of the Gargants had become part of some greater purpose. All the world seemed to be on the move.

"Heard a rumour that Nozzgrond an' his ladz were shipwrecked in the Iron Isles durin' that last big storm," said Dragnatz. "Seems they decided they couldn't wait to join us so they're buildin' their own Gargant."

"Dat's the third time in as many monfs dat's 'appened," said Urgluk. "Dey're soon gonna be a dozen Gargants on dis wurld."

"Da more da merrier," said Dragnatz and the rest nodded agreement.

Urgluk wondered what the significance of the Gargants really was. The mania for building them seemed to be part of the strange mood of all Orks. He remembered his first idea of them, as bodies for the Gods. He had lost sight of his original vision as he got engrossed in technical details. Now it returned to haunt him. Was it really possible, he asked himself, was the Messenger right? Were the Gods really going to come and claim their metal bodies?

The thought filled him with wonder and fear.

The Emperor knew that he must save his people. If Gork and Mork unleashed their hordes then any unprepared worlds would be swept aside by a green tide of death.

The Emperor bent his thoughts to the task. Across Human space, within the range of the Astronomicon, Imperial Tarot began to foretell disaster. Commanders consulting them found all the signs of impending catastrophe on a cosmic scale.

In the Segmentum Obscura, Battlefleets were recalled and prepared for war. On the homeworlds of the Adeptus Astartes, Space Marine reached for their weapons, knowing their time of destiny was near. On the edges of the Eye of Terror, the Titan Legions of the Adeptus Mechanicus roused their ancient war machines. Having surveyed his Empire and seen it was ready the dying immortal within the Golden Throne prepared himself for the conflict to come.

* * * * *

Beneath a black and starless sky Naffzod surveyed his handiwork. Across the asteroid's cratered surface the Gargant rose dwarfing even the ancient Eldar sphinxes of the tomb city of Kharis. Space-suited Ork freebooters left their powerfield bubbles to put the final touches on the machine.

He paused to question why he had done it and couldn't find an answer. Ever since the ship from Dragnatz's world arrived bearing tales of the great gathering he had burned with desire to build the machine.

Now it was complete, he wondered what he was going to do. He smiled, sure that Warboss Garaz would think of a good use for it. He noticed that someone was painting a Jolly Ork on its side. It was a good sign.

* * * * *

Below a mountain carved to represent Gork, Grugrot lashed his Gretchin to greater efforts. He had promised Warboss Snikgut that his Gargant would be complete before Dragnatz's and he intended to see the promise fulfilled. He cursed his ladz for lazy slackers and once more picked up his rivet gun.

* * * * *

Mekboy Grusom watched a thousand captured Humans strained to lift the gun barrel and slide it into place in the Gargant's stomach. He pulled the old painting tight round his shoulders like a cloak and laughed as he surveyed the ruins of former palaces. The Humans had thought they were smart coz they lived in big huts full of animated paintings and dancing statues; well, we showed them better. Now they're working for us. He whooped and pumped bolter rounds into a collonaded pillar just from high spirits as the vapour trails in the sky announced the arrival of the Space Marines.

Gork and Mork knew that they were ready. Their people were agitated and prepared for battle. The Emperor, their chosen enemy, had deployed his forces. The first skirmishes had been fought, now war was about to be joined.

Beyond them they sensed the Chaos Powers watching waiting to see what advantage the God-brothers' actions might bring them. In the darkest pits of creation twisted creatures prepared to follow the Orks' advance. Gork and Mork did not care. They knew they were strong enough to resist Chaos.

The time was right. The time was now. It was time for Gork and Mork to have some fun.

* * * * *

Looking down from the Zep, Urgluk saw roofs covered in a sea of Gretchin faces. An enormous crowd filled the square, looking at the Gargants in awe. Stormboyz mingled with Painboyz. Gretchin merchants sold cheap souvenirs. Cycles roared across the wasteland between Orktown and the building site. In the distance a group of late arrivals trooped into the square led by a tall Madboy with a long staff.

Urgluk watched as Dragnatz climbed up the inset ladder to the Gargant's head. The crowd waited expectantly. From the cupola, the Mekboyz had the best view in Orktown.

"We did it, hur, hur," shouted Glug, from his command chair. "Dey're ready to go."

Urgluk felt his heart swell with pride as he looked down on the Gargants. They loomed over the mob like waiting giants. He remembered that moment long ago when he looked upon the Emperor's war machine. The thought of it no longer worried him. They had built something better and more Orky.

The thunder of the crowd's voices increased. Sections of the crowd took to chanting.

"Ere we go! 'Ere we go. 'Ere we go!"

Dragnatz stood atop the Gargant, flanked by his personal bodyguard and made a gesture for silence. An amazing thing happened – the crowd quietened. Urgluk saw Dragnatz raise his bolter. The crowd lifted their own weapons in return.

"Well, ladz," said Dragnatz, his voice carrying easily without any amplifications. "We've got our Gargantz an' we've got our weapons. Wot ain't we got?"

The crowd leaned forward, straining to hear the answer.

"We ain't got anybody fer target practice, iz wot. So I'll tell yer wot we've gonna do. We're gonna give the Humies a taste of 'ot metal death, is wot. We's gonna take Big Gork and Big Mork 'ere an' we's gonna stomp Humie!"

The crowd cheered so hard that Urgluk was surprised their mass exhalation failed to blow the Zep about. He studied Dragnatz carefully. His old Boss seemed transformed and exultant. He beamed out, face lit with boisterous good cheer.

"An' anybody else 'oo gets in our way. Coz we'z Orks. Wot are we?"

"We're Orks," the crowd bellowed back. Urgluk and the rest of the Meks joined in .

"Wot are we?"

"We're Orks!"

"Wot?"

"Waa-Ork!"

Dragnatz threw the great tripswitch. The Gargant shuddered to life. The roar of its engines merged with the roar of the crowd. It seemed to Urgluk in that moment that he sensed two vast roaring presences descending from the sky. In a moment of revelation he knew that everyone in that enormous crowd felt the same. For a moment they were all as one, at one with their Gods.

"Waa-Ork!" he yelled along with everyone else.

Dragnatz gestured for the Gargant to move off. The crowd and their vehicles followed, filling the gaps between the huge war machines with a host of cycles and wartraks. The Orks headed towards the waiting ships and their greater destiny.

"'Ere we go, 'Ere we go, 'Ere we go!" They chanted.

In the warp Gork and Mork waited, well pleased. Across the face of a million worlds their children were on the move, a green tide that would topple empires and re-shape the universe. The Waa-Ork was on the move.

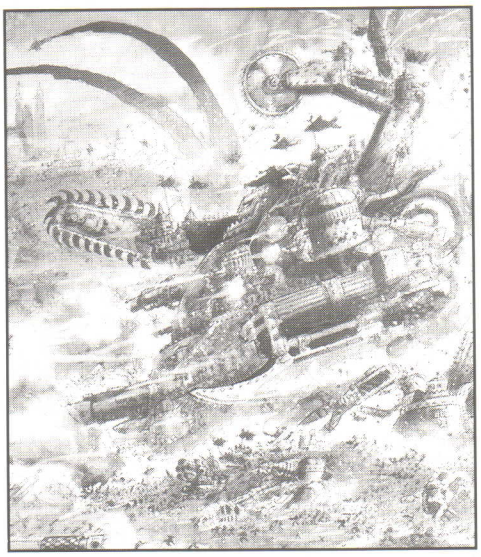
GREAT GARGANT

MOVE	CLOSE ASSAULT FACTOR	CLASS
See below	+15	Gargant

MOVEMENT: A Great Gargant's move is determined by its orders:

Orders	Effect	Fire
Charge	Must move between 11-15cm towards the nearest enemy formation.	The Great Gargant may not fire.
Advance	May move up to 10cm but this does not have to be towards the nearest enemy formation as in Charge.	The Great Gargant may fire in the Advance Fire segment.
First Fire	No move or turn	May fire in the First Fire segment.

POWER FIELDS
The Great Gargant is protected by 6+ (1D6) power fields.



WEAPON		RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES
Magnum Mega Cannon	Armour piercing:	100cm	1	3+	-3	
	High explosive:	75cm	8 Barrage points		0	Fires barrage. May not fire indirect.
Scorcher turret		35cm	2	3+	0	Ignore to hit modifiers for cover
Observation turret		Adds +1 to any to hit rolls versus one target				
Gork Head		Any Orks within 25cm ignore morale tests				
Da Gaze of Gork		50cm	2	4+	-2	
Gutbuster	Ball:	100cm	Ball	3cm template	-4	Ball template skids 4D6cm
	Chain:	75cm	Chain	3+	0	Only affects Titans
	Explosive:	100cm	8 BPs	8BPs	+1	12cm barrage template

HIT LOCATION TEMPLATES

FRONT

WEAPON 2+		HEAD 2+		WEAPON 2+
WEAPON MOUNT 2+	AMMO 1+	HULL 3+	AMMO 1+	WEAPON MOUNT 2+
WEAPON 2+	HULL 3+	HULL 3+	HULL 3+	WEAPON 2+
	HULL 3+	BOILER 2+	HULL 3+	
FOOT 3+	HULL 3+	BELLY GUN 3+	HULL 3+	FOOT 3+

SIDE

	WEAPON 2+		
HULL 3+	WEAPON MOUNT 2+	HULL 3+	
HULL 3+	WEAPON 3+	HULL 3+	
HULL 3+	BOILER 3+	HULL 3+	
HULL 3+	FOOT 3+	BELLY GUN 2+	BELLY GUN 2+

REAR

WEAPON 2+		HEAD 2+		WEAPON 2+
WEAPON MOUNT 2+	AMMO 1+	HULL 3+	AMMO 1+	WEAPON MOUNT 2+
WEAPON 2+	HULL 3+	HULL 3+	HULL 3+	WEAPON 2+
	HULL 3+	BOILER 3+	HULL 3+	
FOOT 3+	HULL 3+	HULL 3+	HULL 3+	FOOT 3+

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GREAT GARGANT DAMAGE TABLES

AMMO DAMAGE TABLE - Roll D6

1-3 Some ammunition explodes starting a fire and sending flames shooting through the hull. Roll on the Fire Table immediately.

4-6 The ammo detonates spectacularly, starting 1D3 fires. Roll for damage against the weapon mount as well and apply any damage. After you have rolled for extra damage total up all the fires on the Gargant and make an immediate roll on the Fire Table.

FOOT DAMAGE TABLE - Roll D6

1-3 The foot is damaged but carries on working normally. Add +1 to any future damage rolls against this foot.

4-5 The foot is destroyed. If one foot is destroyed the Great Gargant is only allowed to turn in place. If both feet are destroyed the Great Gargant may not move at all.

6 The foot is blown apart in a massive explosion that starts a fire. The Great Gargant may no longer move or turn, even if the other foot is undamaged.

BOILER DAMAGE TABLE - Roll D6

1-2 The boiler is damaged. Add +1 to any future rolls against the boiler.

3-4 The boiler is hit and starts to lose pressure. The Great Gargant's move rates are reduced by 50% from now on.

5-6 The boiler is destroyed. The Great Gargant can no longer move, and a fire is started.

WEAPON MOUNT DAMAGE TABLE - Roll D6

1-2 The weapon mount is damaged but keeps on functioning. Add +1 to any future damage rolls against this weapon mount.

3-5 The weapon mount is badly damaged. Roll for both of the attached weapons on the Weapon Damage Table.

6 The weapon mount is blown off the Gargant starting a fire. The attached weapons land 2D6cm away in a random direction - any vehicles or infantry underneath them are destroyed.

HEAD DAMAGE TABLE - Roll D6

1-2 Several of the bridge crew are injured. Add +1 to any future damage rolls against the head.

3-4 The Kaptin is killed. The Great Gargant must follow the same orders next turn while the bridge crew 'elect' a new Kaptin.

5-6 The head is blown clean off the Great Gargant, starting a fire. The Great Gargant must follow the same orders next turn, and any weapons mounted in the head may not be used for the remainder of the battle. All Orks within 25cm must take a morale check.

After the next turn, roll a D6 before changing the Great Gargant's orders:

1-3 – May not change orders; 4-6 – May change orders normally.

BELLY GUN DAMAGE TABLE - Roll D6

1-2 Some ammunition explodes but the Krew quickly douse it down. Add +1 to any future rolls on this location. The belly gun is destroyed and may no longer be used.

3-5 The belly gun is destroyed and exploding ammunition starts a fire. The gun may not be used for the remainder of the battle.

6 The belly gun's magazine explodes starting 1D3 fires. The belly gun is destroyed and the explosion rips into the boiler, so roll for damage against the boiler as well. After you have made this extra damage roll total up all the fires on the Gargant and make an immediate roll on the Fire Table.

HULL DAMAGE TABLE - Roll D6

1-5 The hull is weakened. Add +1 to any future rolls against the hull.

6 A massive explosion rips a hole in the hull and starts a fire.

WEAPON DAMAGE TABLE - Roll D6

1-2 The weapon is damaged but keeps on functioning. Add +1 to any future damage rolls against this weapon.

3-4 The weapon is destroyed and may not be used for the rest of the game.

5-6 The weapon is blown off the Gargant starting a fire. The weapon lands 2D6cm away in a random direction. Any vehicles or infantry underneath it are destroyed unless they make their basic saving throw.

FIRE TABLE - Roll D6

Roll on this table as required by damage results and at the start of the end phase if any fires are burning on a Great Gargant. Add +1 to the roll for each fire burning on the Great Gargant in excess of one. Fire effects 4-7 last until the next roll is made on the Fire Table.

Adjusted D6 Roll	Effect
1-3	A few scorched Gretchin manage to bring the fire under control and put it out.
4-5	The fire is getting out of control. The Great Gargant may not move, but may fire normally.
6	The fire is out of control! Add +1 to the number of fires already burning on the Great Gargant. The Gargant may not move or fire its belly gun. Any other weapons fired are on a -1 to hit modifier due to the clouds of smoke.
7	The fire reaches the ammo! Roll on the Ammo Damage Table for each intact magazine. The Great Gargant can't move or fire its belly gun and suffers -1 on firing as in 6 above.
8	Huge internal explosions wreck the Great Gargant, destroying it and leaving a smoking, blackened heap. Any units within 2D6cm are hit by flying debris and must make an unmodified save to avoid damage.
9+	A massive explosion rips the Great Gargant apart. Remove the model from the table and replace it with a crater if you've got one. Anything within 4D6cm is hit by flying debris and must make an unmodified save to avoid damage.

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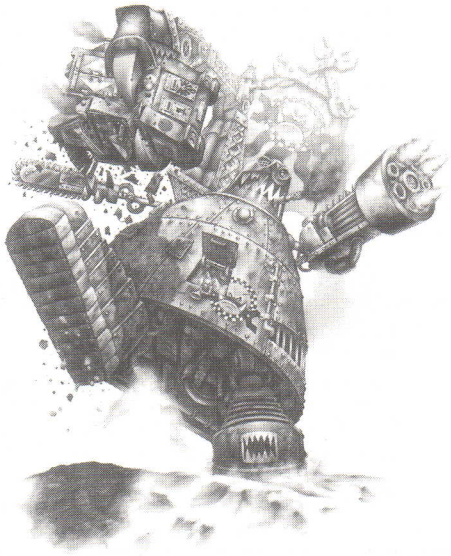
MEKBOY GARGANT

MOVE	CLOSE ASSAULT FACTOR	CLASS
See below	+10	Gargant

MOVEMENT: A Mekboy Gargant's move is determined by its orders:

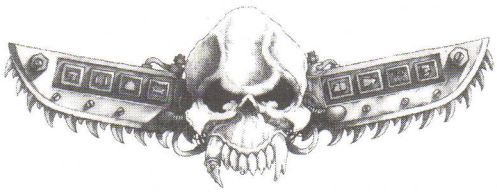
Orders	Effect	Fire
Charge	Must move between 20-30cm towards the nearest enemy formation.	The Mekboy Gargant Gargant may not fire.
Advance	May move up to 20cm but this does not have to be towards the nearest enemy formation as in Charge.	The Mekboy Gargant may fire in the Advance Fire segment.
First Fire	No move or turn	May fire in the First Fire segment.

POWER FIELDS
The Mekboy Gargant is protected by a special kustom force field.



WEAPON	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES

PERMITTED WEAPONS: Super Lifta Droppa Arm, Buzz Saw Arm, Krusher Arm, De luxe Kustom Kannon.



HIT LOCATION TEMPLATES

FRONT

WEAPON 3+	ARM 3+	HEAD 2+	WEAPON 3+
	HULL 3+	BOILER 2+	HULL 3+
	FOOT 3+	FORCE FIELD 2+	FOOT 3+

SIDE

WEAPON 3+	
HULL 4+	HULL 3+
FOOT 3+	FORCE FIELD 2+

REAR

WEAPON 4+	HEAD 3+	ARM 4+	WEAPON 3+
HULL 4+	AMMO 3+	HULL 4+	
FOOT 3+	HULL 4+	FOOT 3+	

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MEKBOY GARGANT DAMAGE TABLES

BOILER DAMAGE TABLE - Roll D6

1-4 The boiler is hit and starts to lose pressure. The Mekboy Gargant's move rates are reduced by 50% from now on.

5-6 The boiler is destroyed. The Mekboy Gargant can no longer move, and a fire is started.

FOOT DAMAGE TABLE - Roll D6

1-3 The foot is damaged but carries on working normally. Add +1 to any future damage rolls against this foot.

4-5 The foot is destroyed. If one foot is destroyed the Mekboy Gargant is only allowed to turn in place. If both feet are destroyed the Mekboy Gargant may not move at all.

6 The foot is blown apart in a massive explosion that starts a fire. The Gargant may no longer move or turn, even if the other foot is undamaged.

ARM DAMAGE TABLE - Roll D6

1-2 The arm is damaged but carries on working. Add +1 to any future damage rolls against this location.

3-4 The arm is damaged and starts to flail around out of control. The Mekboy Gargant staggers D6cm in a random direction immediately and at the end of each subsequent movement phase. Anything within 6cm of the Gargant in the combat phase will suffer an automatic hit with a 0 saving throw modifier.

5-6 The arm is blown off in a gout of flames and a fire is started.

FORCE FIELD DAMAGE TABLE - Roll D6

1-2 The force field generator is damaged but keeps on functioning. Add +1 to any future damage rolls against this location.

3-4 The force field generator is destroyed and may not be used for the rest of the game.

5-6 The shot hits the force field generator and it detonates with a bright purple flash of energy. Flares of raw power shoot across the Gargant's hull starting D3 fires. After you have worked out how many fires are started, make an immediate roll on the Fire Table. The force field generator is reduced to a pile of junk and may not be used for the rest of the game.

HULL DAMAGE TABLE - Roll D6

1-4 The hull is weakened. Add +1 to any future rolls against the hull.

5-6 A massive explosion rips a hole in the hull and starts a fire.

WEAPON DAMAGE TABLE - Roll D6

1-2 The weapon is damaged but keeps on functioning. Add +1 to any future damage rolls against this weapon.

3-4 The weapon is destroyed and may not be used for the rest of the game.

5-6 The weapon is blown off the Gargant starting a fire. The weapon lands 2D6cm away in a random direction - any vehicles or infantry underneath it are destroyed unless they make their basic saving throw.

HEAD DAMAGE TABLE - Roll D6

1-2 The armour plates on the head are badly buckled and twisted. Add +1 to any future damage rolls against this location.

3-4 The shot ricochets off the head, temporarily stunning the Mekboys. Without supervision the Gretchin and Snotling krew start to run wild, pulling levers and opening valves at random. The Mekboy Gargant must roll a D6 in the orders phase next turn:

- 1-2 The Gargant has charge orders
- 3 The Gargant has advance orders
- 4-5 The Gargant has first fire orders
- 6 A very nasty accident sends flames shooting through the Gargant, causing it to blow up. This causes an unmodified hit on everything within 2D6cm and destroys the Gargant.

5-6 The head is blown clean off the Mekboy Gargant, starting a fire. Roll a D6 on the table above in every orders phase of each turn from now on.

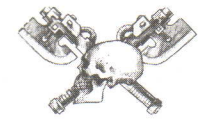
AMMO DAMAGE TABLE - Roll D6

1-3 A large explosion starts a fire and sends flames shooting through the Mekboy Gargant's hull. Roll on the Fire Table immediately.

4-6 The ammo detonates spectacularly, starting 1D3 fires. Each adjacent location must roll for damage on the following table:

- 1-3 No effect
- 4-6 Roll on the location's damage table

Apply damage normally to each location that is affected. After you have rolled for all the locations, total up all the fires on the Gargant and make an immediate roll on the Fire Table.



FIRE TABLE - Roll D6

Roll on this table as required by damage results and at the start of the end phase if any fires are burning on a Mekboy Gargant. Add +1 to the roll for each fire burning on the Gargant in excess of one. Fire effects 2-4 last until the next roll is made on the Fire Table.

Adjusted D6 Roll	Effect
1	A few scorched Gretchin manage to bring the fire under control and put it out.
2	The fire is getting out of control. The Mekboy Gargant may not move, but may fire normally.
3	The fire is out of control! Add +1 to the number of fires already burning on the Mekboy Gargant. The Gargant may not move and any weapons fired are on a -1 to hit modifier due to the clouds of smoke.
4	The fire reaches the ammo! Roll on the Ammo Damage Table. The Mekboy Gargant may not move and suffers -1 on firing as in 3 above.
5	Huge internal explosions wreck the Mekboy Gargant, destroying it and leaving a smoking, blackened heap. Any vehicles or troop stands within 2D6cm are hit by flying debris and must make an unmodified save to avoid damage.
6+	A massive explosion rips the Gargant apart. Remove the model from the table and replace it with a crater if you have one. Anything within 3D6cm is hit by flying debris and must make an unmodified save to avoid damage.

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SLASHER GARGANT

MOVE	CLOSE ASSAULT FACTOR	CLASS
See below	+12	Gargant

MOVEMENT: A Slasher Gargant's move is determined by its orders:

Orders	Effect	Fire
Charge	Must move between 13-18cm towards the nearest enemy formation.	The Slasher Gargant may not fire.
Advance	May move up to 12cm but this does not have to be towards the nearest enemy formation as in Charge.	The Slasher Gargant may fire in the Advance Fire segment.
First Fire	No move or turn.	May fire in the First Fire segment.

POWER FIELDS
The Slasher Gargant is protected by 3+ (1D3) power fields.

WEAPON	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES

PERMITTED WEAPONS: Cluster Buster, Deth Kannon, Gork Head, Mork Head, Gutbuster Mega-cannon, Ripper Fist, Slasha Attack Gun, Snapper.

HIT LOCATION TEMPLATES

FRONT

		HEAD 2+		
WEAPON 2+	AMMO 1+	HULL 3+	AMMO 1+	WEAPON 2+
	HULL 3+	BOILER 2+	HULL 3+	
FOOT 3+	HULL 3+	BELLY GUN 2+	HULL 3+	FOOT 3+

SIDE

	HEAD 2+	
HULL 3+	WEAPON 2+	WEAPON 3+
HULL 3+	BOILER 3+	HULL 3+
HULL 3+	FOOT 3+	BELLY GUN 2+

REAR

		HEAD 2+		
WEAPON 2+	AMMO 3+	HULL 3+	AMMO 3+	WEAPON 2+
	HULL 3+	BOILER 3+	HULL 3+	
FOOT 3+	HULL 3+	AMMO 3+	HULL 3+	FOOT 3+

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SLASHER GARGANT DAMAGE TABLES

BOILER DAMAGE TABLE - Roll D6

1-2 The boiler is damaged. Add +1 to any future rolls against the boiler.

3-4 The boiler is hit and starts to lose pressure. The Slasher's move rates are reduced by 50% from now on.

5-6 The boiler is destroyed. The Slasher Gargant can no longer move, and a fire is started.

FOOT DAMAGE TABLE - Roll D6

1-3 The foot is damaged but carries on working normally. Add +1 to any future damage rolls against this foot.

4-5 The foot is destroyed. If one foot is destroyed the Slasher Gargant is only allowed to turn in place. If both feet are destroyed the Slasher may not move at all.

6 The foot is blown apart in a massive explosion that starts a fire. The Slasher may no longer move or turn, even if the other foot is undamaged.

BELLY GUN DAMAGE TABLE - Roll D6

1-2 Some ammunition explodes but the krew quickly douse it down. Add +1 to any future rolls on this location.

3-5 The belly gun is destroyed and exploding ammunition starts a fire. The gun may not be used for the remainder of the battle.

6 The belly gun's magazine explodes starting 1D3 fires. The belly gun is destroyed and the explosion rips into the boiler, so roll for damage against the boiler as well. After you have made this extra damage roll total up all the fires on the Gargant and make an immediate roll on the Fire Table.

HULL DAMAGE TABLE - Roll D6

1-5 The hull is weakened. Add +1 to any future rolls against the hull.

6 A massive explosion rips a hole in the hull and starts a fire.

WEAPON DAMAGE TABLE - Roll D6

1-2 The weapon is damaged but keeps on functioning. Add +1 to any future damage rolls against this weapon.

3-4 The weapon is destroyed and may not be used for the rest of the game.

5-6 The weapon is blown off the Slasher starting a fire. The weapon lands 2D6cm away in a random direction. Any vehicles or infantry underneath it are destroyed unless they make their basic saving throw.

HEAD DAMAGE TABLE - Roll D6

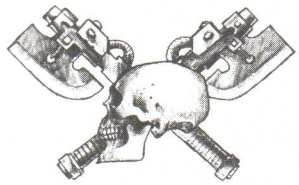
1-2 Several of the bridge crew are injured. Add +1 to any future damage rolls against the head.

3-4 The Kaptin is killed. The Slasher Gargant must follow the same orders next turn while the bridge crew 'elect' a new Kaptin.

5-6 The head is blown clean off the Slasher, starting a fire. The Slasher Gargant must follow the same orders next turn, and any Orks within 25cm must take a morale check.

After the next turn, roll a D6 before changing the Slasher's orders:

1-3 – May not change orders; 4-6 – May change orders normally.



AMMO DAMAGE TABLE - Roll D6

1-3 Some ammunition explodes starting a fire and sending flames shooting through the hull. Roll on the Fire Table immediately.

4-6 The ammo detonates spectacularly, starting 1D3 fires. Roll for damage against the weapon as well and apply any damage. After you have rolled for extra damage total up all the fires on the Gargant and make an immediate roll on the Fire Table.

FIRE TABLE - Roll D6

Roll on this table as required by damage results and at the start of the end phase if any fires are burning on a Slasher Gargant. Add +1 to the roll for each fire burning on the Gargant in excess of one. Fire effects 2-5 last until the next roll is made on the Fire Table.

Adjusted D6 Roll	Effect
1	A few scorched Gretchin manage to bring the fire under control and put it out.
2-3	The fire is getting out of control. The Slasher may not move, but may fire normally.
4	The fire is out of control! Add +1 to the number of fires already burning on the Slasher. The Gargant may not move or fire its belly gun. Any other weapons fired are on a -1 to hit modifier due to the clouds of smoke.
5	The fire reaches the magazines! Roll on the Ammo Damage Table for each intact magazine. The Slasher Gargant can't move or fire its belly gun and suffers -1 on firing as in 4 above.
6	Huge internal explosions wreck the Slasher, destroying it and leaving a smoking, blackened heap. Any vehicles or troop stands within 2D6cm are hit by flying debris and must make an unmodified save to avoid damage.
7+	A massive explosion rips the Slasher apart. Remove the model from the table and replace it with a crater if you have one. Anything within 4D6cm is hit by flying debris and must make an unmodified save to avoid damage.

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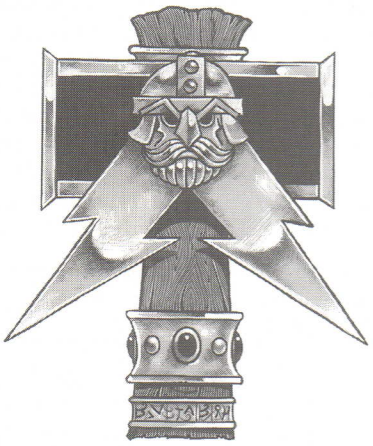
THE SQUATS

Squats are hard-working and stubborn. They are an honourable people who take great pride in paying their debts and keeping their word. This means that they are reliable allies but very dangerous foes. If a Squat gives his word to do something he would willingly die in the attempt to carry out his promise.

The Stronghold, a huge underground city/fortress, is the basis of Squat civilisation. A planet might have several Strongholds but rarely more than half a dozen. The warriors from a Stronghold are called Brotherhoods, because of their close blood relationship and ties of vengeance-rights. Strongholds sometimes band together into temporary alliances called Leagues.



The leader of a Stronghold is called its Lord. The leaders of a Stronghold's Brotherhoods are called Warlords, and are usually close relations of the Lord. In battle each Warlord is accompanied by a Brotherhood, as well as his own personal bodyguard or Hearthguard.

The Engineers Guild is a powerful part of Squat society. Its knowledge and experience are legendary and its leaders hold many engineering secrets. Some of the human Technomagi of the Adeptus Mechanicus believe that the Squats have already learned the secrets of stable warp fission, by which the energy of warp space is flared off to produce limitless supplies of energy. If this is true then the Guildmasters guard their secret well, considering it too dangerous to use.

The Squats produce many machines, including airships, gyrocopters, and gigantic armoured crawlers. All of these machines reflect the landscape of the Squat Homeworlds, where isolated Strongholds are separated by many miles of hostile territory. Shale deserts and chromium drifts, soaring rocky pinnacles and sheer glass-sided crevasses are typical topography on the Homeworlds. To cross this tortured landscape the Squats have huge Land Trains - multi-tracked monster vehicles towing powered cars of ore, supplies, or living quarters. These powerful vehicles trundle forward on heavy tracks designed to support their great bulk on the uncertain ground surface.

All of these Land Trains are armoured to survive meteor showers and violent electrical storms. Many carry weapons and are used by the Squats as armoured battle stations, mobile versions of their Strongholds, able to survive in isolation in a hostile world. One of the larger machines built by the Squats is the Colossus, a version of which is also made for the Imperium called the Leviathan. These are really big machines, with exceptionally thick armour and crammed with powerful weapons.

Both Land Trains and the Colossus are slow moving, and to scout the way ahead and check for enemy movement the Squats use gyrocopters and airships. These flying machines are the eyes and ears of the sluggish convoys, providing the essential information about enemy troop movements or possible ambushes for the Squat ground forces.

CHOOSING A SQUAT FORCE

Your Squat force represents the warriors and machines of either a single Stronghold or part of a League of Squat Strongholds. To choose your force first agree the total number of points for the battle with your opponent, then use the epic army cards to choose a force of the agreed points value.

You must choose at least one company card. For every company card you have in your force you can choose up to five support cards, which represent extra units temporarily attached to your company cards to reinforce them.

The Squat cards include a number of cards representing machines and troops from the Engineers Guild. These Guild cards can be freely intermixed with the normal Squat cards so you can, for example, buy Guild support cards like bikers or robots for a Squat Warrior Brotherhood.

For each company card in your force you may also choose one special card. Special cards represent unusual individuals (such as the Grand Warlord or Living Ancestors who advise the Warlords) or potent war machines like the Land Train or Colossus which are only deployed with large supporting forces of Squat warriors.

Squat mercenaries are renowned throughout the galaxy for their tenacity and reliability, making them much sought after by Imperial planetary governors. To represent this you can choose an allied force containing Squats and any other races apart from Orks or Chaos. Company cards can be chosen with their own support and special cards as usual but you can't choose, for example, Space Marine support cards for a Squat company card or a Squat special card for an Eldar War Host.

More information on Squats, plus force lists and army cards, can be found in the Space Marine supplement **Ork & Squat Warlords**.

SQUAT INFANTRY

Solid and stubborn in defence and relentless in attack, Squats make excellent infantry. Individual Squat infantry squads are highly disciplined and fiercely determined; their pride and sense of honour both to their revered Ancestors and fellow warriors makes it impossible for them to be otherwise. Squats are particularly resolute in close combat, refusing to go down without putting up a good fight. To show this Squat infantry fighting in close combat can re-roll any close combat dice which come up with a score of 1. This means they will give most opponents a run for their money as they will normally get a good (or at least reasonable) dice score.

The Squats' hatred of Orks means that when they are in close combat with Orks they can re-roll close combat dice rolls of 1 and 2, reflecting their bitter hatred of the Ork race.

Squats are organised into different units to fufil specific tactical roles according to their weaponry and status within the Stronghold. There are three types of Squat unit: Warriors, Berserkers and Thunderers.

Warrior units make up the bulk of Squat Brotherhoods, comprising the younger members of the Stronghold's war-brethren. They are formed from standard combat squads armed with lasguns and sidearms, with one Squat in every five-man squad carrying a heavy weapon such as a missile launcher or heavy bolter. A Warrior unit is normally led by the Warlord of the Stronghold if the entire Brotherhood is present, or a squad of select Hearthguard if the Warrior unit is fighting separately from the rest of the Brotherhood.

Berserker units are made up from attack squads of the most ferocious hand-to-hand fighters in the Stronghold. Attack squads are armed with bolt pistols, power axes or chainswords and a variety of grenades. They are expert tunnel fighters and excel at clearing buildings and fortifications ahead of the Brotherhood's advance. All Squats are doughty fighters in close combat but Squat Berserker units are renowned for their tenacity and courage against the most impossible odds, battling fearlessly against even the mightiest of opponents without thought for their own losses. Because of this heroic determination Berserker units automatically pass any morale checks if they are in close combat.

Thunderer units are the most heavily armed units in a Squat Brotherhood, consisting of heavy squads of hardened veterans carrying heavy weapons. Squat heavy squads are exceptional because every Squat in the unit carries a heavy weapon – either a heavy bolter, a missile launcher or a lascannon. Thunderers supply withering support fire for the Brotherhood on the battlefield, devastating concentrations of enemy troops or tanks and forming strongpoints to hold the battleline. Heavy squads are represented by bases of five Squats armed with heavy weapons.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Combat Squad	10cm	None	0	Lasguns	50cm	1	5+	0	
Attack Squad	10cm	None	+2	Bolt pistols	25cm	1	5+	0	
Heavy Squad	10cm	None	+1	Hvy Bolters	75cm	3	5+	-1	

WARLORD AND HEARTHGUARD

To guard against dishonourable use of Brotherhood troops by unscrupulous Stronghold Lords, a Brotherhood is always led by a trustworthy relative of the Lord, known as the Warlord. A Warlord is trained from infancy to be a leader and act as a source of great inspiration to the Squat warriors he commands, constantly reminding them of their duty to their ancestors.

Because of the inspirational effect of the Warlord any Squat units within 10cm of a Warlord may add +1 to their morale dice. The Warlord is accompanied into battle by a bodyguard of close relatives from the warrior aristocracy of the Stronghold. These potent warriors are equipped with lavishly decorated exo-armour and powerful combi-weapons decorated with traditional patterns in gold and precious stones.

Often extra squads of elite warriors known as Hearthguard will take to the battlefield to lead units of Squats. These loyal retainers of the Warlord are magnificently equipped in carapace armour reminiscent of archaic styles and carry a selection of heavy weapons. Though Hearthguard do not operate as a command unit they are still mighty warriors and lead their units from the front, setting an example of courageous conduct to the other Squats.

Warlord stands can be made from four exo-armoured Squat models and a standard bearer carrying the Stronghold standard. Hearthguard stands are made up from five Hearthguard models, though a standard bearer could be substituted for one of the models if desired.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Warlord	10cm	6+	+6	Bolters	50cm	2	5+	-2	Command unit
Hearthguard	10cm	6+	+6	Bolters	50cm	1	5+	-2	

THE COLOSSUS

Squats build huge vehicles the size of city blocks which operate as mobile mining installations on unexplored worlds. These monstrous crawlers move across the planet's surface until they discover a rich lode of ore, then they halt over the spot and set up a highly efficient automated mining plant before moving on. By using the gigantic body shells of these mobile bases the Squats have developed two super heavy fighting vehicles. The first is the Leviathan, which is used as a giant command centre by the Imperial Guard and as a heavy assault troop transporter by the Squats. The second is the Colossus: a massive mobile fortress bristling with weapons.

The Colossus is an awesome fighting machine, its firepower only overshadowed by the mightiest Titans. Unlike the Leviathan, which devotes a lot of internal space to carrying troops, the Colossus carries no troops but is packed with heavy turrets, fire control centres, magazines and extra void shield generators. Each Colossus also carries a landing pad for a special Iron Eagle recon gyrocopter which ranges ahead of it to spot targets at long range.

The thick armour of the Colossus gives it a saving throw of 1 or more on a D6. The Colossus is equally well armoured all round so the usual modifiers for shooting at it from the sides or rear are ignored. This means that weapons which don't have a saving throw modifier of at least -1 have no chance of harming a Colossus at all.

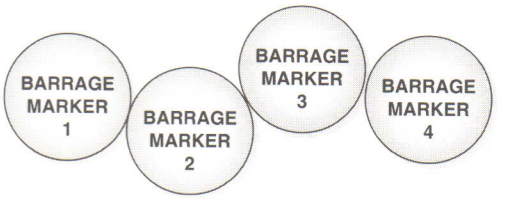
In addition to its armour the Colossus is also protected by six void shields. These operate in exactly the same way as those on Imperial Titans so each one absorbs a hit before collapsing. Each collapsed shield can be repaired in the end phase on a roll of 5 or 6 on a D6. To supply the massive power demand of the void shield generators a Colossus carries a small plasma reactor. If a Colossus is destroyed the reactor is breached and explodes, causing a hit on everything within 2D6cm.

A Colossus supporting an attack can lumber relentlessly forward while simultaneously pounding the foe with barrages and battlecannons. Because of this a Colossus doesn't need to be given any orders: it always fires in the first fire phase and can move up to 10cm. A Colossus isn't a command unit, however, so it can always be shot at by any enemy units that can see it just like any other target. The recon gyrocopter counts as a command unit for the purposes of orders, movement etc, in all other respects its identical to an Iron Eagle gyrocopter. The recon gyrocopter maintains a constant data-link with the Colossus' fire control centres so when the Colossus fires barrage weapons it can make the attack using the gyrocopter's line of sight if it wishes. This enables the Colossus to fire accurately at targets which it can't see but are visible to the 'copter. Barrages fired indirectly in this way don't scatter and always land on target automatically, just as if they'd been fired directly. Because the Colossus always fires in the first fire phase it can move and still fire indirect barrages.

The Colossus bristles with awesomely destructive weapons. Its main armament is a massive Doomsday cannon backed up by a heavy Thunderer cannon on its prow. Its armoured flanks mount heavy battlecannon turrets and racks of plasma missiles as well as numerous anti-infantry bolters. The Doomsday cannon fires a barrage with a barrage point value of 3 plus the roll of a D6, giving it a value of 4 to 9 barrage points. The Thunderer cannon fires an extremely powerful but short ranged shot, useful for winkling infantry out of cover as the terrific blast of the Thunderer shell means that to hit modifiers for cover are ignored. The battlecannon and bolters are mounted in well-positioned turrets so they can fire all round giving the Colossus potent firepower in all directions. The Doomsday cannon, missiles and the Thunderer have a rather more limited traverse so they can only fire forward.

The Colossus missile racks carry four missiles with plasma warheads. These missiles are fired individually so it's up to the Squat player whether he wants to fire some, all or none or his missiles during a turn. Whenever a missile is fired record it with a counter or a D6 placed close to the model. Once all four missiles have been fired the racks are empty and no further missiles attacks can be made.

Each missile creates a barrage with 6 barrage points. If the Squat player wants to fire more than one missile barrage on the same turn all of the missile barrage templates have to be placed so that each one is touching at least one other missile barrage template.



Place the barrage templates so that each one touches at least one other barrage marker

The massive size and weight of a Colossus means that it can only be pinned in close combat by Titans or super heavy vehicles such as Imperial Shadow Swords. If lighter vehicles or infantry engage a Colossus in close combat they are simply pushed aside when the Colossus next moves. Because the Colossus has a chance to rake attackers with its weapons in the first fire phase fighting one in close combat is a daunting prospect even for Titans and Gargants.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Colossus	10cm max.	1+ all round	+12	Battlecannon	75cm	8	4+	-2	6 Void shields
				Doomsday cannon	200cm	D6+3 Barrage points		-3	Carries recon' 'copter
				Thunderer	50cm	1	3+	-3	
				Missiles	100cm	6 Barrage points		-1	
				Bolters	15cm	16	6+	0	

OVERLORD ARMOURED AIRSHIP

The Engineers Guild first developed giant airships to 'mine' the dense liquid metals within gas giant planets. These huge dirigibles would cruise through the upper atmosphere of the planet collecting ice crystals to use as ballast before they descended into the denser lower reaches. Even though they were armoured to withstand the great heat and pressure in the lower depths they could only remain long enough to fill their storage tanks with the precious metal before dumping their ballast and ascending again. Realising their military potential, the Engineers Guild started to develop airships that would fly in standard pressure atmospheres. The six prototype 'Overlord' class armoured airships proved a great success, and now almost every Squat Stronghold has a number of them.

With its thick armour and solid internal bracing, the Overlord armoured airship is a formidable sight. The bulk of the hull is made up from several separate gas cells which provide lift. Each cell is self-sealing and all the cells are filled with inert gases to prevent explosions in case of damage. An armoured gundola hangs underneath the hull, equipped with melta-bomb racks and battlecannon turrets. Gravitic thrusters are positioned at the rear of the hull to supply forward power and extra lift. A select crew of Guild Aeronauts operate the guns and tend the engines under the stern eye of a captain, most often the engineer who oversaw the airship's construction.

Because of their unique form of propulsion, Overlords are not given orders like other models. When the Overlord moves it can move up to 20cm in any direction. The Overlord is an extremely stable firing platform so it always fires in the first fire segment of the combat phase. The gun turrets on an Overlord are placed all around the gundola so they can fire in any direction.

In addition to firing its guns the Overlord can also attack targets by dropping bombs on them. This counts as a barrage with a range of 0, so the barrage template must be placed so that it is touching the Overlord's base. The barrage has a value of 2 plus the roll of a D6, giving it a score of between 3 and 8. Because the Overlord can see where it's dropping its bombs it always counts as firing a direct barrage so there is no chance of the bombs scattering.

When an Overlord is hit most shots will strike the hull and pierce the gas cells. As the cells are self sealing and contain inert gas this causes no real damage to the Overlord itself. However, lucky shots might destroy the armoured gundola or even tear a huge hole in the hull, sending the Overlord tumbling out of the sky! Unless the attackers hit the gundola the saving throw modifier of the attackers has no effect on the damage caused – bolter fire is as likely as to punch a hole through the gas cells if it hits in the wrong place as a Volcano cannon. Roll on the following table for every shot that hits an Overlord.

D6 Roll	Effect
1-3	*No Effect.* The shot hits one of the gas cells, tearing a small hole which is quickly sealed up.
4-5	*Gundola Hit.* The shot hits the gundola which has to make a 1+ armour saving throw modified by the attacker's save modifier. If the save is failed the gundola is wrecked and the Overlord destroyed.
6	*Hull Ruptured!* A huge hole is torn in the hull and the Overlord starts to fall majestically out of the sky. The Overlord scatters 3D6cm in a random direction before crashing (2D6cm if it was at low level). Anything caught under a crashing Overlord suffers an automatic hit and must make an unmodified saving throw to survive.

An Overlord can never be pinned in close combat by another unit as it can simply drift over its opponents when it moves. Only skimmers or jet-pack equipped troops can try to fight an Overlord in close combat at low level and only flyers may engage an Overlord in close combat if it is at high level. Fighting an Overlord in close combat is dangerous because it always fires in the first fire segment. This means that the Overlord will get a chance to rake its opponents with gunfire before the combat is fought. If an Overlord loses a close combat don't roll on the table for the effect of the hit – the gundola is automatically destroyed without a saving throw.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Overlord Armoured Airship	20cm max.	See above	+5	Battlecannon	75cm	6	5+	-2	See above. Flyer
				Autocannon	50cm	4	5+	0	
				Melta Bombs	0	D6+2 Barrage points		-2	
				Bolters	15cm	6	6+	0	

SQUAT CYCLOPS

The Cyclops is a monstrous Squat super heavy vehicle which was first developed during one of the rare wars between rival Squat Leagues some 2000 years ago. At that time the League of Thor and the League of Grindel clashed over exploration rights to the legendary lost Stronghold of Dargon. The Grindel League found itself heavily embroiled against the superior numbers of the League of Thor and was quickly pushed back by their greater numbers of Leviathan and Colossus super heavy war machines. In an attempt to turn the tide Warlord Harkrund (known to some as Harkrund the Insane) ordered his engineers to mount an experimental weapon, the Hellfury cannon, originally intended as a starship weapon, onto a Colossus chassis.

The first Cyclops to be completed (Harkrund's Fury) fought in the Battle of Verski's Point, where it quickly annihilated an opposing Colossus and Leviathan before helping to smash the League of Thor's unsupported Warrior Brotherhoods. After two more serious defeats at Heydrick's Forge and the Shelvings, and with ever increasing numbers of Cyclops appearing amongst the Grindel forces, the League of Thor launched fresh campaigns against several Grindel League Strongholds to capture the Cyclops' design.

Within a few months new Cyclops built by the League of Thor were dominating the battlefield and Strongholds of both sides were eventually destroyed by the awesome power of the Hellfury cannon. Finally the Ork invasion of Grunhag the Flayer forced a truce upon the warring Leagues as both sides turned to fight their mutual foe.

The Cyclops uses a heavily modified Colossus hull which is rebuilt around the gigantic Hellfury cannon. This terrifying weapon is equalled in size only by the enormous Goliath mega-cannon and can level buildings and Titans with equal ease. To supplement this there are two large-bore melta-cannon mounted in the hull that fire huge blasts of pure heat at nearby enemy formations while a rapid-firing, turret-mounted battlecannon pours shells into opposing battle tanks. For devastating infantry formations the Cyclops also mounts six Doomstorm missiles whose plasma warheads can wreak havoc on lightly armoured troops.

Squats design with survivability in mind and the Cyclops is no exception. It has a metres-thick skin of the toughest alloys that give it a 1+ saving throw. Its armour is the same thickness all round, so the weapon suffers no additional modifiers for being hit in the sides or rear. This means that weapons without a saving throw modifier of at least -1 cannot harm the Cyclops in any way.

Before its armour is needed the Cyclops has five banks of void shields to intercept incoming fire. These work in the same way as all other void shields carried by Squat vehicles and Imperial Titans. Each void shield will absorb one hit before collapsing. Collapsed shields will be repaired on a roll of 5 or 6 on a D6 in the end phase of a turn. To supply its prodigious energy requirements the Cyclops is powered by a large plasma reactor. If the Cyclops is destroyed the reactor will be breached and explode. If this happens all models within 2D6cm of the Cyclops will be hit automatically and must make an unmodified save or be destroyed.

The Cyclops retains the Colossus' sophisticated fire control centres that allow it to relentlessly crawl towards the enemy with all guns blazing. Because of this there is no need to give a Cyclops orders, it can always move up to a maximum of 10cm per turn. It cannot move any faster than 10cm per turn anyway, even if you wanted to give it charge orders. In addition, the Cyclops always fires as if it had been given first fire orders. Note that the Cyclops is *not* a command unit and can always be targeted normally.

The Cyclops has the massive Hellfury cannon as its main armament, a weapon capable of destroying almost any target. The Hellfury launches a stream of phased particles that react with one another as they collide. The particles are transformed into a bolt of pure energy that can punch through the thickest armour while the devastating energy flux within the beam smashes void shield and power fields, overloading them in swift succession. The Hellfury cannon is a huge weapon and has a restricted field of fire so it may only fire at models that are directly in front of the Cyclops. Draw a line of sight that follows the barrel of the Hellfury. One model, building or troop stand along this line can be chosen as a target, as long as it is visible to the Cyclops.

The Hellfury cannon has a 100cm range, rolls 1 attack dice and hits on a 2+. Since the Hellfury has a saving throw modifier of -6 only models with a fixed saving throw (such as Imperial Terminators) Titans and buildings stand any chance of survival. Of these, even fully shielded Titans are in deep trouble if they are struck by the Hellfury.

When you fire the Hellfury at a model protected by void or power fields roll to hit normally. On a successful hit the Hellfury will overload the first shield as normal. However, because the Hellfury beam is a continuous stream you can make further rolls to try and overload the target's remaining shields one by one. For the second field there is an 'overload' roll of 3+ on 1D6. A successful roll indicates that the shield has been knocked down. The third shield needs a roll of 4+, the fourth a roll of 5+, and so on. As soon as you fail an 'overload' roll the beam has to be shut down to prevent feedback and has no further effect.

If the Hellfury penetrates all of the target's shields apply the effects of the hit to the target. If the target is a Titan or another model with a location template select the location to be targeted and roll the aiming dice as usual. The location struck suffers a hit with a -6 save modifier, and if the location is penetrated it will automatically suffer a '6' result on the damage table. The Hellfury may be fired at buildings and will destroy them on a successful hit unless they make their saving throw modified by -6.

The Cyclops also has six Doomstorm missiles that have the profile shown on the vehicle statistics. These are one-shot missiles, so you will need to use a dice or counter to show how many missiles the Cyclops has fired. It may fire as many or as few missiles a turn as you wish, but all missiles fired on the same turn must have their barrage templates placed touching the template of another missile. Alternatively, you may fire missiles using a single barrage template in the same way as other artillery batteries.

The turret-mounted battlecannon is rapid-firing and has 2 dice worth of attacks. Its high position and rotating mount allow it to fire all round the Cyclops, not just to the front. The numerous anti-infantry bolters mounted on the Cyclops are also capable of firing all round too, but the melta-cannon and missiles may only fire into the Cyclops' front arc.

The Cyclops is a huge, tower-block-sized vehicle and is difficult to stop once it has started lumbering towards the enemy. It may not be pinned in close combat except by Titans or other super heavy vehicles such as Shadow Swords and Ork

battle fortresses. The Cyclops can simply push past smaller vehicles and infantry when it moves. Its ability to fire all round with a hail of bolters makes infantry attacks improbable and, as it always fires its battlecannon and melta-cannon in the first fire segment, even well-armoured vehicles will find the Cyclops hard to bring into close combat.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Cyclops	10cm max.	1+ all round	+12	Battlecannon	75cm	2	5+	-2	5 Void shields See above
				Hellfury cannon	100cm	1	2+	-6	
				Melta-cannon	35cm	4	3+	-3	
				Doomstorm missiles	100cm	4 barrage points each		0	
				Bolters	15cm	10	6+	0	

THUNDER-FIRE CANNON

The Thunder-Fire is armed with a battery of three very high-velocity battlecannon. The high-velocity of the Thunder-Fire's attacks is achieved by the use of gravitic accelerators built into the weapons' gun barrels, which carry on accelerating the shells that are fired as they travel along the barrel. By the time the shell explodes from the end of the barrel it is travelling so fast that air friction causes it to start to burn up. The shells burn through the air like meteors, and their unique appearance is what gives the Thunder-Fire cannon its name. The speed at which the Thunder-Fire shells travel mean that if the Thunder-Fire is on first fire orders it is allowed to snap fire during the movement phase, as described in the Shooting rules in the Titan Legions rulebook.

The terrific recoil generated by the high-velocity battle cannon shells mean that the Thunder-Fire must be firmly fixed in place before it is fired, otherwise it will flip over. Thunder-Fire cannon are moved about by large tractors, and then fixed in place with pylons that are driven into the ground by huge pneumatic hammers. This takes some considerable time and so has to be done before the battle starts. Because the Thunder-Fire is so firmly fixed in place it may not be moved once the battle is underway.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Thunder-Fire	0cm	4+	+0	Main cannon	125cm	1	5+	-3	Snap Fire
				Secondary cannon	75cm	2	5+	-2	

IRON EAGLE ATTACK GYROCOPTER

Iron Eagle attack gyrocopters are armoured flying machines used to mount high speed attacks on enemy forces. By using dense terrain to cover their approach, daring Guild aeronauts can spring upon enemy artillery and HQs in lightning fast raids, swooping through them with their cannon blazing. Using its speed and manoeuvrability an Iron Eagle gyrocopter wing can strike unexpectedly almost anywhere.

The gyrocopter achieves its unprecedented manoeuvrability by combining traditional gravitic thrusters with high-powered turbofans which give it extra power and lift. Two aeronauts act as crew, one flying the machine and firing the main battlecannon armament while the other navigates and fires the tail-mounted autocannons.

Brotherhood Warlords are always more than happy to have the support of Iron Eagles to offset their slower moving ground forces and take the foe off-guard. Iron Eagles are skimmers so they can fly over impassable or difficult terrain without penalty as long as they don't finish their movement in impassable terrain. Iron Eagles can also make pop-up attacks.

The exceptional manoeuvrability of Iron Eagle attack gyrocopters means that they can fire in any direction, not just their forward 180 ° arc.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Gyrocopter	40cm	4+	+3	Battlecannon	50cm	1	5+	-2	Skimmer
				Autocannon	50cm	2	5+	0	

THE ELDAR

The Eldar way of life is quite unlike that of humans or other races. As Eldar reach maturity they choose a profession or way of life to which they devote themselves completely – perfecting their skills until they become totally accomplished. Having reached the pinnacle of achievement in one sphere they begin another, devoting themselves wholly to a new way of life until they gain complete mastery over it. As Eldar live for several hundred years they may pass through many of these cycles or paths, as they are called.

The Eldar fighting forces are sharply divided into two types of warrior. Most Eldar, regardless of their current path, fight as Guardians. In times of war every Eldar on an Craftworld fights if necessary, so the Guardian contingent can be very large indeed. The other type of Eldar troops are the Aspect Warriors. Aspect Warriors are Eldar currently pursuing the Path of the Warrior – they have devoted their entire lives to the study and perfection of combat. Needless to say they are extremely powerful warriors. There are many different kinds of Aspect Warriors, and each kind is devoted to a single aspect of warfare.

In addition to the Guardians and the Aspect Warriors there are groups of Eldar whose current path gives them skills which can be applied directly to the battlefield. Most notable of these are the Warlocks – powerful psychics and influential leaders of Eldar society. They use their special powers of prediction to work out the army's strategy, and to influence the probabilities of success on the battlefield.

Eldar Avatar

CHOOSING AN ELDAR FORCE

An Eldar army represents part of the fighting arm of a single Eldar Craftworld. To choose your force first agree the total number of points with your opponent, then use the epic army cards to select your force. The Eldar are an aloof race and will only suffer allies if they are fighting against Orks or Chaos. If they are fighting Orks or Chaos the Eldar will ally with any other race. As with a Space Marine force you must choose at least one company card which in the case of the Eldar are called Hosts. For every Host you have in your force you may choose up to five support cards and one special card in the same way as with Space Marine forces.

As you choose forces from the epic army cards keep a record of the points value. Eldar forces are unusual in that the company type cards do not include command units. Space Marine and Ork armies include command units as part of their company cards, but Eldar command units, Warlocks, must be bought separately. Warlocks are included as special cards, so you can have up to one for every Host if you want.

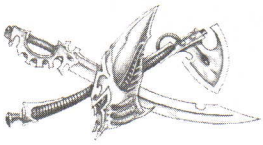
More information about Eldar, force lists and epic army cards, can be found in the Epic supplement **Renegades**.

GUARDIANS

Guardians carry lasguns and shuriken catapults, special Eldar weapons that fire razor sharp steel discs. A shuriken disc can slice through armour and embed itself in the strongest steel.

Every Craftworld has its own combination of uniform colours as well as its own unique badges and banners. There are many Craftworlds, but the most well known are Alaitoc, Iyanden, Biel-Tan, Ulthwé and Saim-Hann. Each of these gigantic floating ship-worlds is the centre of an empire which includes many colony planets of its own.

An Eldar Guardian Host card has three separate detachments of Guardians. Each detachment consists of six Eldar troop stands plus three Falcon grav-tanks. The Falcons can each carry two troop stands into battle, just like Space Marines' Rhinos. Eldar Hosts differ from Space Marine companies and Ork clans in that they don't include command units. If you want command units for your Eldar you must take appropriate Warlock special cards. Guardians sometimes fight in 'Defender' Hosts without grav-tanks. As these Guardians enter battle on foot they generally fulfil a more defensive role than the Guardian Warhosts.



Alaitoc Craftworld Guardians wear predominantly blue uniforms often with yellow helmets. Their banner shows the black sword.

Iyanden Craftworld Guardians wear basically yellow uniforms with blue helmets. Their symbol shows a shrine.

Saim-Hann Craftworld Guardians wear red uniforms with white helmets. Their symbol shows a cosmic serpent.

Biel-Tan Craftworld Guardians wear white with green helmets. Their symbol shows a heart superimposed over an Eldar rune.

Ulthwé Craftworld Guardians wear black uniforms with yellow helmets. Their symbol shows an eye.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Eldar Guardians	10cm	None	0	Shuriken	50cm	1	5+	0	

FALCON GRAV-TANK

The Falcon is a powerful and remarkably fast armoured tank. Like most Eldar vehicles it uses anti-gravity motors to propel it over the ground surface, skimming over minor irregularities, and sometimes using its motors to rise over the battlefield to see over woods or buildings. It is armed with a powerful laser cannon. The Falcon can also carry troops, so it is the ideal vehicle for the Eldar Guardians. The Falcon can carry the Guardians into battle and then support them using its heavy weaponry.

A Falcon can carry two stands, and some detachments of Eldar Guardians include three Falcons as transports. Falcons also operate as independent squadrons in Falcon Hosts, moving to offer their support wherever it is needed on the battlefield.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Falcon Grav-tank	25cm	3+	+1	Lascannon	75cm	1	4+	-2	Carries 2 stands Skimmer

WARLOCKS

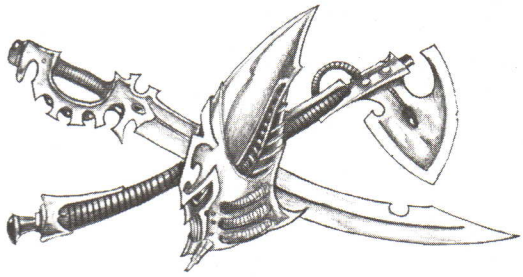
Warlocks are warrior mages who have a deep and subtle understanding of the inner workings of the cosmos. They are masters of runic prediction, and by casting the special Eldar runes they can work out the strands of fate that spell success and failure on the battlefield. This enables the Warlocks to accurately foretell the best course of action for the Eldar troops, giving them a better chance of success. Although Warlocks can sense these strands of fate they can only make the best of all possible futures. They cannot manipulate events wholly in their favour and their efforts do not always succeed. They can also help the Eldar force directly by using their special psychic powers to attack enemy troops.

A Warlock stand is made up of five Eldar Warlock models representing a small group of Warlocks. The Warlocks have their own transport in the form of a Falcon grav-tank. The Warlock stand and Falcon form a command unit as described in the rules.

To represent the way in which Warlocks can accurately predict the best course of action for Eldar troops, it is not necessary to place orders for any Eldar formations within 10cm of a Warlock stand until the enemy player has placed and revealed all of his orders. This does not affect remaining Eldar formations. If a formation is not within 10cm of a Warlock stand you must choose and place orders in the orders phase as normal.

The Warlocks' psychic powers enable the stand to make one psychic attack in the psychic phase. This is a separate attack, so the Warlocks can shoot as normal *and* make one psychic attack. These attacks are treated as if they were weapons, so the Warlocks must to be able to see the target to use the attack.

ELDRITCH STORM. The Warlocks conjure a storm of psychic energy that sends troops flying and creates an imprenetrable area of howling psychic wind. Take a barrage template to represent the area covered by the storm and position it within 50cm of the Warlock stand. All models under the template are struck by the storm and hurled in a random direction to a position at the storm's edge (use the scatter dice to decide which way they are flung). Any models moved in this way can do nothing else for the rest of that turn.



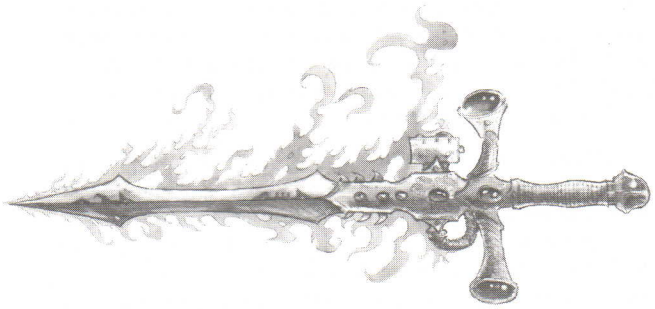
The Eldritch storm persists for the remainder of that game turn and then vanishes. While it is in effect no troops may move, see or shoot through it. Note that this does not stop a normal barrage being directed over the Eldritch storm by a third party who can see the target.

MIND BLAST. The Warlocks project a mind-shredding blast of psychic energy. Choose a target within 25cm and roll a D6. On the roll of a 4, 5 or 6 the target is hit. No saving throw is allowed. A Mind Blast can be directed against a vehicle or Titan and has the same effect as a normal hit. Work out the random effect of a single hit on the Titan's head.

PSYCHIC LOCK. The Warlocks unleash a bolt of psychic energy which fixes on the target and pins it to the ground, holding it completely immobile and preventing it from shooting or fighting. Choose a single target within 75cm and roll a D6. On the roll of a 4, 5 or 6 the target is pinned to the ground, and remains pinned for the rest of the turn. The Warlocks must remain stationary and do nothing else, including using psychic powers, if they wish to maintain the lock after the end of the turn. Whilst pinned the target can do nothing at all. If engaged in hand-to-hand fighting the target is unable to fight back so it doesn't roll any dice in close combat. If the target is a Titan it is allowed to conduct any repairs and regenerate void shields as normal. Pinned troops ignore the normal Formation rule, and do not have to stay within 6cm of their unit. A pinned model can break free of the lock if it can roll a 4, 5 or 6 on a D6 during the end phase.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Warlock	10cm	None	+2	Shuriken pistols	25cm	1	5+	0	Psychic powers Command unit

FIRESTORM



The Firestorm fighting vehicle carries a battery of high powered laser weapons and a sophisticated array of tracking mechanisms which allow it to blast even extremely fast-moving targets to smithereens. The Firestorm is powered by antigravity motors that enable it to skim over the ground and make 'pop-up' attacks as described in the rules for skimmers. In addition, the speed with which the Firestorm can loose off a volley of shots means that if it is on first fire orders it is allowed to snap fire during the movement phase, as described in the Shooting rules in the rulebook. However, it may not snap fire and make a pop-up attack during the same turn.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Firestorm	25cm	3+	+1	Laser Battery	100cm	3	4+	-2	Skimmer Snap Fire

NIGHTWING

The Nightwing is a fast attack craft which is capable of being used both in deep space and in the atmosphere of a planet. In space squadrons of Nightwings are used to defend Eldar Craftworlds against attack. When the Eldar are fighting the enemy on the surface of a planet the same Nightwing squadrons are perfectly capable of providing close support for the Eldar's ground troops. The Nightwing is powered by anti-gravity motors and high-powered jet engines which make it extremely fast while maintaining a high degree of manoeuvrability. Because of its great speed all firing at the Nightwing suffers a -1 to hit modifier. In close combat against skimmers or flyers the Nightwing doubles its close assault factor from +2 to +4 because it is better in air to air combat. The Nightwing can close assault enemy flyers that are at high level.

ELDAR CRAFTWORLD RUNES

Every Craftworld is represented by an Eldar rune, which is used to denote that Craftworld's spacecraft and warriors, and appears on the uniforms and badges of its troops.

Alaitoc *Iyanden* *Saim-Hann* *Biel-Tan*

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Nightwing	35-100cm	3+	+2	Lascannon	75cm	1	4+	-2	Flyer
				Shurikens	25cm	4	5+	0	
				Missiles	50cm	4 barrage points		0	

ELDAR TITANS

Eldar Titans are very different from those used by the Imperium. Tall and slender, they move with a smooth agility and grace unachievable by human Titans. They benefit not only from the experience of their crews (who are brought up with Titans from birth) but from the collective consciousness of a large spirit stone which contains the souls of numerous dead Eldar. Phantom Titans are built around a wraithbone core which permits the spirits contained within it to flow freely through the whole construct. This gives the Eldar Titan a consciousness of its own which, combined with its living crew, makes the Phantom such a deadly fighting machine.

WARLOCK TITANS

A Warlock Titan contains the spirits of mighty Eldar Seers and Warlocks within its wraithbone core. As they were powerful psykers in life the combined psychic strength of the dead spirits, focused and amplified by the Titan's wraithbone structure, is phenomenal, far outstripping the powers of the living. This potent psychic ability, combined with the smooth agility of Eldar Titans and their sophisticated weaponry, places the Warlock Titan at the pinnacle of Eldar achievement in the realm of psychic engineering.

A Warlock Titan can carry any of the weapons available to normal Eldar Titans, but the great power of the spirits inhabiting a Warlock Titan is particularly powerful when combined with the much-feared Psychic Lance. A Warlock Titan using a Psychic Lance receives +1 on rolls to hit with the lance. This means they need a 4, 5 or 6 on a D6 to hit target models in the area of effect rather than the 5 or 6 needed by normal Eldar Titans. Because of the psychic energy crackling around a Warlock Titan's wraithbone structure its close combat attacks hits count as psychic attacks, so even a Greater Daemon is instantly destroyed if it loses close combat to a Warlock Titan.

Warlock Titans have an insight into the future or possible futures and they act in conjunction with the ebb and flow of the fates, moving with them in perfect synchronisation. Because of this unique insight a Warlock Titan doesn't have to choose its orders for the turn until after the roll for initiative has been made and the enemy's orders have been revealed. A Warlock Titan also has special psychic powers. It may employ one of these powers in the psychic phase in addition to shooting and fighting in close combat in the combat phase. The Warlock Titan powers are listed below. In addition, the Warlock Titan has a saving throw of 3 or more on a D6 against any psychic attacks that are made against it. The Warlock Titan's psychic saving throw is never modified under any circumstances.

DOOM

The Warlock Titan twists together the threads of fate to bring about the destruction of its foes. The cursed foe seems to attract fire like a magnet, cannon shells and laser bolts twist off their path to strike at it. The Warlock Titan can place a Doom on a single enemy troop stand or model within 50cm. Doom is treated like a weapon attack, so the Warlock Titan must be able to see the enemy model in order to place a Doom on it. The effect of the Doom is to make the target much easier to hit, so all attacks against that model during the combat phase will hit on a 3+ regardless of what their normal roll to hit is. If the Doomed model is in close combat its close combat dice roll is halved.

WITCH SIGHT

The Warlock Titan looks forward into its own immediate future and foresees potential dangers. The Warlock Titan twists and ducks, enemy firing fractionally missing it and close combat blows swinging into empty space. Enemies firing at the Warlock Titan in the combat phase suffer a -1 to hit modifier in addition to any other modifiers. In close combat enemy troop stands, Titans and vehicles fighting the Warlock Titan roll one less dice than normal. Note that if the Warlock Titan is immobilised for any reason (due to damage to its legs, for example) it is unable to take avoiding action and will gain no benefit from using Witch Sight.

MIND SHOUT

The Warlock Titan unleashes a mighty mental roar, heartening the Eldar and terrifying their foes. All enemy units with models within 25cm of the Warlock Titan must immediately pass a morale check or go on to fall back orders. Due to the terrifying potency of the Mind Shout a D6 roll of 1 for the morale check will fail automatically. Even units with a morale value of 1 or ones which should automatically pass their morale checks (such as Chaos warbands with their patron daemon in sight) may quail before the fearsome Mind Shout. Any Eldar units with models within 25cm can roll immediately to rally from fall back orders, even if they went onto fall back orders this turn.

WARLOCK TITAN

MOVE	CLOSE ASSAULT FACTOR	CLASS
20cm	+12	Battle Titan

The Warlock Titan is protected by a holo field and mounts two Eldar Titan weapons plus two wing weapons.

Note down the details for the weapons mounted on your Titan model in the spaces below.

The Warlock Titan is very fast and agile so unlike other Titans it can move in any direction it wants to.

HOLO FIELD SAVING THROWS

Orders	Saving Throw
First Fire	4+
Advance	3+
Charge	2+

Holo field saving throws are unaffected by the attacker's save modifier. Barrages ignore holo fields.

A Warlock Titan doesn't have to choose its orders for the turn until after the roll for initiative has been made and the enemy's orders have been revealed. (A Warlock Titan may employ one of its powers in the psychic phase in addition to shooting and fighting in close combat.

DOOM. The Warlock Titan can place a Doom on a single enemy troop stand or model within 50cm. Doom is treated like a weapon attack, so the Warlock Titan must be able to see the enemy model. The effect of the Doom is to make the target much easier to hit. All attacks against that model during the combat phase will hit on a 3+ regardless of what their normal roll to hit is. If the Doomed model is in close combat its score is halved. Models with shields up have a saving throw of 4, 5 or 6 on a D6 against the effects of Doom. Any unit which has a psychic save, such as the Imperial Grey Knights, can try and make it to avoid the effects of a Doom.

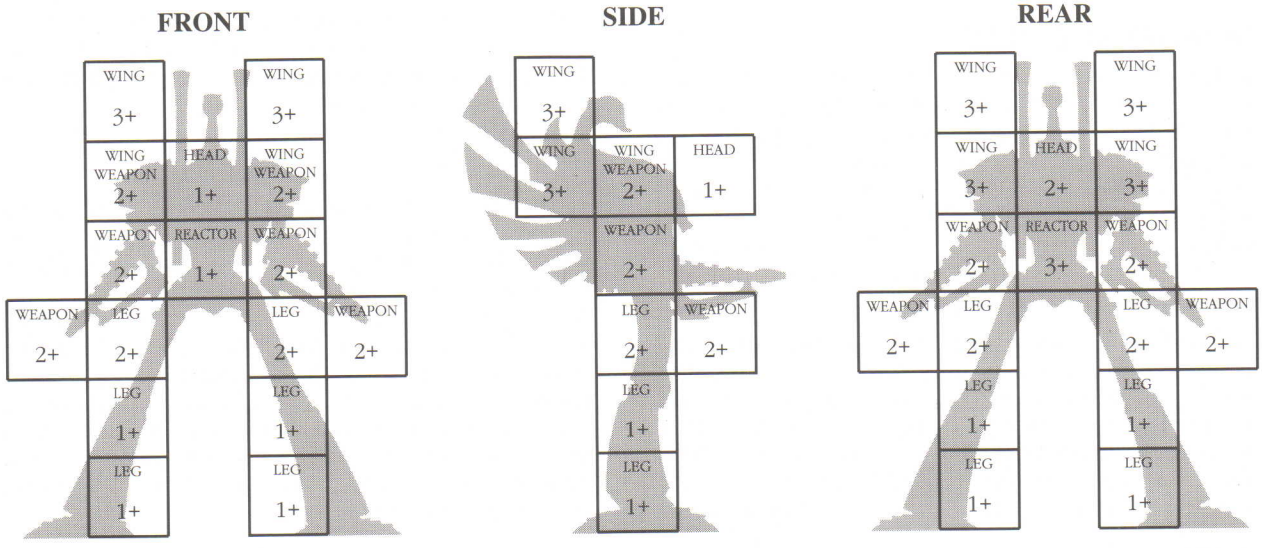
WITCH SIGHT. All enemy firing at the Warlock Titan in this combat phase suffer a -1 to hit modifier in addition to any other modifiers. In close combat enemy troop stands, Titans and vehicles fighting the Warlock Titan roll one less dice than normal. Note that if the Warlock Titan is immobilised for any reason (due to damage to its legs, for example) it is unable to take avoiding action and will gain no benefit from using Witch Sight.

MIND SHOUT. All enemy units with models within 25cm of the Warlock Titan must immediately pass a morale check or go on to fall back orders. Due to the terrifying potency of the Mind Shout a D6 roll of 1 for the morale check will fail automatically. Even units with a morale value of 1 or ones which should automatically pass their morale checks (such as Chaos warbands with their patron daemon in sight) may quail before the fearsome Mind Shout. Any Eldar units with models within 25cm can roll immediately to rally from fall back orders.

WEAPON	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES

PERMITTED WEAPONS: Heat Lance, Pulsar, Tremor Cannon, Distortion Cannon, Psychic Lance, Power Fist, Lascannon Wing, Missile Launcher Wing.

HIT LOCATION TEMPLATES



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WARLOCK TITAN DAMAGE TABLES

HIT LOCATION

HIT LOCATION/SHOOTING
Roll to hit the Titan as normal. If you hit, refer to the location templates overleaf. Nominate the target area. Roll the pair of **aim dice** and move the location hit as indicated up, down, left or right. If the shot lands in a location area take any appropriate save. If the save fails refer to the appropriate damage table. If your shot lands on an empty square or outside the grid it has missed.

CLOSE COMBAT
If beaten in close combat the enemy chooses a location and damage is worked out from the appropriate damage table. Shields have no effect in close combat and saving throws are ignored.

HEAD DAMAGE TABLE - Roll D6

1-2 The Titan's wraithbone circuits have been damaged. Until the damage is repaired the Titan's CAF is halved, and it may only move or fire if you first roll a 4+ on 1D6 (roll the D6 just before you move or fire). Head damage is repaired by rolling 4+ on a D6 in the end phase.

3 The shot punches through to the bridge, severing several wraithbone links. The Titan's CAF is halved for the rest of the game.

4 The shot rips through the Titan's head and cracks the spirit stone. The Titan's CAF is halved for the rest of the game, and it may only move or fire if you first roll a 4+ on 1D6 (roll the D6 just before you move or fire).

5-6 The shot rips through the Titan's head and shatters the spirit stone, triggering massive explosions within the machine. The Titan crashes to the ground as a result of this spectacular KO! Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or troop stands that are fallen on are destroyed.

WING DAMAGE TABLE - Roll D6

1-3 The wing has been damaged. The Titan's holo fields will not work until they are repaired by rolling 4+ on a D6 in the end phase.

4-5 The wing is destroyed and the Titan's holo fields stop working for the rest of the game.

6 The wing is blown clean off the Titan and lands 2D6cm in a random direction. Any vehicle or troop stand the wing lands on must make a saving throw or be destroyed. The Titan's holo fields stop working for the rest of the game.

WING WEAPON DAMAGE TABLE
Roll D6

1-3 Roll on the Wing Damage Table.

4-6 Roll on the Weapon Damage Table.

REACTOR DAMAGE TABLE - Roll D6

1-2 The Titan's plasma reactor has been breached and shuts down. The Titan grinds to a halt and may not move or fire until the damage is repaired. No other damage may be repaired until the plasma reactor comes back on line. Damage is repaired by rolling a 4+ in the end phase.

3-4 The Titan's plasma reactor has been breached and the crew desperately struggle to keep the damage under control. Attempt to repair the damage by rolling a 4+ in the next end phase. If you fail there is a reactor meltdown and the Titan is destroyed (see the next result for the effects of a meltdown). If you succeed the reactor comes back on line and the Titan may move and fire as normal.

5-6 The Titan's plasma reactor has been destroyed, and the Titan is vaporised in a spectacular meltdown. The Titan is removed from play (replace it with a model crater if you have one). Anything within 3D6 cms suffer an automatic hit, and must make an unmodified save to avoid damage.

WEAPON DAMAGE TABLE - Roll D6

1-2 The weapon has been damaged by the attack, and may not be used again until it is repaired. Damage is repaired by rolling 4+ on a D6 in the end phase.

3-4 The weapon has been destroyed and may not be used again in this battle.

5 The weapon is blown clean off the Titan and scatters 2D6cm in a random direction. Any vehicles or troop stands underneath the point where it lands are destroyed.

6 The weapon is blown off the Titan as above, but there is also a flashback to Titan's hull. Roll a D6 to see what is affected by the flashback:

1-2	Wing
3-4	Reactor
5-6	Head

Then roll the D6 again and refer to the appropriate damage table to find out what damage is caused.

LEG DAMAGE TABLE - Roll D6

1-2 The leg is damaged, forcing the Titan to walk with a pronounced limp. The Titan's move rates are halved and it may not enter difficult terrain.

3-4 The Titan's leg has suffered extensive damage, and it is very likely that it will give way if the Titan attempts to move. Roll a D6 in each ensuing end phase, subtracting 2 from the roll if the Titan has charge orders, or 1 from the roll if it has advance orders. On a roll of 0 or less the leg snaps.

If the leg snaps the Titan will crash to the ground and is destroyed. Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or troop stands fallen on are destroyed.

5 The Titan is completely crippled by the damage to its legs. It may not move or turn for the rest of the game. Holo field saving throws are reduced to a maximum of 4+ for the rest of the game.

6 The leg is blown apart and the Titan collapses to the ground. Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or troop stands fallen on are destroyed.

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PHANTOM TITAN

MOVE	CLOSE ASSAULT FACTOR	CLASS
20cm	+12	Battle Titan

The Phantom Titan is protected by a holo field and mounts two Eldar Titan weapons plus two wing weapons (see special rules).

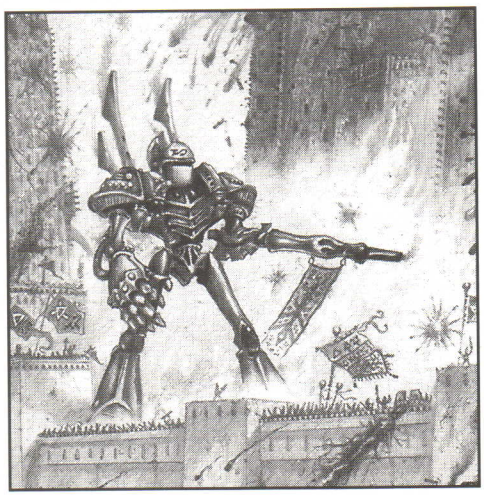
Note down the details for the weapons mounted on your Titan model in the spaces given below.

The Phantom is very fast and agile so unlike other Titans it can move in any direction it wants to.

HOLO FIELD SAVING THROWS

Orders	Saving Throw
First Fire	4+
Advance	3+
Charge	2+

Holo field saving throws are unaffected by the attacker's save modifier. Barrages and other attacks that use a template ignore holo fields.

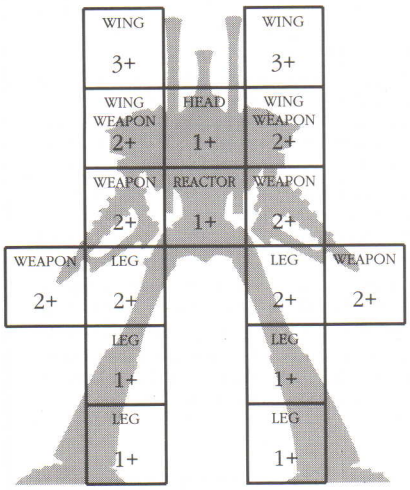


WEAPON	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES

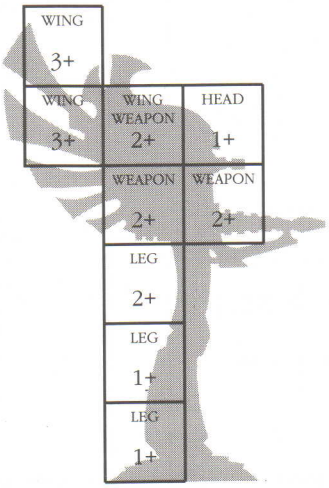
PERMITTED WEAPONS: Heat Lance, Pulsar, Tremor Cannon, Distortion Cannon, Psychic Lance, Power Fist, Lascannon Wing, Missile Launcher Wing.

HIT LOCATION TEMPLATES

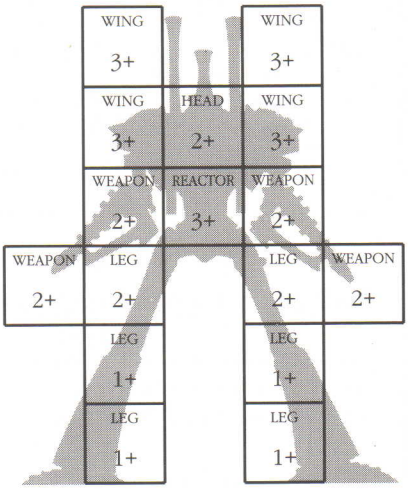
FRONT



SIDE



REAR



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PHANTOM TITAN DAMAGE TABLES

HIT LOCATION

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Roll to hit the Titan as normal. If you hit, refer to the location templates overleaf. Nominate the target area. Roll the pair of **aim dice** and move the location hit as indicated up, down, left or right. If the shot lands in a location area take any appropriate save. If the save fails refer to the appropriate damage table. If your shot lands on an empty square or outside the grid it has missed.

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4-5 The wing is destroyed and the Titan's holo fields stop working for the rest of the game.

6 The wing is blown clean off the Titan and lands 2D6cm in a random direction. Anything the wing lands on must make a saving throw or be destroyed. The Titan's holo fields stop working for the rest of the game.

WING WEAPON DAMAGE TABLE
Roll D6

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4-6 Roll on the Weapon Damage Table.

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1-2 The leg is damaged, forcing the Titan to walk with a pronounced limp. The Titan's move rates are halved and it may not enter difficult terrain.

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If the leg snaps the Titan will crash to the ground and is destroyed. Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or troop stands fallen on are destroyed.

5 The Titan is completely crippled by the damage to its legs. It may not move or turn for the rest of the game, and its maximum holo-feld saving throw is reduced to 4+.

6 The leg is blown apart and the Titan collapses to the ground. Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or troop stands fallen on are destroyed.

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CHAOS

The exact nature of the alternate dimension of Chaos or warp space remains a mystery, even to such great savants as the Imperial Tech-Priests of the Adeptus Mechanicus on Mars. The Black Library of the Eldar is said to describe the secrets of its daemonic energy, but its portals are barred to all but a select few by the servants of the Eldar Great Harlequin. Perhaps the truth is that Chaos is too complex and volatile a thing to be understood by mortal minds. Whatever the true nature of Chaos, it is a peril every bit as real as marauding Orks and ravenous Genestealers to the citizens of the Imperium.

Human spacecraft must travel through the dimension of Chaos to reach other worlds in the Imperium, braving the horrific daemons that live there to do so. In some parts of the galaxy the Chaos dimension leaks through, polluting the universe of matter with its daemonic energy. When this happens people may be possessed by daemons, sometimes without their knowledge, and when the high and mighty become tainted in this way they soon lead others astray. Such things are unthinkable to the ordinary citizens of the hive worlds and farm worlds of the Imperium – unthinkable because the consequences are too horrible to contemplate. Rumours tell of whole worlds that have been consumed by Chaos. Worlds whose citizens have turned to the Dark Gods of Chaos, who have summoned daemons and raiders from the depths of space, so that their worlds have perished in an orgy of daemonic destruction. Worlds where the very souls of its people have been dragged into slavery in the shadowy dimension of Chaos.

No world is safe from the corruption of Chaos – its energy can leak into any mind that is weak, creating an opening through which daemons can enter the world. Some people give themselves freely to the cause of Chaos, trading their soul for a lifetime of power and the fleeting chance that their Chaos God will grant them the rare gift of immortality. These renegades from human society are the Chaos Champions whose followers include pirates and bandits, and even daemon minions gifted to the Champions by their dark masters.

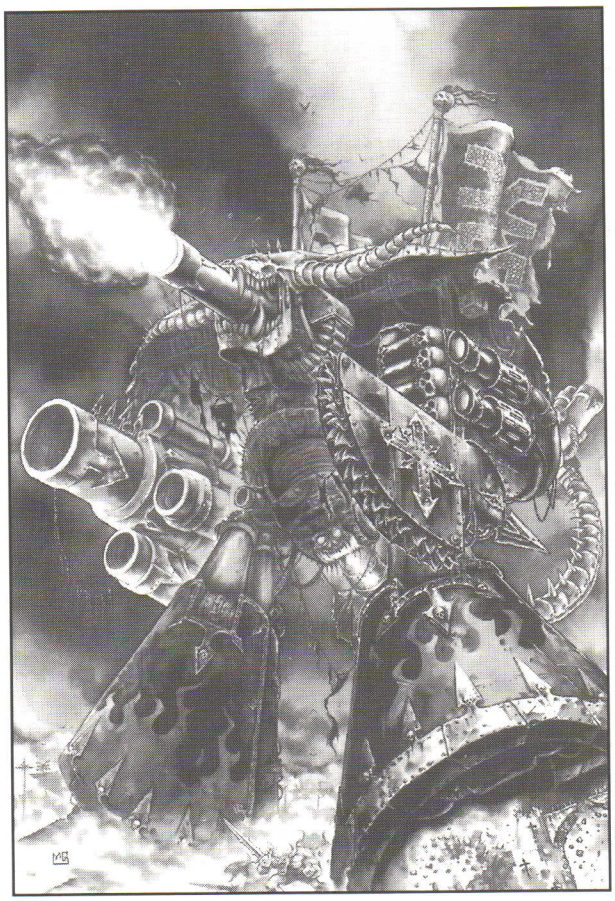
Chaos armies consisting of gigantic daemons, mortal followers, and hordes of daemon creatures attack human, Ork and Eldar worlds, destroying whole populations and crushing armies sent against them. These renegades are most active around the region deep in the heart of the Imperium known as the Eye of Terror.

The Eye of Terror is infested with Chaos renegades, pirates and raiders. Worse still it is inhabited by daemons, immortal followers of the Chaos Gods themselves. At the very centre of the Eye of Terror the fabric of space has been ruptured, so that there is a hole between the material universe and the dimension of Chaos. Raw Chaos spews out from this hole, overturning the natural laws of time and space and substituting the uncertain rule of Chaos.

Daemons are true creatures of the Chaos dimension, and cannot maintain their physical form in the material universe for very long. However, they can live in the Eye of Terror because of the high level of Chaos energy that saturates the place. At the edges of the Eye of Terror mortal Champions of Chaos use planets as bases for their raiding spaceships. Deep inside the Eye of Terror the most powerful daemons have their own hellish worlds, daemon-kingdoms totally unlike the planets of the material universe: flat worlds whose seas pour into the void of space, worlds illuminated by pyres of flames instead of suns, worlds of living flesh, and countless others whose physical laws are dictated by the whim of their rulers. Few living men have travelled to these worlds, and it is no surprise to learn that almost none have returned alive or sane.

KHORNE

The most powerful of all the creatures that inhabit the warp are the four Dark Gods of Chaos. Each mighty deity controls countless daemons and mortal Champions whose likeness and character reflect the Chaos God's own appearance and purpose. Khorne is the Chaos god of rage and destruction, a god of battle whose daemons and mortal Champions are amongst the most potent warriors of all. Khorne's great delight is in war and the spilling of blood such that his worshippers charge into battle howling "Blood for the Blood God!".



Khorne sits upon a great throne of brass atop a mountainous pile of bleached skulls. Whenever a Champion of Khorne is slain in battle his skull is added to the pile. Khorne only respects strength and bravery, and considers the helpless or weak worthy of nothing better than a swift death. It is said that fate will spare any warrior who calls upon Khorne's name and pledges his soul to the blood god. It is also said that Khorne's daemons will hunt down and destroy any of his Champions who betray his honour by fleeing from combat or avoiding battle.

CHAOS SPACE MARINES

Ten thousand years ago the newly founded Imperium was torn apart by a devastating rebellion led by the Emperor's mightiest Warmaster Horus. Horus was Primarch of the Space Marine Legion called the Sons of Horus. Like all the Primarchs he was a superhuman leader, genetically engineered to be the ultimate warrior.

Horus led the Imperial forces in the Great Crusade to reconquer the galaxy and create the Imperium. It was during his campaigns that the Warmaster turned to Chaos and began to secretly work against the Emperor. Too many years have passed to be sure of exactly what brought about Horus' defection, but it is clear that he became a Chaos Champion and all the forces under his command followed him in rebellion. The following war became known as the Horus Heresy. Many Space Marine Legions chose to side with Horus and turned to Chaos, and the rebellion spread to the Imperial Guard, the Titan Legions and the Imperial Fleet.

The Horus Heresy very nearly brought about the destruction of the Imperium and all of mankind, but in the final battle the Emperor himself fought and slew Horus, ending the war at one stroke. The defeated Chaos Space Marines fled into the Eye of Terror. Thanks to the massive distortion of time which affects this region some of these Space Marines are still alive today. Although ten thousand years have passed in the outside world, to them it has only been a few years. Even now some spacecraft drop into the Eye of Terror disgorging crews of Chaos Space Marines fleeing from their defeat by the Emperor.

CHOOSING THE CHAOS HORDE

A Chaos horde is not organised into companies and support units like an Imperial, Ork or Eldar army. Instead it consists of a number of Greater Daemons accompanied by their mortal and immortal followers. In the Chaos horde there are few fixed company sized formations. Instead, most troops fight as small units or warbands.

As with other forces for the Space Marine game, the Chaos horde is represented by epic army cards. Because of the way the Chaos horde is organised the cards are completely different from those used for other forces. If you look at the army cards you will see that they are divided into two kinds: Greater Daemon cards and Minion cards. The Greater Daemon cards are large-sized cards which represent a single powerful daemon. The Minion cards represent the minions of Greater Daemons, their mortal and daemonic followers, daemon machines, Champions of Chaos with their warbands, and so forth.

To choose your Chaos horde begin by deciding a total points value for the force. Now select cards to this value. You must include at least one Greater Daemon card and may include more if you wish. Each Greater Daemon card must be accompanied by at least three Minion cards and may take a maximum of five.

Once you have chosen your Chaos horde place the cards together in rows or piles, with the Greater Daemon cards and all their Minion cards together. It is important to keep track of which Greater Daemon cards have which Minion cards for purposes of working out morale.

MORALE FOR CHAOS

Greater Daemons radiate power and energy which flow into their followers to strengthen their determination, courage, and energy. It is scarce wonder that the forces of Chaos appear unstoppable, driven as they are by the raw power of Chaos itself. This is represented by special morale rules for the Chaos forces.

Any minions that can see their own Greater Daemon will automatically pass any morale checks they are obliged to take. The unit is immune to panic and will not go on to fall back orders for any reason. When a Greater Daemon is destroyed this causes consternation and despair amongst its followers as their source of secret energy ebbs away. They must immediately take a morale check even if they haven't reached their break point yet. Any units that fail go onto fall back orders.

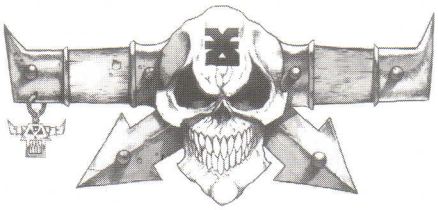
ALLIES

Your Chaos horde does not have to consist entirely of Chaos daemons and minions, it can contain Imperial Guard troops as well if you wish. These troops represent Imperial forces that have been led astray and corrupted by the false promises of the Chaos Gods. The total value of the Imperial Guard troops may not exceed 50% of the total value of the army, and the Imperial Guard contingent must be chosen as a separate force, so Imperial Guard company cards can only be provided with Imperial Guard support cards. You cannot use Imperial Guard support cards as minions for Greater Daemons, for example.

You can find out more about the forces of Chaos in the **Renegades** supplement, which includes background, force lists and army cards for the realm of the Dark Gods.

BLOODTHIRSTER – GREATER DAEMON OF KHORNE

Bloodthirsters are the most revered and exalted of Khorne's daemonic warriors. The Bloodthirster embodies physical power. Its mighty jaws can crush an armoured tank with one bite, and its huge fists can pound a building to rubble. Bloodthirsters carry a monstrous axe which is a living daemon in its own right, and a long whip to lash at its foes. The Bloodthirster's most potent ability is its sheer bloodlust and unquenchable fury. Its bellowing challenge is a warning to all that the Bloodthirster will never rest until it can make good its battlecry "Blood for the Blood God!".



In battle Bloodthirsters are awesome opponents. Normal weapons are almost useless against them as the psychic energy generated by their followers sustains their bodies against physical assault. Their terrifying, supernatural appearance also fills their opponents with dread making it difficult for them to fight effectively. A Greater Daemon's presence inspires its own followers, so that they become completely unconcerned about the dangers of battle. Greater Daemons are also tremendously strong and easily capable of crushing or pounding armoured vehicles and troops.

Such is the Bloodthirster's ferocity that it can fight twice in the close combat segment. If it has wiped out all opponents in base-to-base contact before starting its second set of attacks it may move up to 10cm to engage new opponents. This second attack is resolved as a normal round of close combat and takes place in the same close combat segment.

A Bloodthirster has wings so it may move like a skimmer. This means it can ignore any sort of difficult or impassable terrain by simply flying over it with a few beats of its great leathery wings. If the Bloodthirster wishes, it can move away from combat with troops or vehicles during the movement phase.

The Bloodthirster is treated in the same way as a command unit for the purposes of orders. It does not require orders and always moves as if it had charge orders. A Bloodthirster is a highly visible target however, so any enemy units may shoot at it even if closer targets are available. This is an exception to the normal rule which forbids troops to fire at command units unless they are the closest target.

Bloodthirsters are so horrific for mortals to behold that troopers often freeze in terror or try to flee when a Greater Daemon comes thundering towards them. Because of this certain shooting and close combat penalties apply to troops fighting them. These are embodied by the following two rules.

1. *No First Fire.* Normally troops on first fire orders can shoot at enemy who move into close combat with them during the turn. However, Bloodthirsters are so frightening and unnerving that troops may not shoot at them as they close in for the kill because they are frozen with terror. This rule means that when a Bloodthirster thunders into close combat it will be impossible for the opponent to shoot at it. Note that this rule only applies to mortal creatures including vehicles and machines which have crews. It does not apply to robots, machines that have no living crew, or to other daemons. For example, Eldar Wraithguard and Dreadnoughts have no living crew and are therefore immune. Also, Imperial Inquisitors and the daemon-hunting Grey Knights are specially trained or experienced at fighting daemons, and are therefore not affected by this penalty.

2. *Morale Test.* If a Bloodthirster attacks troops by moving into close combat then the enemy unit must take a morale test. If the enemy fails this test the unit goes onto fall back orders and suffers a -2 penalty on its close assault factor. See the main Titan Legions rulebook for details of the Fall Back rule.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Bloodthirster	10cm	2+	+12	Axe & whip					Skimmer. Fights twice in the close combat phase.

DAEMON ENGINES OF KHORNE

Across the nightmare battlefields of the 41st millennium, lumbering beasts of iron and brass reap the souls of thousands in the dread name of Khorne, dark god of bloodshed and war. A force of unstoppable destruction and terror, the blood-drenched hordes of Khorne grind the bodies of their foes to leave a desert of shattered skulls in their wake.

Though Khorne despises magic and wizards he does not limit his followers to swords and axes to gather souls – technology and even magical weapons are all tools to increase the tally of the fallen. Greatest of Khorne's weapons are the part magical, part technological Daemon Engines. Daemon Engines vary in size and appearance but all are large and bristle with weapons. They are covered with heavy armour of black steel and marked with brass skull runes of Khorne, and resemble deadly, hulking monsters. Their advance is almost unstoppable as they clank forward on rattling tracks or spiked wheels. Daemon Engines of Khorne are utterly implacable and must always have advance or charge orders and attempt to close the distance towards the enemy.

Daemon Engines are motivated by the will of Khorne and their potency increases if Khorne is pleased with the battle's progress. Your success is dependent on whether you are winning by scoring more victory points. If you have the most victory points during a turn Khorne is pleased by your progress and all your Daemon Engines receive +1 on their to hit rolls, +1 on their saving throws and roll an extra D6 in close combat. If the victory point totals are drawn, or your opponent has more points, Khorne is less well disposed and you receive no extra benefits.

THE BLOOD REAPER

The Blood Reaper is a towering Daemon Engine bristling with weapons. The battery of guns mounted in its central tower blaze with continuous salvoes of destruction and the heavier upper cannon blast apart armoured opponents. Anything lucky enough to survive the Blood Reaper's withering salvoes is overrun and impaled on its mighty battle scythe or crushed beneath its giant wheels. In battle Blood Reapers often rumble steadily forward over a broad front, leaving a trail of smashed and blasted remnants in their wake.

BRASS SCORPION

Brass Scorpions are fast, fearsomely armed and possessed of a daemonic viciousness and cunning. They clatter forward on brazen wheels to hunt down their prey, racing ahead with their whirling power saws promising a quick death to anything foolish enough to come within reach. A Brass Scorpion is well equipped with short range firepower – a lethal gatling "sting" rears up from its back and more guns jut forward from its daemonic maw, but it's at its most deadly in close assaults. Up close the scything power claws slice through armour and flesh with ease and few can stand before their charge. Normally, woods and buildings are the infantryman's sanctuary from such metal predators but even these offer no succour as the Scorpions slash their way forward to winkle out hiding troops. Because of their power saws Brass Scorpions can move through woods, counting them as difficult ground. They can also close assault buildings in the close combat phase, causing the building to take an unmodified save or collapse into rubble.

DOOM BLASTER

Doom Blasters crawl forward on heavy, clanking treads with the gaping maws of their quad-mounted doom mortars menacing the enemy. The doom mortars lob a thunderous carpet of shrapnel-packed shells amongst the foe, tossing troops and vehicles aside with their close packed barrages until there is nothing left but bleeding remnants to be crushed as they advance.

Because Doom Blasters mount four barrage weapons they can fire two barrage templates per turn, each with 4 barrage points and a -1 saving throw modifier. The two barrages always fall close together so the templates must be placed so that they are touching. Note that because the Doom Blaster is a Daemon Engine of Khorne it can't use first fire orders so it can't fire indirect barrages at all.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Blood Reaper	15cm	2+	+4	Skull cannon	50cm	2	5+	-2	
				Tower guns	50cm	4	5+	-1	
Brass Scorpion	20cm	3+ all round	+7	Scorpion cannon	25cm	6	5+	0	Special rules
				Jaw guns	50cm	3	5+	-1	
Doom Blaster	15cm	2+	+4	Doom mortars	75cm	2 x 4 Barrage points		-1	Special rules
				Bolters	15cm	2	5+	-1	

FOLLOWERS OF KHORNE

CHAMPIONS OF CHAOS

Champions of Chaos are mortals who have sold their souls to Chaos in return for unearthly power. They become powerful individuals under the patronage of their god, quickly attracting a devoted group of followers. Rewards granted by their patrons give them superhuman strength and vitality. This and Chaos-wrought weapons and armour make them powerful opponents.

Because of the auspices of their gods Chaos Champions have a saving throw of 6, regardless of the attacker's saving throw modifier. Champions of Chaos have a saving throw of 4, 5 or 6 against any form of psychic attack, such as an Eldar Warlock's Mind Blast.

A Champion of Chaos stand is represented by mounting a single Champion of Chaos model on a 20mm x 20mm piece of card or a standard plastic epic base. If you like you may add add a few extra models to the base to represent the Champion's immediate entourage, and one of these models can be a standard bearer.

JUGGERNAUTS OF KHORNE

Juggernauts of Khorne are massive steeds of groaning iron and brass. Their heavy, wide-mouthed heads are filled with brazen fangs and their thick, powerful legs drive forward a huge body taller than a man and many tons in weight. Ridden by favoured Champions of Khorne a unit of Juggers is an awesome sight and their thundering charge is almost unstoppable!

To represent their enormous resilience Juggers that have been shot and killed in the first fire segment are still allowed to fight in the close combat segment. If they win the close combat then both they and any defeated enemy are removed as casualties. A Juggernaut stand is represented by mounting two Jugger models on a 20mm x 20mm piece of card or a standard plastic epic base.

BEASTMEN

Beastmen make up a large part of the population of the daemon worlds. They are always among the first to flock to a renegade force gathering to raid the Imperium. Cultists can also often easily subvert Beastmen within the Imperium itself to fight on behalf of Chaos.

Beastmen are armed with swords, axes and other hand weapons for the main part and rely on closing with their enemy. A troop stand of Chaos Beastmen comprises five Beastmen models mounted on a standard epic plastic base. There are three different types of Beastmen in the Imperial Guard and Chaos plastic sets and these can be freely intermixed to produce troop stands of Beastmen with a more irregular and barbaric appearance.

CHAOS SPACE MARINES

The Chaos Space Marine Legions fled into the Eye of Terror after the Horus Heresy. Four Legions of Chaos Space Marines are directly aligned to the Chaos Powers: the World Eaters to Khorne, the Emperors Children to Slaanesh, the Thousand Sons to Tzeentch and the Death Guards to Nurgle. The names of these Traitor Legions were struck from all Imperial records and they are hated and reviled by loyal Space Marines.

The Chaos Space Marine Legions are some of the Chaos Gods' most favoured warriors. Many Chaos Space Marine commanders became Champions of Chaos and eventually Daemon Princes. Squads of Chaos Marines will often join Chaos hordes to further the aims of their patron, and at other times companies of Chaos Marines will be despatched with their Daemon Primarch to perform specific missions. Companies of Chaos Space Marines are granted special Chaos rewards by their patron gods, making them even more potent.

A troop stand of Chaos Space Marines comprises four Chaos Space Marine models plus a model armed with a missile launcher. Other Space Marine models can also be freely used to make up troop stands of Chaos Space Marines, and these simply represent Space Marines whose appearance has not yet been changed by the corrupting influence of Chaos.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Chaos Champion	10cm	6+	+4	Daemonic weapon	25cm	1	5+	0	Psychic save 4+
Juggernaut	15cm	5+	+5	Bolters	25cm	1	6+	0	Always completes charge
Beastmen	10cm	None	+3	Swords/axes					
Chaos Space Marines	10cm	None	+3	Missile launcher	50cm	1	4+	-1	

BANELORD CHAOS TITAN OF KHORNE

In the dark days of the Horus Heresy great numbers of the Adeptus Mechanicus were lured into the service of Chaos with promises of forgotten knowledge. The Tech-Priests of Mars were pitched into bloody civil war, unleashing forbidden weapons to scour the surface of the red planet. The Titan Legions split into loyalist and traitor factions, with over half of the Titan Legions joining Horus.

Throughout the Heresy innumerable battles were fought between Titans and whole cities shook beneath the heavy tread of these awesome war machines. With the failure of the Heresy the renegade Titan Legions were driven into the Eye of Terror where they still dwell ten thousand years on, waiting to board space hulks and attack the worlds of the Imperium again.

During their long sojourn among the daemon worlds the renegade Titans have warped and mutated, for the mutable power of Chaos is not limited to creatures of living flesh. These gigantic engines of terror are universally feared as they wander the daemon worlds from battle to battle, eternally wreaking the carnage they were built for. No-one quite knows whether they still contain their original crews, their lives unnaturally prolonged by the warping power of Chaos, or something far worse. Chaos Titans are feared and respected by the followers of Chaos as monstrous, brooding effigies of ancient gods of war. The Imperium fears the Chaos Titans as the avenging revenants of an horrific past.

Most Chaos Titans are Warlord class Battle Titans as these were the commonest type at the time of the Heresy. Nearly all of them have been altered in some way. Some have had their heads reshaped into daemonic visages, or mounted with close combat weapons or extra guns; another common change is the addition of long sinuous tails mounting weapons or gigantic blades. The Banelord Titan is aligned to the Chaos Power Khorne, and has taken on the appearance and hues associated with that Power. Flags, kill banners and pennants fly from the weapons and arms of the Titan, with the symbol of Khorne prominently displayed.

BANELORD MINION CARD

Cards for the Banelord Chaos Titan of Khorne are included as Minion cards, so up to five can be chosen for each Greater Daemon in your force. However, Banelords may only be taken as the minions of a Bloodthirster, the Greater Daemon of Khorne, or a Lord of Battles. They may not be taken as minions of any other type of Greater Daemon.

BANELORD SPECIAL ABILITIES

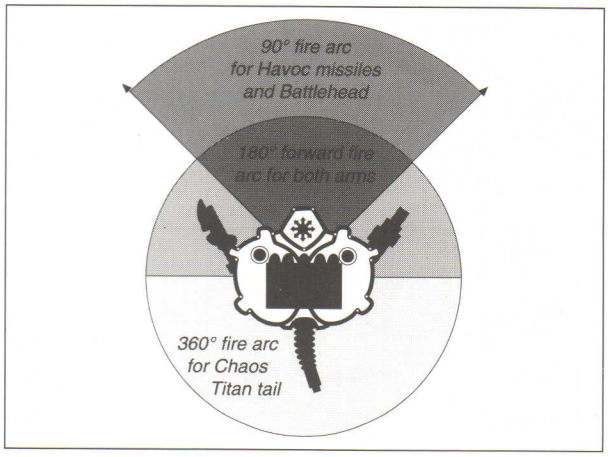
A number of special rules apply to the Banelord which do not apply to other Titans. To reflect the fury of its advance and the Titan's desire to enter into close combat, the Banelord must always be given charge or advance orders, and must always attempt to move towards the enemy.

The Banelord is under the protection of Khorne, and this makes it particularly resistant to psychic attacks. A Banelord always receives a special saving throw of 3, 4, 5 or 6 against psychic attacks, in addition to any other saving throws it may have. Psychic attacks include Eldar Warlock powers, Weirdboy psychic bolts, and Space Marine Librarian powers.

The followers of Khorne are strengthened by the release of psychic energy brought about by bloodshed and death. Their potency increases if the battle is going well for the armies of Chaos. This success is judged by which side has more victory points. If the Chaos army has more victory points during a turn, then all Banelords receive +1 on their to hit rolls, +1 on their saving rolls, and roll an extra D6 in close combat. If the victory points totals are equal or your opponent has more points no extra benefits are received.

BANELORD FIRE ARCS

Because Banelord weapons are mounted rather differently from those on other Titans they have different fire arcs, as shown below. The Havoc Missile rack has a 90° arc of fire forward, the left and right arms have a 180° arc of fire forward, while the tail has a 360° field of fire.



BANELORD CHAOS TITAN

MOVE	CLOSE ASSAULT FACTOR	CLASS
15cm	+14	Battle Titan

The Banelord Chaos Titan has six void shields and the weapons shown below.

Record shield loss using the Titan's shield wheel.

SPECIAL RULES

The Banelord must always be given Advance or Charge orders.

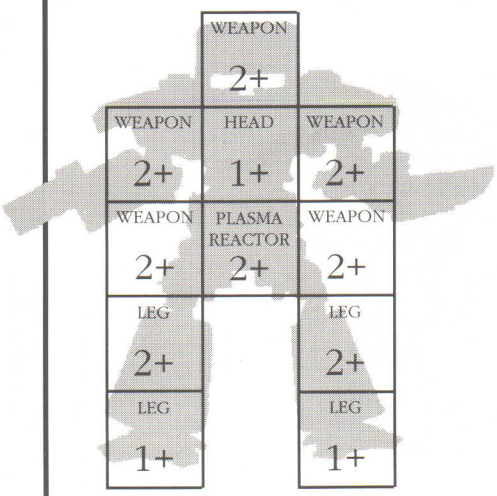
The Banelord has a saving throw of 3 or more on a D6 against psychic attacks.

If the Chaos player is winning, all Banelords receive +1 on their saving throws and to hit rolls and roll an extra D6 in close combat.

WEAPON	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES
Bloodletter Battlehead	25cm	2	4+	-1	
Havoc Missiles	75cm	8 Barrage points		-1	6 one-shot missiles
Hellstrike Cannon	50cm	6 Barrage points		-1	Ignore to hit modifiers for cover
Doomfist	25cm	2	4+	-3	Add D6 to close combat score
Khorne Titan Tail	50cm	1	5+	-2	Add +2 to close assault factor

HIT LOCATION TEMPLATES

FRONT



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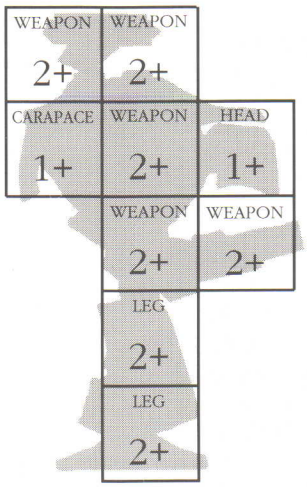
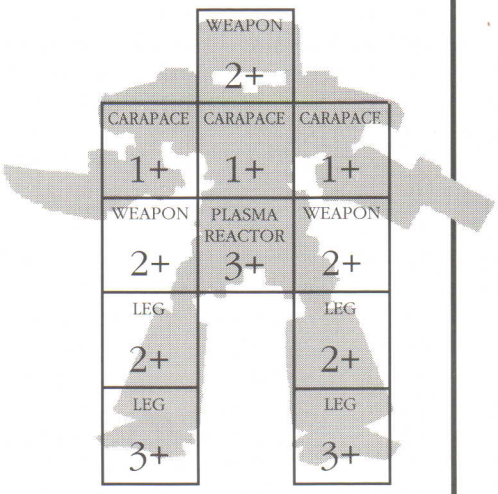


REAR



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BANELORD TITAN DAMAGE TABLES

HIT LOCATION

HIT LOCATION/SHOOTING
Roll to hit the Banelord as normal. If you hit, refer to the location templates. Nominate the target area. Roll the pair of **aim dice** and move the location hit as indicated up, down, left or right. If the shot lands in a location area take any appropriate save. If the save fails refer to the appropriate damage table. If your shot lands on an empty square or outside the grid it has missed.

CLOSE COMBAT
If beaten in close combat the enemy chooses a location and damage is worked out from the appropriate damage table. Shields have no effect in close combat and saving throws are ignored.

HEAD DAMAGE TABLE - Roll D6

1-2 The cannon in the Bloodletter battlehead is destroyed. This damage so enrages the Banelord that it must be placed on charge orders next turn.

3-4 The hit temporarily blinds the Banelord. It may not fire this turn or next turn. At the very start of the next movement phase the Banelord runs amok, charging forward 5D6cm in a straight line. Anything in the way has to fight the Banelord immediately but it rolls 2D6 for its effective CAF in each combat. Keep moving and fighting until the Banelord has moved the full move distance rolled. If the Banelord runs into impassable terrain such as a building it will be stopped and suffer an automatic hit to the reactor, roll damage immediately.

5-6 The shot rips through the Banelord's head and triggers massive internal explosions within it which destroy it utterly. With an anguished groan the Banelord crashes to the ground. Decide randomly which way the Banelord falls, and place it on its side lying in that direction. Any vehicles or troop stands that are fallen on are destroyed.

WEAPON DAMAGE TABLE - Roll D6

1-2 The weapon has been damaged by the attack, and may not be used again until it is repaired by rolling a 5+ in the end phase.

3-4 The weapon has been destroyed and may not be used again in this battle.

5 The weapon is blown clean off the Banelord and scatters 2D6cm in a random direction. Any vehicles or troop stands underneath the point where it lands are destroyed unless they make their basic saving throw.

6 The weapon is blown off the Banelord as above, but there is also a flashback to the Banelord's hull. Roll a D6 to see what was affected by the flashback:

1-3 – Reactor; 4-6 – Head

Then roll the D6 again and refer to the appropriate damage table to find out what damage is caused.

CARAPACE DAMAGE TABLE - Roll D6

1-2 The Banelord's void shield generators are damaged and shut down temporarily. Until the void shield generators are repaired (by rolling a 5+ in the end phase) they may not be used.

3-4 The Banelord's void shield generators shut down and may not be used any further in the game.

5 The Banelord's void shields are in danger of overloading and you must shut them down before they explode! Roll a D6 – on a 5 or 6 the shields are safely shut down. On a 1-4 the shields explode as described below.

6 The Banelord's void shields overload and explode causing massive internal damage. The Banelord is destroyed but remains standing. Any vehicles and troop stands within 2D6cm are hit by flying debris and must make an unmodified save to avoid damage.

REACTOR DAMAGE TABLE - Roll D6

1-2 The Banelord's armour is holed and dozens of captive souls escape into the warp, badly weakening the Banelord. The Banelord's CAF is halved for the rest of the game.

3-4 The Banelord's plasma reactor has been breached. Attempt to repair the damage by rolling a 5+ in the end phase. If you fail there is a reactor meltdown and the Titan is destroyed (see the next result for the effects of a meltdown). If you succeed the reactor comes back on line and the Banelord may move and fire as normal.

5-6 The Banelord's plasma reactor has been destroyed, and the Banelord is vaporised in a spectacular meltdown. The Banelord is removed from play (replace it with a crater template). Anything within 3D6cm suffers an automatic hit, and must make an unmodified save to avoid damage.

LEG DAMAGE TABLE - Roll D6

1-2 The leg is damaged, forcing the Banelord to walk with a pronounced limp. The Banelord's move rates are halved and it may not enter difficult terrain.

3-4 The Banelord's leg has suffered extensive damage, and it is very likely that it will give way if the Titan attempts to move. Roll a D6 in each ensuing end phase, subtracting 2 from the roll if the Banelord has charge orders, or 1 from the roll if it has advance orders. On a roll of 0 or less the leg snaps.

If the leg snaps the Banelord will crash to the ground and be destroyed. Decide randomly which way the Banelord falls, and place it on its side lying in that direction. Any vehicles or troop stands fallen on are destroyed.

5 The Banelord is completely crippled by the damage to its legs. It may not move or turn for the rest of the game.

6 The leg is blown apart and the Banelord collapses to the ground. Decide randomly which way the Banelord falls, and place it on its side lying in that direction. Any vehicles or troop stands fallen on are destroyed.

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IMPERIAL DATA SHEET

INFANTRY

TROOP TYPE	MOVE	SAVING THROW	CLOSE ASSAULT FACTOR	WEAPONS	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES
SPACE MARINES									
Tactical Marines	10cm	None	+2	Bolters	50cm	1	5+	0	
Assault Marines	15cm	None	+3	Pistols/Swords	25cm	1	5+	0	Jump packs.
Devastator Marines	10cm	None	+2	Hvy Weapons	75cm	2	5+	-1	
Marine Scouts	10cm	None	+2	Bolt Pistols	50cm	1	5+	0	
Marine Veterans	10cm	None	+4	Bolters	50cm	1	5+	0	
SPACE MARINE COMMAND UNITS									
HQ Unit	10cm	None	+4	Bolt Pistols	25cm	2	5+	0	Imperial troops within 10cm +1 morale.
Chaplain	10cm	None	+4	Bolt Pistols	25cm	2	5+	0	Imp. troops within 10cm +1 CAF.
Medic	10cm	None	+2	Bolt Pistols	25cm	1	5+	0	Imperial troops within 10cm save on 5+.
Librarian	10cm	None	+4	Bolt Pistols	25cm	1	5+	0	
Tech-Marine	10cm	None	+2	Pistols	25cm	1	5+	0	Imp. vehicles within 10cm save on 5+.
GREY KNIGHTS	10cm	Fixed 6+	+6	Various	35cm	2	4+	-1	Psychic save of 4+.
SPACE WOLVES									
Wolf Guard	10cm	None	+4	Bolt Pistols	25cm	2	5+	0	Command unit. Imperial troops within 10cm add +1 to morale.
Wolf Guard Terminators	10cm	Fixed 6+	+6	Storm Bolters	25cm	2	4+	-1	Command unit. Imperial troops within 10cm add +1 to morale.
Blood Claws	15cm	None	+3	Bolt Pistols	25cm	1	5+	0	Morale test when charge.
Grey Hunters	10cm	None	+3	Bolt Weapons	50cm	1	5+	0	
Long Fangs	10cm	None	+3	Hvy. Weapons	50cm	2	5+	-1	
TERMINATORS	10cm	Fixed 6+	+6	Storm Bolters	25cm	2	4+	-1	
TERMINATOR HQ	10cm	Fixed 6+	+7	Storm Bolters	25cm	2	4+	-1	Imp. troops within 10cm +1 morale.
INQUISITOR	10cm	Fixed 4+	+6	Various	35cm	2	4+	-1	Psychic save of 4+. Any Imperial unit within 25cm automatically passes morale test.
IMPERIAL BIKE	30cm	None	+3	Bolters	15cm	1	6+	0	
MOLE MORTAR	5cm	None	-3	Mole Mortar	150cm	1 Barrage Point		0	Fires barrage.
RAPIER	5cm	None	-3	Las. Destroyer	50cm	1	4+	-1	
TARANTULA	10cm on charge	None	-3	Lascannons	75cm	1	5+	-2	Fires twice.
THUDD GUN	5cm	None	-3	Thudd Gun	75cm	2 Barrage Points		0	Fires barrage.
IMPERIAL/TECH GUARD									
Tactical Troops	10cm	None	0	Lasguns	50cm	1	5+	0	
Assault Troops	15cm	None	+1	Pistols/Swords	25cm	1	5+	0	Jump Packs.
Heavy Troops	10cm	None	0	Hvy. Weapons	75cm	2	5+	-1	
Section HQ	As Guard platoon type								Part of platoon unit.
Company HQ	10cm	None	+2	Pistols/Swords	25cm	2	5+	0	Command unit.
COMMISSAR	10cm	None	+4	Pistols/Swords	25cm	2	5+	0	May give orders to any Imperial Guard unit.

IMPERIAL DATA SHEET

BEASTMEN	10cm	None	+3	Swords/clubs	None	None	None	0	
OGRYNS	10cm	6+	+6	Ripper Gun	10cm	1	4+	-1	
ROUGH RIDERS	20cm	None	+3	Hunting Lance	25cm	1	6+	0	
RATLING SNIPERS	10cm	None	-1	Sniper Rifle	50cm	1	5+	0	Special Rules.

VEHICLES

TROOP TYPE	MOVE	SAVING THROW	CLOSE ASSAULT FACTOR	WEAPONS	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES
BASILISK	15cm	5+	0	Earth Shaker Artillery cannon	150cm	2 Barrage Points		-2	May fire 2 barrages per turn
BOMBARD	10cm	5+	0	Siege Mortar	50-150cm	3 Barrage Points		-3	Fires barrage.
CHIMERA TROOP CARRIER	20cm	3+	+1	Multi-laser	25cm	1	4+	0	
DEATHSTRIKE	15cm	6+	0	None		Special rules			
DREADNOUGHTS	10cm	5+	+2	Auto-cannon	75cm	1	5+	0	
DROP PODS									
Assault Pod	Special	4+	0	None					Carries 2 stands.
Support	Special	4+	0	Plasma Cannon	75cm	1	5+	-2	
Deathwind	Special	4+	0	Bombs	10cm	Special	4+	0	Special rules.
GORGON	10cm	1+ save twice on front	+4	Bolters	15cm	4	6+	0	May carry 5 troop stands.
				Mine Thrower	15cm	1	4+	-3	
HELLHOUND FIRE THROWER	15cm	3+	0	Fire thrower	Template		5+	0	Ignore to hit modifiers for cover.
HYDRA AA GUN	15cm	5+	+0	Autocannon	100cm	4	5+	-1	Snap Fire
LAND RAIDER	20cm	2+	+3	Lascannon	75cm	2	5+	-2	May carry 2 troop stands.
				Bolters	15cm	1	6+	0	
LAND SPEEDER	30cm	None	+3	Multi-melta	25cm	1	3+	-2	Skimmer.
LEMAN RUSS TANK	20cm	3+	+2	Battlecannon	75cm	1	5+	-2	
				Lascannon	75cm	1	5+	-1	
				Bolters	15cm	1	6+	0	
MANTICORE	15cm	5+	0	Rockets	200cm	6 Barrage Points		0	Fires barrage. 1 turn to reload.
MOLE	15cm	3+	+3	None					May carry 10 troop stands.
PREDATOR TANK	25cm	3+	0	Autocannon	75cm	1	5+	-1	
				Lascannon	75cm	2	5+	-1	
RHINO	25cm	4+	0	Bolters	15cm	1	6+	0	Carries 2 troop stands.
SENTINEL	25cm	6+	+2	Autocannon	50cm	1	4+	0	
TERMITE	15cm	4+	+1	None					Carries 2 troop stands.
THUNDERHAWK GUNSHIP	60cm	4+	0	Rockets	50cm	6 Barrage points		-2	Flyer
				Battle cannon	50cm	1	4+	-2	
				Bolters	15cm	3	6+	0	
VINDICATOR	20cm	2+	+2	Thunderer	50cm	1	4+	-3	Ignores to hit modifiers for cover.
WHIRLWIND	20cm	4+	0	Multi-launcher	150cm	2 Barrage Points		0	Fires barrage.

IMPERIAL DATA SHEET

SUPER HEAVY VEHICLES

TROOP TYPE	MOVE	SAVING THROW	CLOSE ASSAULT FACTOR	WEAPONS	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES
BANEBLADE SUPER HEAVY TANK	10cm	1+	+8	Battlecannon Lascannon Bolters	75cm 75cm 15cm	2 2 10	4+ 5+ 6+	-2 -1 0	
CAPITOL IMPERIALIS SUPER HEAVY MOBILE FORTRESS	10cm Max.	1+ all round	+10	Behemoth Cannon Bolters	25cm 15cm	4 Barrage Points 8	 6+	-1 0	May carry 2 Imperial Guard Companies. 6 void shields
HELLBORE	15cm Max	1+	+12	None					May carry 30 troop stands.
LEVIATHAN SUPER HEAVY COMMAND CENTRE	10cm Max	1+ all round	12	Lascannons Battle cannon D'Day cannon Bolters	75cm 75cm 200cm 15cm	6 1 D6 + 3 barrage pts 12	5+ 5+ 6+	-1 -2 -3 0	Command unit. May carry Imperial Guard company. 4 void shields
SHADOW SWORD SUPER HEAVY TANK	10cm	1+	+6	Volcano Cannon Lascannon Bolters	100cm 75cm 15cm	1 2 6	3+ 5+ 6+	-4 -1 0	Volcano cannon adds +3 to damage rolls vs Titans.
STORM BLADE SUPER HEAVY TANK	10cm	1+	+6	Plasma Blastgun Battlecannon Hellion missile Hunter/Killer missiles Bolters	50cm 50cm 50cm 50cm 15cm	2 1 1* 4* 8	3+ 5+ 3+ 3+ 6+	-4 -2 -4 -1 0	 One use only One use only
STORM HAMMER SUPER HEAVY TANK	10cm	1+	+10	Cannon Bolters	50cm 15cm	4 14	4+ 6+	-2 0	Side armour as front. Rear armour -1. Fire all round.

KNIGHT DATA SHEET

SUPER HEAVY VEHICLES

TROOP TYPE	MOVE	SAVING THROW	CLOSE ASSAULT FACTOR	WEAPONS	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES
KNIGHT PALADIN	20cm	3+	+4	Battlecannon Bolters	75cm 15cm	1 1	4+ 6+	-2 0	Lance. Shield
KNIGHT ERRANT	20cm	3+	+3	Thermal cannon Bolters	25cm 15cm	2 1	4+ 6+	-3 0	Lance. Shield
KNIGHT LANCER	25cm	3+	+2	Battlecannon Bolters Power lance	75cm 15cm 15cm	1 1 1	4+ 6+ 3+	-2 0 -3	Lance. Shield
KNIGHT CRUSADER	15cm	2+	+3	Lascannon Quake cannon Bolters	75cm 100cm 15cm	2 1 1	5+ 3+ 6+	-2 -3 0	Shield
KNIGHT CASTELLAN	15cm	2+	+3	Autocannon Quake cannon Bolters	50cm 100cm 15cm	3 1 1	5+ 3+ 6+	-1 -3 0	Shield
BARON	25cm	2+	+4	Battlecannon Bolters Power lance	75cm 15cm 15cm	2 2 1	4+ 6+ 3+	-2 0 -3	Command unit. Lance. Shield

ORKS DATA SHEET

INFANTRY

TROOP TYPE	MOVE	SAVING THROW	CLOSE ASSAULT FACTOR	WEAPONS	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES
ORK BOYZ									
Bad Moonz	10cm	None	+1	Bolters	50cm	1	5+	-2	
Death Skulls	10cm	None	+1	Bolters	50cm	1	5+	0	
Snakebites	10cm	None	+2	Bolters	50cm	1	5+	0	
Goffs	10cm	None	+3	Bolters	25cm	1	5+	-1	
Blood Axes	10cm	None	+1	Bolters	50cm	1	5+	0	
Evil Sunz	10cm	None	+1	Bolters	50cm	1	5+	0	
NOBZ	10cm	None	+4	Bolters	50cm	2	5+	-2	Command Unit
WARBOSS	10cm	None	+5	Bolter	50cm	2	5+	-2	Command Unit
WARLORD	10cm	None	+7	Bolter	50cm	2	4+	-2	Command Unit
BOARBOYZ	20cm	None	+4	Bolters	15cm	1	6+	0	
BIKEBOYZ	30cm	None	+3	Bolters	15cm	1	6+	0	
NOBZ WARBIKES	30cm	6+	+5	Bolters	25cm	2	5+	-2	Command unit
STORMBOYZ	10cm	None	+1	Bolters	50cm	1	5+	0	
GRETCHIN	10cm	None	-1	Shotguns	15cm	1	4+	0	
MADBOYZ	10cm	None	+1	Bolters	50cm	1	5+	0	Special rules
WILDBOYZ	10cm	None	+3	Axes	None	None	None	0	
ORK FREEBOOTERZ	10cm	None	+1	Bolters	50cm	1	5+	0	
HOP SPLAT GUN	10cm on charge	None	-3	Hop-splat	50cm	1 barrage point		-1	Fires 3 Barrages
MEKBOY SHOKK ATTACK GUN	10cm	None	0	Shokk Attack gun	U/L	Special			Special rules

VEHICLES

TROOP TYPE	MOVE	SAVING THROW	CLOSE ASSAULT FACTOR	WEAPONS	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES
BATTLEWAGON	25cm	4+	+1	Autocannon	50cm	1	5+	0	
BONEBREAKA	20cm	4+	+4	Battlecannon	75cm	1	4+	-2	Deathroller
BONECRUNCHA	20cm	4+	+4	Autocannon	50cm	2	5+	-1	Deathroller
BRAINCRUSHA	15cm	4+	0	Braincrusha Cannon	100cm	1	3+	-3	
BUBBLE CHUKKA SPEEDSTA	25cm +2D6	Special 1-3+	+2	Bubble Chukka	50cm				Special rules
EVIL SUNZ BOWEL BURNA	30cm	5+	+1	Scorcher	15cm	1	4+	0	Ignores to hit modifier for cover. Evil Sunz only.
EVIL SUNZ GOBSMASHA	25cm	5+	0	Autocannon	50cm	1	5+	0	Evil Sunz only
EVIL SUNZ	30cm	5+	0	Battlecannon	75cm	1	4+	-2	Evil Sunz only

ORKS DATA SHEET

TROOP TYPE	MOVE	SAVING THROW	CLOSE ASSAULT FACTOR	WEAPONS	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES
SPLEENRIPPA									
GUTRIPPA	20cm	3+	+4	Battlecannon	50cm	1	5+	-2	Goffs only
LIFTA DROPPA SPEEDSTA	20cm +2D6	Special 1-3+	+2	Lifta Droppa	75cm	1	4+	-4	Special rules
LUNGBURSTA	20cm	3+	+1	Battlecannon	50cm	1	5+	-2	Goffs only
MEKBOY DRAGSTER	35cm +2D6	3+	+2	Deflektor shield					Special rules
MEKBOY MAGNA-CANNON	20cm	4+	+0	Magna-cannon	line of fire	1	5+	–	Snap fire
MEKBOY PULSA ROKKIT	5cm	4+	0	Pulsa Rokkit	50cm +1–20D6	Special		shot	One Special rules
MEKBOY SPEEDSTA	30cm +2D6	Special 1–3+	+3	Destruktor Rokkits	75cm	2-10 Barrage pts		-2	Special rules
				Kustom Kannon	75cm	2-10 Attack dice		-2	Special rules
MEKBOY TINBOTZ	10cm	4+	+4	Autocannon	25cm	2	4+	0	
ORK DREADNOUGHT	10cm	6+	+3	Autocannon	50cm	2	5+	0	
SCORCHER	30cm	6+	+1	Scorcher	15cm	1	4+	0	Ignores to hit modifiers for cover
SNAKEBITE SQUIGGOTH	10cm	3+	+5	Bombards	50cm	2	4+	0	Rampages
				Swivel Guns	25cm	3	5+	0	2D6cm when dead
SQUIG KATAPULT	15cm	3+	+1	Buzz Squig Swarm	50cm	Special		+1	Swarm may move
				Tower Guns	25cm	2	5+	0	
TRAKTOR KANNON	15cm	None	0	Traktor Kannon	50cm	1	5+	-1	Special rules
WAR BUGGY	30cm	6+	+2	Autocannon	25cm	1	5+	0	
WARTRACK	30cm	6+	+1	Autocannon	50cm	1	5+	0	
WEIRDBOY BATTLE TOWER	25cm	4+	+1	None					Special rules

SUPER HEAVY VEHICLES

TROOP TYPE	MOVE	SAVING THROW	CLOSE ASSAULT FACTOR	WEAPONS	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES
GIBLET GRINDA BATTLE FORTRESS	15cm	1+	+8	Autocannon	50cm	5	5+	-1	Deathroller Carries 5 stands
SKULLHAMMA BATTLE FORTRESS	15cm	1+ all round	+4	Battlecannon	75cm	2	4+	-2	Carries 5 stands Charges at triple speed
STOMPERS	10cm	1+	+8	Battlecannon	50cm	1	3+	-4	Stomper Mobs ignore morale checks.
				Bolters	15cm	4	6+	0	

ELDAR DATA SHEET

INFANTRY

TROOP TYPE	MOVE	SAVING THROW	CLOSE ASSAULT FACTOR	WEAPONS	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES
GUARDIANS	10cm	None	0	Shuriken	50cm	1	5+	0	
ASPECT WARRIORS									
Swooping Hawks	20cm	None	+2	Lasguns	25cm	1	5+	0	
Dire Avengers	10cm	None	+2	Shurikens	50cm	1	5+	0	
Dark Reapers	5cm	6+ Fixed	+1	Missile Launcher	75cm	2	4+	-1	
Fire Dragons	10cm	None	+2	Thermal Gun	25cm	1	5+	-2	
Howling Banshees	10cm	None	+6	Power Sword	None	–	–	–	Psychic scream
Striking Scorpions	10cm	None	+6	Mandi-blaster	None	–	–	–	Roll 3D6 in close combat
AVATAR	15cm	2+ Fixed	+10	Spear	15cm	1	2+	-3	
WARLOCKS	10cm	None	+2	Shuriken Pistols	25cm	1	5+	0	Psychic Powers
EXARCHS	20cm	6+ Fixed	+8	Ancient Artefacts	75cm	2	3+	-1	Command unit
HARLEQUIN	15cm	None	+6	Shuriken Pistol	25cm	1	5+	0	Re-roll close combat defeat
SCOUTS	10cm	None	+3	Lasgun	50cm	1	4+	0	Cannot be targeted at ranges of over 25cm.
ELDAR JET BIKE	35cm	None	+3	Shuriken Cannon	15cm	1	5+	-1	Skimmer
ANTI-GRAV LASCANNON	10cm	None	-3	Lascannon	75cm	1	4+	-2	
VIBRO-CANNON	10cm	None	-3	Vibro-cannon	75cm	Special Rules		–	Target hit on 5+. Intervening models on 6+.
WRAITHGUARD	10cm	6+ Fixed	+4	Wraith cannon	50cm	1	5+	-1	Takes orders from nearest Eldar.

VEHICLES

TROOP TYPE	MOVE	SAVING THROW	CLOSE ASSAULT FACTOR	WEAPONS	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES
DOOMWEAVER	25cm	3+	+1	Wire thread	Special	Special	Special	Special	
DEATHSTALKER PRISM CANNON	25cm	3+	+1	Prism Cannon	75cm	1	3+	-2	Special rules Skimmer
DREADNOUGHT	10cm	5+	+2	Lascannon	75cm	1	5+	-2	Takes orders from nearest Eldar
FALCON GRAV-TANK	25cm	3+	+1	Lascannon	75cm	1	4+	-2	Carries 2 stands. Skimmer
FIRESTORM	25cm	3+	+1	Laser battery	100cm	3	4+	-2	Skimmer Snap fire
NIGHTWING	35-100cm	3+	+2	Lascannon	75cm	1	4+	-2	Flyer
				Shurikens	25cm	4	5+	0	
				Missiles	50cm	4 barrage points		0	
VYPER JET BIKE	35cm	None	+3	Shuriken Cannon	25cm	2	5+	-1	Skimmer
WARP HUNTER	25cm	3+	+1	Warp Cannon	75cm	See special rules			Skimmer Scatters twice
WAR WALKER	25cm	None	+1	Lascannon	75cm	1	5+	-2	
				Scatter Laser	25cm	3	5+	0	
WAVE SERPENT	25cm	3+	+1	Warp Wave	2D6x10	–	4+	–	Carries 2 stands

SUPER HEAVY VEHICLES

TEMPEST	25cm	1+	+4	Tempest Laser	100cm	2	4+	-3	Skimmer
				Shuriken	15cm	2	6+	0	
				Shuriken Cannon	15cm	1	5+	-1	

SQUATS DATA SHEET

INFANTRY

TROOP TYPE	MOVE	SAVING THROW	CLOSE ASSAULT FACTOR	WEAPONS	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES
ATTACK SQUAD	10cm	None	+2	Bolt Pistols	25cm	1	5+	0	
COMBAT SQUAD	10cm	None	0	Lasguns	50cm	1	5+	0	
HEAVY SQUAD	10cm	None	+1	Hvy Bolters	75cm	3	5+	-1	
WARLORD	10cm	6+ Fixed	+6	Bolters	50cm	2	5+	-2	Command unit
GUILDMASTERS	30cm	6+ Fixed	+5	Lascannon	50cm	1	5+	-1	
HEARTHGUARD	10cm	6+ Fixed	+6	Bolters	50cm	1	5+	-2	
LIVING ANCESTOR	10cm	6+ Fixed	0	Laspistols	25cm	1	5+	0	Command unit
RAPIER	5cm	None	-3	Laser Destroyer	50cm	1	4+	-1	
TARANTULA	10cm on charge	None	-3	Lascannons	75cm	1	5+	-2	Fires twice
THUDD GUN	5cm	None	-3	Thudd Gun	75cm	2 BP		0	Fires barrage
MOLE MORTAR	5cm	None	-3	Mole Mortar	150cm	1 BP		0	Fires Barrage
ROBOTS	10cm	5+	+2	Autocannon	75cm	1	5+	0	Special rules
GUILD BIKERS	30cm	None	+4	Bolters	15cm	1	6+	0	
GUILD TRIKE	30cm	None	+4	Multi-melta	25cm	1	3+	-2	

SUPER HEAVY TANKS

TROOP TYPE	MOVE	SAVING THROW	CLOSE ASSAULT FACTOR	WEAPONS	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES
COLOSSUS	10cm max.	1+ all round	+12	Battlecannon	75cm	8	4+	-2	6 void shields
				Doomsday Cannon	200cm	D6+3 BP		-3	Carries Iron Eagle gyrocopter
				Thunderer	50cm	1	3+	-3	
				Missiles	100cm	6 BP each		-1	
				Bolters	15cm	16	6+	0	
CYCLOPS	10cm max.	1+ all round	+12	Battlecannon	75cm	2	5+	-2	5 Void shields
				Hellfury cannon	100cm	1	2+	-6	Battlecannon fires all round.
				Melta-cannon	35cm	4	3+	-3	
				Doomstorm missiles	100cm	4 BP each			Special rules
				Bolters	15cm	10	6+	0	
LEVIATHAN	10cm max.	1+ all round	+12	Lascannons	75cm	6	5+	-1	May carry 30 stands
				Battlecannon	75cm	1	5+	-2	
				Bolters	15cm	12	6+	0	
				Doomsday C'n	200cm	D6+3 BP		-3	4 void shields
GOLIATH MEGA-CANNON	10cm on charge	5+	0	Super-heavy Howitzer	50–250cm	D6+4 BP		-3	Ignores to hit modifiers for cover
OVERLORD ARMOURED AIRSHIP	20cm max.	See above	+5	Battlecannon	75cm	6	5+	-2	
				Autocannon	50cm	4	5+	0	
				Melta Bombs	0	D6+2 barrage pts		-2	
				Bolters	15cm	6	6+	0	
LAND TRAIN ENGINE	10cm	1+ all round	+6	Battlecannon	75cm	4	4+	-2	2 void shields
				Doomsday cannon	200cm	D6+3 barrage pts		-3	
				Bolters	15cm	8	6+	0	

SQUATS DATA SHEET

VEHICLES

TROOP TYPE	MOVE	SAVING THROW	CLOSE ASSAULT FACTOR	WEAPONS	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES
RHINO	25cm	4+	0	Bolters	15cm	1	6+	0	Carries 2 stands.
IRON EAGLE	40cm	4+	+3	Battlecannon	50cm	1	5+	-2	Skimmer
GYROCOPTER				Autocannon	50cm	2	5+	0	
MOLE	15cm	3+	+3	None					Carries 10 stands
TERMITE	15cm	4+	+1	None					Carries 2 stands
LAND TRAIN BATTLECARS									
MORTAR BATTLECAR	5cm	2+ all round	+3	Siege Mortar	50–150cm	6 barrage pts		-3	Adds +1 void shield
				Bolters	15cm	2	6+	0	
DRAGON BATTLECAR	5cm	2+ all round	+3	Firethrower	Special	Special	4+	0	Adds +1 void shield
				Bolters	15cm	2	6+	0	
BERSERKER BATTLECAR	5cm	2+ all round	+3	Autocannon	50cm	2	5+	-1	Adds +1 void shield Carries 5 stands
				Bolters	15cm	2	6+	0	
BOMB BATTLECAR	5cm	2+ all round	+3	Rad bomb	Special	Special		-1	Adds +1 void shield
				Bolters	15cm	2	6+	0	

CHAOS DATA SHEET

INFANTRY

TROOP TYPE	MOVE	SAVING THROW	CLOSE ASSAULT FACTOR	WEAPONS	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES
GREATER DAEMONS									
KEEPER OF SECRETS	10cm	2+	+10	Aura of Slaanesh	25cm	See above	4+	No saving throw	
GREAT UNCLEAN ONE	5cm	1+	+7	Stream of Corruption			3+	No saving throw	Special rules
LORD OF CHANGE	15cm	2+	+8	Bolt of Change	35cm	1	3+	-1	Skimmer
BLOODTHIRSTER	10cm	2+	+12	Axe & Whip					Skimmer Fights twice in close combat
PRIMARCHS									
ANGRON	10cm	2+	+12	Fearsome Roar			–	–	Special rules
FULGRIM	10cm	2+	+10	Soporific Musk					Special rules
MAGNUS THE RED	10cm	2+	+10	Beam of Power	100cm	1	2+	-6	
MORTARION	10cm	2+	+10	Plague Wind			–	–	Special rules
DAEMONS									
PINK HORRORS	10cm	4+	+4	None		–	–	–	Duplicates
BLUE HORRORS	10cm	None	+1	None		–	–	–	
FLAMERS	15cm	None	+1	Flame	25cm	1	5+	0	Ignores terrain/cover
PLAGUEBEARERS	10cm	4+	+4	None	–	–	–	–	Cloud of flies
BEASTS OF NURGLE	10cm	3+	+5	None	–	–	–	–	Cloud of flies
BLOODLETTERS	10cm	4+	+5	None					Regenerates

CHAOS DATA SHEET

FLESHHOUNDS	20cm	None	+2	None					Immune to psychic attack
FIENDS	15cm	None	+1	None					Soporific musk
DAEMONETTES	10cm	4+	+4	None					Euphoric ecstasy
CHAOS ANDROIDS	10cm	None	+4	Lasgun	50cm	1	5+	0	Roll off to place orders.
CHAOS SQUATS	10cm	None	+2	Heavy Bolters	50cm	2	5+	0	
JUGGERS	15cm	5+	+5	Bolters	25cm	1	6+	0	Always completes charge
TROLLS	10cm	6+ Fixed	+5	None					Regenerate
MINOTAURS	10cm	6+ Fixed	+5	None					
SLAANESH BEAST RIDERS	20cm	None	+3	Bolters	25cm	1	6+	0	
CHAOS CHAMPION	10cm	6+ Fixed	+4	Daemon weapon	25cm	1	5+	0	Psychic save 4+
DISC RIDERS	25cm	None	+2	Lascannon	50cm	1	5+	-1	Skimmer
CHAOS BEASTMEN	10cm	None	+3	Swords/Axes					
CHAOS DREADNOUGHT	10cm	5+	+1	Various	50cm	2	5+	0	
CHAOS CULTISTS	10cm	None	0	Lasguns	50cm	1	5+	0	
CHAOS SPACE MARINES	10cm	None	+3	Missile Launcher	50cm	1	4+	-1	

VEHICLES

TROOP TYPE	MOVE	SAVING THROW	CLOSE ASSAULT FACTOR	WEAPONS	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES
BLOOD REAPER	15cm	2+	+4	Skull cannon Tower guns	50cm 50cm	2 4	5+ 5+	-2 -1	
BRASS SCORPION	20cm	3+ all round	+7	Scorpion cannon Jaw guns	25cm 50cm	6 3	5+ 5+	0 -1	Special rules
CANNON OF KHORNE	10cm	3+	+1	Warp cannon	Special	2-10 BPs		-4	Barrage
CAULDRON OF BLOOD	15cm	2+ all round	+5	Blood cannon	Lava Template		4+	-1	+1 bonus if winning
DEATH DEALER	15cm	2+ all round	+7	Gatling cannon Tower gun Bolters	25cm 50cm 15cm	6 1 4	5+ 5+ 6+	0 -2 0	+1 bonus if winning. Carries 5 stands
DOOM BLASTER	15cm	2+	+4	Doom Mortars Bolters	75cm 15cm	6 2	5+ 5+	0 -1	Special rules
DOOM WING	20-75cm	4+	+3	Flame cannon	Template		4+	-1	Special rules
SILVER TOWERS OF TZEENTCH	20cm max.	2+ all round	+3	Cannon Beam of Power	50cm 75cm	4 1	5+ 3+	-1 -2	Special rules
TOWER OF SKULLS	15cm	2+ all round	+5	Cannon Bolters	50cm 15cm	5 6	5+ 6+	-1 0	+1 bonus if winning

SUPER HEAVY VEHICLES

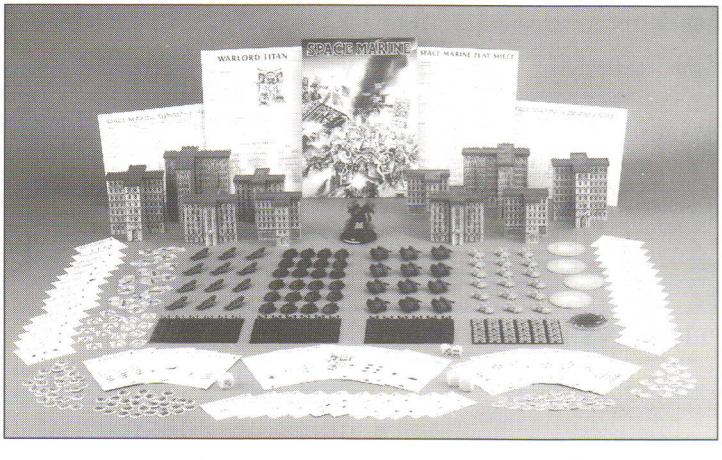
FIRELORD	20-60cm	2+ all round	+3	Lascannon Flame cannon Firestorm bombs	50cm Template Template	4	5+ 4+ 3+	-1 -1 -3	Special rules

Space Marine is Games Workshop's game of Epic battles. The fate of the galaxy hangs in the balance as gigantic armies of warriors, tanks and other war machines clash in apocalyptic conflict. The mighty Space Marine warriors, defenders of the human Imperium, struggle to hold off relentless attacks from rampaging Orks and the technologically superior Eldar. As the commander of a whole army, each player relies on tactical skill to defeat his opponent. Ultimate victory belongs to the best general and the finest of the galaxy's bravest warriors.

The Space Marine boxed game provides you with everything you need to fight huge Epic battles on the tabletop. The box contains plastic models and army cards for three different forces: Space Marines, Eldar and Orks. There is also a huge Imperial Warlord Titan – an awesome warrior machine of the Titan Legions. These models enable you to represent whole squadrons of tanks, companies of infantry and batteries of artillery, all ready to pound your enemy into submission.

The Space Marine game contains everything you need to get started in the Epic hobby. Citadel Miniatures produce a vast range of Epic scale miniatures to collect, paint and add to your existing armies. Rules for new models appear regularly in White Dwarf magazine together with battle reports, painting articles and advice on how to create new scenery and buildings for your games.

Warlord Titan of the Iron Skulls Titan Legion



The Space Marine box includes:

1 rulebook containing the Epic games system rules, history and background for the Warhammer 40,000 universe; 546 plastic Epic scale Citadel Miniatures (12 Land Raiders, 24 Rhinos, 240 Space Marine warriors, 12 Eldar Grav-tanks, 120 Eldar Guardians, 18 Ork Battlewagons & 120 Orks); 1 plastic Warlord Battle Titan; 10 card buildings; 57 Epic army cards for Imperial, Ork and Eldar forces; over 100 counters; 4 barrage markers and 1 vortex template; dice, and reference sheets.

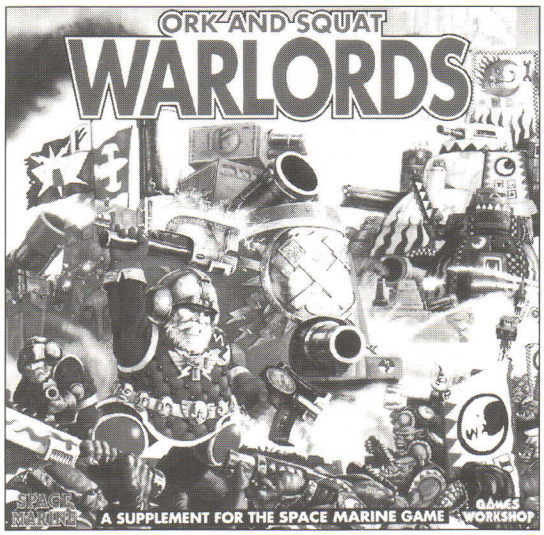
Armies of the Imperium describes the Space Marine and Imperial Guard armies that comprise the Imperium's fighting forces. This boxed set contains additional Epic game rules for a host of fighting machines, troop types, and special characters such as Inquisitors, Librarians and Commissars. Rules for Space Marines cover the Ultramarines, Space Wolves, Dark Angels and Blood Angels Chapters in depth, while rules for Imperial Guard introduce the super-heavy tank formations, the awesome Capitol Imperialis, the Leviathan super-heavy command centre, and such unique troops as Ogryn, Ratling Snipers, and Beastmen.

The Armies of the Imperium rulebook also includes a full colour section illustrating Imperial colour and camouflage schemes, unit markings and banner designs. Also included in the box are Epic army cards for all the new troops and formations described in the rulebook, allowing you to create many new formations for your Epic battles.

Renegades describes the Chaos and Eldar forces of the 41st Millennium, and contains rules for using these armies in your games of Epic battles.

The Eldar section covers the mighty fighting machines, troops and special characters of the Eldar Craftworlds, such as the indestructible Eldar Avatar, Exarch Warrior-priests, Aspect Warriors and psychic Warlocks.

The Chaos section contains rules for the forces of Chaos and covers the four major Chaos powers – Khorne, Slaanesh, Nurgle and Tzeentch – and their attendant daemons and minions. Also included are the Chaos Space Marines of the Chaos Legions. Renegades contains rules for the vast Khorne war machines, Chaos Dreadnoughts and Chaos androids, plus Epic army cards for all the new Chaos and Eldar troops and formations described in the rulebook.



Warlords describes Ork and Squat forces of the 41st Millennium and contains background, rules and army cards for using these armies in your games of Epic battles.

The Ork section contains expanded details of the Ork clans, new weapons and vehicles, the mighty Ork Gargants, and the unpredictable but deadly machines of the Ork Mekboyz.

The Squat rules cover troops and special characters of the fiercely independent Squat home worlds such as Warlords, Living Ancestors, Warrior Brotherhoods and Guild Aeronauts, plus the Squat Land Train and gigantic Colossus.

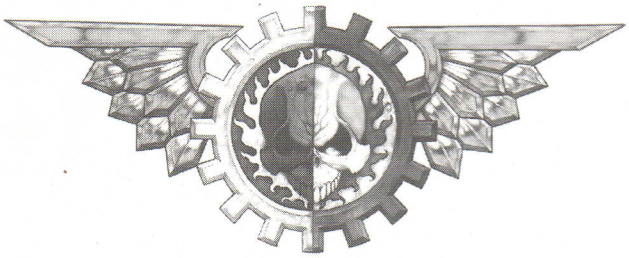
The rulebook contains a full colour section illustrating Ork and Squat colour schemes, glyphs, banner designs and photographs of painted miniatures. The Warlords boxed set also includes new card templates, Gargant datacards, Mekboy kustom repair cards and over a hundred Epic army cards for the vehicles and troops described in the rulebook.

TITAN LEGIONS TACTICS

Taking command of an Imperator Titan or Mega-Gargant for the first time is not an easy task – there are so many options that deciding exactly what to do can appear quite intimidating. To help you out in your first couple of games we have asked experienced Princeps Gavin Thorpe to provide some hints and tips about how to use Imperator Titans and Mega-Gargants.

Imperator Emperor class Titan

When using an Imperator Titan, allocating power at the start of the turn is the single most important thing to get right. You should always put at least one plasma counter in your void shield generators. If you fail to do this the Imperator will have no void shields at all and will be extremely vulnerable to enemy fire. If you expect to take a lot of incoming fire during the turn you should overcharge the void shield generators, increasing your chances of repairing them in the end phase.



Next on the list is the fire control box. With no plasma counter here you will be unable to fire your weapons, meaning that your enemies can take free pot shots at you without risking themselves. If it is important that you get to fire at the earliest opportunity then you should overcharge the fire control centre, allowing you to fire in the first fire segment of the combat phase.

Only after you have charged the previously mentioned areas to their required capacity should you think about the engines and primary weapons. When placing your plasma counters, take a look at where your opponents are in relation to your Titan, so you can decide what you will be targeting in the combat phase. If you intend to shoot at models quite a distance to one side of the Imperator, only place one plasma counter in the engines, which will allow you to turn 90° towards your enemy. In this situation, you should also power up the primary weapon nearest the target, as when you turn it is this weapon which is most likely to have the enemy within its fire arc.

In a straight one-on-one fight, there is no serious competition between a Mega-Gargant and an Imperator Titan. This is why you should always endeavour to take on your opponents while they are divided and on their own. If you can force a Mega-Gargant to face you on its own you really only need average dice rolls to cripple the Mega-Gargant with a single devastating volley from all of your weapon systems. Once you have done this you can then turn your attention to the other Mega-Gargant and repeat the procedure. If you have time, you can spend two turns on a single Mega-Gargant and really finish it off.

When firing at a Mega-Gargant you must ensure that you save your most devastating armaments for when you have knocked down all its power fields. If you are close enough, always fire your secondary weapons first. Their large number of attack dice is useful for depleting power fields, while a secondary weapon's -1 saving throw modifier can be a threat to a Mega-Gargant's hull, arm and weapon locations if a shot bypasses the power fields.

The main battery and Hellstorm cannon should be used next, and you should remember that it is possible to get two or three barrages from the Hellstorm cannon over a single large target like a Mega-Gargant. Next on the list is the Plasma Annihilator. It too can potentially have a large number of attack dice, and its saving throw modifier while overcharged does not even allow the Mega-Gargant a save at all.

You should fire the defence laser last, as it too can punch through the armour on almost any location, and should be used on ammo and weapon locations where its +3 to the damage roll will cause the most problems for the Mega-Gargant.

Mega-Gargants

The Imperator Titan may look invulnerable at first glance, but this is far from the case. It has a number of significant weak points which can be exploited by a cunning Kaptin. The first thing to do when facing an Imperator Titan with two Mega-Gargants is to keep it within range and fire arc of both of them, allowing you to catch it in a lethal crossfire, and force the Titan to split its fire between its two opponents.

You must start pounding away at those void shields at the first opportunity. As the saying goes "soonest started, soonest finished", meaning that the earlier you start knocking them down, the earlier they will be completely gone, letting you fire directly at the Titan itself.

Once you're through the void shields, make it a priority to cause some damage to the Imperator Titan's sensorium dome, as damage to this location reduces the Imperator's to hit rolls, drastically reducing its ability to blow you to pieces. After this try for the reactor, legs, or bastions if you want to go for a kill, or the primary weapons, primary couplings and gyros if you further want to reduce the Titan's offensive capabilities.

When firing the Skullcrusha at an Imperator with void shields, pick Bangerz ammo, as they are barrages and their to hit roll is unaffected by your movement, while their lower saving throw does not come into effect.

Well, I've rapidly run out of room, so all I can say now is "Do it to them, before they do it to you!".

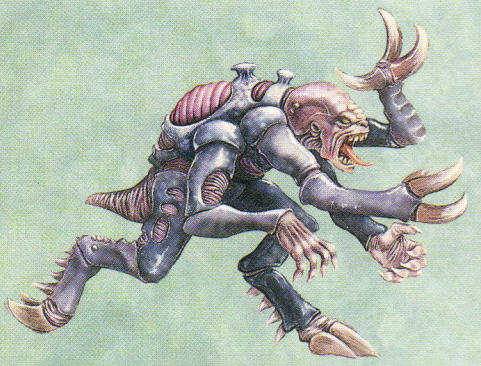
TITANICUS

EPIC®

HIVE WAR™

HEAVY METAL™

TYRANIDS OVERRUNNING A REMOTE ORK SETTLEMENT



A POWERFUL TRYGON ASSAULTS A SQUAT CYCLOPS

AN IMPERATOR TITAN LEADS A DESPERATE DEFENCE AGAINST A TYRANID SWARM

By Andy Chambers

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Rulebook Art: John Blanche, Wayne England, Mark Gibbons & Des Hanley

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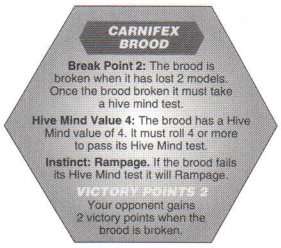
COMPONENTS

This box contains the following components:

- 1 Rulebook
- 82 Swarm cards
- 24 Mycetic Spore chits
- 24 Hive Mind cards
- 45 Instinct counters
- 22 Wound markers
- 12 Spore Mine markers
- 50 Spore markers
- 1 Energy Pulse template
- 6 Trygon Bio-shock templates
- 1 Pyro-Acid Spray template

Swarm cards

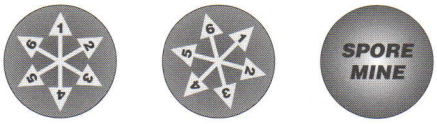


Wound markers

Mycetic Spore chits

Instinct counters

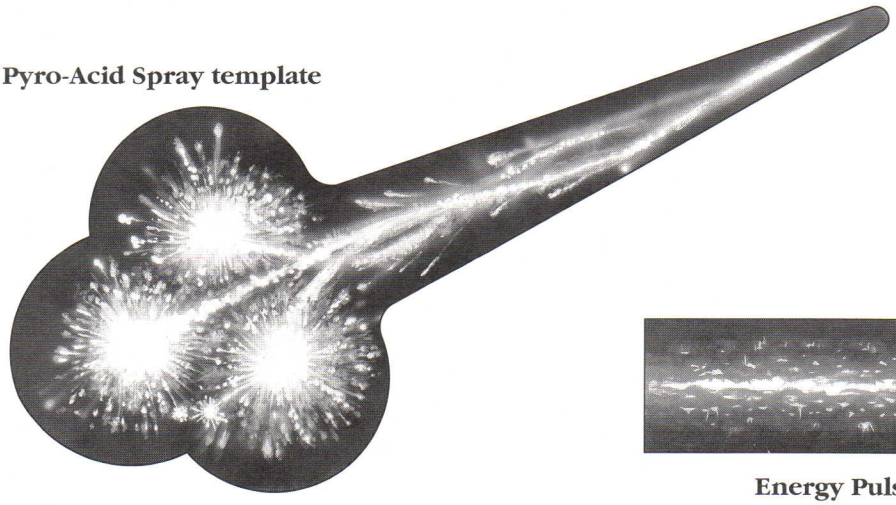
Spore Mine markers

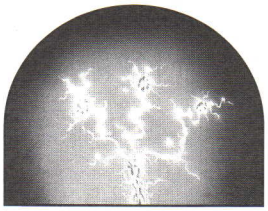


Spore markers

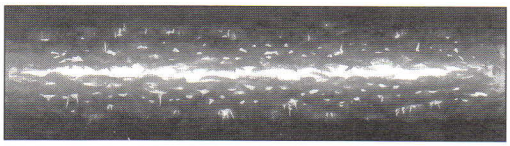
Hive Mind cards

Pyro-Acid Spray template



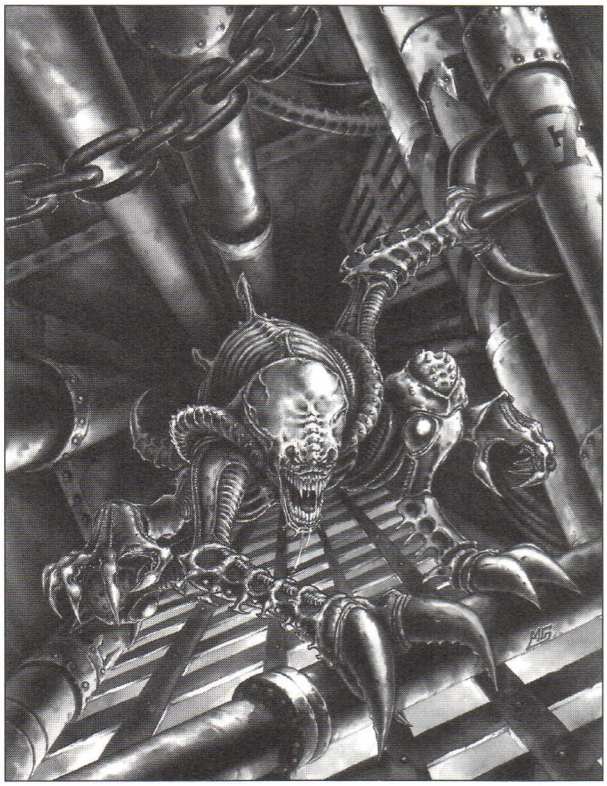


Bio-shock template



Energy Pulse template

INTRODUCTION



Hive War is the long awaited Epic game supplement detailing the fighting forces of the Tyranids, an extra-galactic alien race so inimical to life that it is set to fight a war against the whole galaxy. The rules and army cards for the Tyranid swarms provide all you need to field complete armies of slavering bio-engineered alien killing machines against the weak and fleshy inhabitants of our galaxy.

I recommend you keep the Tyranid Epic army cards (or swarm cards, to give them their proper name) to hand as you read through these rules as it is useful to be able to refer to vital statistics like points values, formation sizes, break points and victory points in conjunction with the game rules. I've tried to include information about all the Tyranid models in the pipeline at the time of going to press. As new models are released rules and army cards for them will appear in White Dwarf magazine.

The rules and army cards for Tyranids are entirely new and I have also taken the opportunity to introduce a different kind of formation structure for this most alien of alien races. These differences help to reflect the hive-like organisation of Tyranid swarms and the influence of the hive mind on battlefield tactics. The Tyranid forces include a diverse range of creatures extending from the broods of Termagants, Genestealers, Tyranid Warriors and similar troops that fulfil the role of infantry, up to the tank-sized war beasts such as Haruspex and Malefactors and the giant Tyranid bio-Titans.

Because the Tyranids are a new force a whole new set of tactics will have to be developed by Tyranid players and their opponents. I had intended to write a section on tactics to go in this rulebook but it's probably more fun to leave cooking up the plans and discovering the strengths and weaknesses of the Tyranid swarm to you, the players.

The command, organisation and morale rules for the Tyranids are markedly different from those of other races so we have provided summary sheets for rules and statistics on the back pages of this rulebook. You can cut these pages carefully from this rulebook to provide a useful playsheet. Alternatively, you can photocopy them or write them out and stick them on card to form more durable ready reference cards.

I would like to thank all of the Epic players who have written to me about the Tyranids suggesting new rules and ideas based on the information in Warhammer 40,000. Some players will be wondering why I have not included Genestealer cults in Hive War. My apologies, but I felt that in terms of the Epic scale game it seemed far more appropriate to concentrate on the Tyranid hive fleets and their massed forces, leaving the nefarious activities of the 'stealers within the auspices of the Warhammer 40,000 and Space Hulk games.

We're always very pleased to receive your queries, criticisms and suggestions regarding the Epic game but please remember that any questions must be phrased so they can be answered with a simple 'yes', 'no' or an appropriate number. Also, because we receive so many letters, you must, must, *must* include a stamped self-addressed envelope with your letter if you want a reply. If you're writing from overseas please include the appropriate international reply coupons. We do our best to reply to letters within a few days if they meet these criteria, but weighty manuscripts that don't include an address, let alone a self addressed envelope, are liable to be sacrificed to the great god Expediency.

One question I'm frequently asked about Epic is whether the number of cards in the Epic games and their supplements is supposed to impose a limit on the number of units of a particular type a player can deploy. The answer is no, except in a very few cases which are strictly defined. We try to supply you with as many cards as we can but there are always ambitious players who want to field bigger and bigger armies! However, because the Tyranid organisation requires you to have chains of army cards laid out, for particularly large games you will either need to use several sets of cards or make a note of the swarm structures you are using.

THE FIRST TYRANNIC WAR

Item: Extinction of Life Forms on Valos/23/1

Dated: 15.35/737.M41

File: Ad.Mech X12/06.85/ Xenocide

User: Magos Biologis Avarnus Vex

Research team from Tyran has made planetfall in the Valos system and begun preliminary investigation into probe reports indicating extinction of native life forms on Valos/23/1. Orbital auguries have failed to uncover any additional information. It is hoped that detailed studies of trace atmospheric and strata samples will yield more informative data.

: Knowledge is Power

Item: Extinction of Life Forms on Valos/23/1

Dated: 16.01/737.M41

File: Ad.Mech X12/06.86/ Xenocide

User: Magos Biologis Avarnus Vex

Primary investigation confirms Valos/23/1 has been denuded of all life forms, nutrients and atmosphere. Bore scans indicate molecular disruption of bedrock by unidentified force (cross ref. file X84/26.71). Tertiary investigations ongoing into possible source. Primary nova or super nova can be ruled out. Absence of new asteroid or cometary impact sites also eliminates these as viable extinction pulses.

: Inexactitude breeds heresy

So began the reports of a dozen worlds mysteriously stripped bare along the remote south-eastern rim of the galaxy. They were all worlds known to harbour native life. In some cases the planets had supported little more than a primordial soup of simple organisms in the earliest stages of evolution, but in other cases entire advanced ecologies had been erased. Over three hundred thousand life forms were consigned to the extinction files of the Adeptus Mechanicus in one year alone.

The Explorators could uncover no common link amidst the reams of data they amassed on these barren worlds. Solar activity and orbital shifts were ruled out, as were impacts by smaller stellar bodies. There seemed no viable explanation for the ravaged worlds.

An initial report was filed with the Explorator General of the Administratum but no further action was taken. In a galaxy of a billion worlds mysteries and inexplicable phenomena were more common than the Administratum cared to admit. The planets being investigated were thousands of light years from the nearest human-colonised worlds. No sentient species had been destroyed and no Imperial interests were threatened. So the reports were filed away within the hundreds of miles of databanks on Earth. Often the one gem of information forewarning the observer of catastrophe is buried beneath strata of bureaucracy.

Further reports of obliterated worlds were filed with the Explorator's office and eventually a large enough body of data built up to attract the attentions of the Inquisition. Inquisitor Kryptman, the man who had so assiduously expounded upon the misguided principles of the Macharian Heresy, observed the growing body of evidence with concern. Like all Inquisitors it was Kryptman's first reaction to ask further probing questions and root out additional information on the phenomena. The harassed Adepts of the Explorator's office could supply little additional information.

Kryptman plotted the obliterated worlds and coded them by date of discovery. Very soon he concluded that the extinct worlds formed a pattern. By time and location he could tell that worlds in an area within the

south-eastern fringes of the galaxy were being snuffed out sequentially. The scattered nature of the reports made it hard to establish a direction or speed for the phenomena but it appeared to be advancing deeper into the galaxy and would eventually impinge on sectors containing Imperial worlds, if it had not already done so.

Inquisitor Kryptman informed the Council of the Inquisition of his findings and was granted dispensation to commandeer a ship for immediate travel to the eastern fringes to gather more information. Though Kryptman had established that the mysterious extinction of worlds was linked by location and timing he still had no clue as to its cause. But even as the Inquisitor's ship churned through the warp events took a giant leap forward.

FIRST CONTACT

The planet Tyran was an unremarkable world in most respects. The world's ocean covered over 80% of its surface and the few scattered islands that broke the surface were no more than the peaks of mountains rearing up from the sea floor miles below. The great ocean teemed with primitive and voracious life of all kinds – coral beds thousands of leagues in length, a myriad forms of crustaceans and giant squid-like organisms plus elementary forms of fish and simpler creatures.

A large Explorator outpost was sited on Tyran to act as a way-station for expeditions to the eastern fringe of the galaxy and to study the wealth of marine life evolving in the planet's oceans. The Tyran Primus base held just over four hundred personnel, mostly Explorators, Adeptus Administratum scribes and Adeptus Mechanicus Genetors, Engineers and Lexmechanics with their entourage of servitors and a single Astropath for communication with the Earth, over 60,000 light years away.

The first indication that something was amiss was the detection of a cloud composed of a large number of unidentified objects entering the fringes of the Tyran system. Scanning and telemetry revealed little about the mysterious cloud but showed it emitted no energy signatures or signals of its own. The objects themselves were non-metallic and irregular in shape, which ruled out a fleet of starships or pieces of a space hulk cast up by the warp.

The possibilities were debated endlessly by the Tech-Priests on the outpost. Amid talk of planetary debris, Oort clouds, meteor streams and other natural phenomena a lone voice prophesied doom. The station Astropath had spoken of a disturbance in the warp which had been growing in strength for weeks before the arrival of the cloud. He had suffered nightmares, suffocating dreams of a brooding presence at the edge of perception and a sibilant whispering in the shadows. Now a dark blot encroached ever more greatly into his mind, waking and sleeping.

Trygon

The station commander, Magos Varnak, was sceptical about the Astropath's wild ravings. However, his mandate was to investigate all phenomena so he personally supervised the outfitting of one of the station's system ships as a research vessel. Once preparations had been completed Magos Varnak piloted the ship towards the cloud, which now lay inside the orbit of the outermost planet.

As the tiny system ship closed the range Varnak was amazed by how regular in size the objects in the cloud were. Groups of smaller objects hung close to the largest ones in almost perfectly spherical halos. As the commander closed with the nearest large object his sensors showed him that it did possess a rough kind of symmetry after all. Its surface was covered in fantastic ribs and whorls. The texture and surface composition of the object was similar to an asteroid that had been worked or fashioned somehow and then left to drift in space. Closer still the sensors picked up vanes of opaque matter which spread from the object and angled towards the sun like sails.

A sudden warning from his crew alerted Varnak: the smaller objects now surrounded the research ship and were closing the range, apparently under their own propulsion. Magos Varnak brought the ship around and started to move away from the large object. He attempted to broadcast messages in a variety of media,

using not just radio waves but light, colour, radiation and others. No change or response was visible or detectable. If anything, the smaller objects were now approaching more quickly. In desperation Varnak fired the boosters to drive the ship free of the closing web of objects.

As the ship passed close to the nearest object it detonated with shocking force. The shock wave inflicted crippling damage on the ship, Magos Varnak was injured and several members of the crew were killed. Worse still, the ship continued to suffer further damage as it pulled away. Several more compartments blew out without warning and power lines failed minutes after the explosion. Fortunately, the ship's engines held and it limped away at best speed to Tyran.

By heroic efforts Magos Varnak piloted the ship back to Tyran Primus and crash-landed it in the ocean nearby. Investigation of the ship and its record tapes showed that the vessel had been struck by a variety of complex acids and viruses which had eaten away over 20% of its hull. By now the cloud was approaching at greater speed than before, and the Imperial scientists estimated that its current rate of progress would move it into Tyran's orbit within less than a week. The biological origins of the acids and viruses indicated that they originated from a living host. Genetors postulated that the cloud was composed, in part or in whole, of a swarm of vacuum-dwelling life forms previously unencountered by Man.

The question now remained: what would the cloud do when it reached Tyran? If it were an entirely vacuum-dwelling species then it would not descend to the surface. Even if the creatures came down to the planet they were not necessarily inimical to life; the attack on Magos Varnak's ship may have been accidental or an automatic response. Against this was weighed the mysterious fate of those other stripped worlds in the quadrant: had they too been victims of the space-going swarm now approaching? Varnak was not willing to take chances. He had the base fortified, the remaining system ships fully armed, and brought the outpost's defence lasers on line. A week later the first attacks began.

The cloud approached and enveloped the planet with sinister deliberation. The defence lasers carefully watched their sensor scopes until several of the largest sensor contacts, those equivalent in size to Imperial Navy cruisers, approached into near orbit. Three incandescent bolts slashed into one of the larger objects and it turned away, spewing out a dense cloud of vapour. A smaller invader was blasted apart by three further salvos from Laser Silo 3. Within half an hour Silo 3 had scored hits on another two attackers and they had also withdrawn out of range.

Silo 2 was engaged in a furious duel with three of the smaller contacts. High velocity projectiles from the invaders disabled the silo's communication system and damaged the laser chamber but the Tech-Priests managed to keep the weapon firing and scored hits on two of its attackers. Simultaneously, every sensor contact in the cloud immediately surrounding Tyran drew back out of range.

The three surviving system ships, which Varnak had held in reserve for such a moment, pursued the attackers beyond the edge of defence laser range. They shattered one of the objects, inflicted surface damage on two more and split the surface of another so that it leaked blobs of liquid into the void. The system ships, however, were wrecked by return fire from dozens of objects in the cloud. Only two of the ships managed to make it back to Tyran and these were both effectively destroyed by the same acids and viruses that had consumed Varnak's ship.

Further analysis of the records from the wrecked system ships showed that the objects were undisputably organic, protected by a dense carapace of stone-like material which could only be compared to silicon-based bone or insect chitin. The creatures appeared to have softer internal components, and contained fluids. Micro-examination of the tapes from Silo 3 showed hordes of tiny shapes tumbling from the creature it had destroyed. Because of the distance little could be defined on the pictures, save that the shapes comprised a triple segmented central section and six mobile protuberances which had bilateral symmetry.

Magos Varnak summoned the Astropath to the control centre. He had to be supported into Varnak's presence by a servitor. The wild look in the young Astropath's face had been replaced by hollow-eyed weariness and a sense of overwhelming despair. Suddenly attentive, Varnak questioned the Astropath carefully about what he had perceived in the battle. The Astropath spoke in

a harsh whisper and told Varnak he had sensed the oneness of the foe surrounding Tyran. When one creature had been struck by the defence lasers, all of the creatures responded to the blow with a terrifying ripple of alien emotion. Just as the skies above Tyran glittered with the reflected lights of the swarm like a thousand new stars, a million minds also glowed up there with terrible and indefatigable purpose.

As if to underline the Astropath's words the cloud began closing in again. This time the creatures clustered ever more closely around Tyran, and it was clear that the defence lasers could not make any impression against such numbers a second time. Magos Varnak had all the information gathered about the invaders downloaded onto a data codex. This was sealed with a transponder and deposited into a deep bore shaft which dropped over 3,000 metres into the planet's crust beneath Tyran Primus base.

The data codex was retrieved by Inquisitor Kryptman over a year later from a dry, dead planet which at first could not be identified as Tyran at all. The Imperium's last message from the base had been a short and garbled communication from the station's Astropath, a dire prophesy of doom and a mental image of the skies over Tyran turned black with swarming monsters. From the world of Tyran the unseen invaders acquired a name at last – Tyranids.

BEHEMOTH

By the time Inquisitor Kryptman reached the eastern fringes of the Imperium the final message from Tyran was already months old. At the time there was nothing to directly connect the attack on Tyran with the barren worlds previously discovered. However, Inquisitor Kryptman considered the old adage of Inquisitor Typhon "Coincidence exists only in the minds of fools" and formulated Tyran into his previous course plotting. Because the attack on Tyran was known to have occurred more recently than any of the others Kryptman's calculations now gave him an idea of the course the Tyranids were following, assuming that no other unknown worlds outside the Imperium had been attacked.

According to his predictions, the cloud or swarm seen in the Tyran system was heading from the galactic south east to north west. Armed with this knowledge Kryptman took ship once more in an effort to track down the Tyranids, or failing that, to visit the Tyran system and discover the fate of Tyran Primus base.

Kryptman's vessel crossed and recrossed the calculated course of the cloud but over the next few months there were no additional reports of contact with the Tyranids. Kryptman eventually backtracked to Tyran to investigate what had happened to the station and indeed to the planet itself.

On arrival in the Tyran system sensor auguries could pick up no trace of the ocean-bound world that had been home to the Tyran Primus base. A planet certainly occupied the correct orbit but it was considerably smaller than Tyran, in fact little more than a barren and airless planetoid.

Zoanthrope

On closer approach the ship picked up a weak signal from an Imperial transponder buried far below the surface. Inquisitor Kryptman led a landing party down to the surface and found it to be centred on a dust sea containing a high concentration of metallic particles. Echo location revealed the dust sea to be a thousand metres deep, the transponder signalling from another thousand metres below that. Because there was no tunnelling equipment aboard the ship, Kryptman had one of its heavy laser cannon dismounted and brought down to the surface. By using the laser to vitrify the dust so they could bore through it, the ship's crew began the long, slow process of tunnelling down to the transponder.

The men worked sixteen-hour shifts in hot, stuffy environment suits and the whole operation was fraught with difficulties, but Inquisitor Kryptman was adamant that they should uncover what lay below. Driven by the unquenchable zeal of the Inquisitor, who worked alongside them daily, the crew completed the excavation in under two months. At last Inquisitor Kryptman descended into the shaft and retrieved the data codex hidden by Magos Varnak a year earlier.

Given the information in the codex and the evidence that Tyran had indeed been stripped completely bare

Kryptman was stunned at the magnitude of the invasion. The power and numbers of the invaders hinted at a greater threat to the planets of the Imperium than even he had considered possible. Apart from the data codex, the only evidence of the original Tyran was the dust sea it had lain beneath. The metallic particles in the dust were all that remained of the Tyran Primus base: the very bedrock of the planet had been lain bare by a power barely imaginable.

As the Inquisitor's ship prepared to enter the warp at the edge of the Tyran system its sensors detected another vessel exiting the warp. Fear gripped the crew at the prospect of encountering the creatures responsible for the death of Tyran, but the contact was identified as the Explorator vessel *Investigation* which had been scheduled to return to Tyran Primus several months before. The *Investigation* was without power and drifting. Her ice-rimed hull showed great scars and craters along its length, and portions of the superstructure were melted away where the ship's plasma reactors had suffered meltdown. Filled with foreboding, Kryptman led a boarding party to search the hulk.

The *Investigation* proved to be dark and empty: no living thing was left in the floating detritus and scrap of her riddled hull, nor could be found any sign of the fate of the missing crewmen. Several bulkheads and doors had been rent apart, suggesting it had been boarded after it was crippled, but by who or what? All of the ship's memory banks and crystal libraries had been destroyed by the damage inflicted on it. The only clue to the *Investigation's* attackers was the scarring on its hull. It had not been melted by the fierce energies of lasers or plasma but eaten away by acids like the system ships of Tyran Primus mentioned in Magos Varnak's codex.

Kryptman instructed his personal Astropath to send a priority alpha message to the Council of the Inquisition on Earth warning them of the threat the Tyranids posed both to planets and to ships. The Astropath reported a disturbance in the warp was blocking his powers, something akin to the backwash produced by a fleet of ships moving through the Immaterium but a thousand times stronger.

Though he strove for hours the Astropath couldn't break through the psychic interference. Even communication with the nearest Telepathica booster matrix at Thandros proved impossible. Finally Kryptman ordered the Navigator to set a course for Thandros in the hopes that communications could be reestablished there.

Kryptman's ship raced back to the Imperium as fast as its warp engines could drive it, the half-formed entities of the warp clustering in its wake like a hungry shoal. The Navigator reported three instances of drifting debris or hulks being carried past by the whirling maelstrom of the warp, in an area where it would be extraordinary to encounter even one. Kryptman was tempted to investigate the space hulks but the delay and the risk would be too great. So the ship rushed on towards Thandros.

The Astrotelepathy communications matrix at Thandros was an orbiting station which circled the innermost planet of the system, Thandros I. Home to just under a hundred Telepathica Adepts, the matrix boosted astropathic communications from the Imperium's south-eastern sectors back towards Earth. Though the marbled sphere of Thandros I had no inhabitants the ruddy, ore-rich worlds of Thandros II and III both boasted small mining operations and refining plants.

As Inquisitor Kryptman's ship breached the borders of real-space at the edge of the system communications were immediately beamed to the matrix. The long delay for the signals to reach their destination and return ticked by as the ship powered insystem. No reply. Sensor divinations showed Thandros II and III to be dead and empty. Magnascope scrying of their surface revealed nothing to signify they had ever been inhabited. Both worlds had been stripped of their thin methane atmospheres and drained dry.

A week later Kryptman stepped aboard the Thandros Telepathica matrix. The station's gravitic field was still operational but debris lay strewn everywhere, as if the whole station had been gripped by a giant hand and shaken violently. Huge gashes had been ripped along the flanks of the transceiver and the accommodation block. Internal bulkheads and doors had been ripped open like those onboard the *Investigation*. The doomed Astropaths had apparently made their last stand in the station's chapel to the Emperor Deified. The doors still showed signs of laser scoring, but again there were no bodies. The whole station was eerily silent and empty.

While the crew worked at bringing the matrix back on line Inquisitor Kryptman stalked through the station, a foreboding figure in black robes erratically lit by the flickering light of cutting torches. When the accommodation block was repressurised he silently examined the scattering of personal effects within. Turning to the foam-sealed gashes in the wall Kryptman found what he was looking for at last. Sheets of translucent skin or membrane clung to ragged metal edges and colourless ooze dripped from the walls and ceiling. Analysis of the fragments showed them to be of alien origin, from life forms that didn't match anything in the ship's databanks.

Through herculean efforts the matrix was made operational again and Kryptman's Astropath successfully pierced the roiling currents of warp space to contact Earth. It took days of communication to send the information from Varnak's final codex and additional data on Thandros and the *Investigation* to the Inquisition headquarters.

Finally, the exhausted Astropath received instructions for Inquisitor Kryptman. He was to proceed to the planet Macragge, in Ultramar, the empire of the Ultramarines Chapter of Space Marines. There he would co-ordinate with the master of the Chapter and assist him in locating and eliminating the Tyranid fleet. As dictated by Imperial tradition the alien hive fleet of the Tyranids had been codified with an ancient and forbidding name from legend: *Behemoth*.

MACRAGGE

The Navigator of Kryptman's ship strained to follow the guiding light of the Astronomican through the swirling energies of warp space as the ship pushed through the shoals and reefs of that most capricious medium. At times the undertow left by Hive Fleet Behemoth threatened to drown the ship in the warp forever but the Navigator avoided every whirlpool and riptide with consummate skill, the elongated teardrop formed by the warp drives of the Inquisition ship slipping through the Immaterium like oil through water.

In the Macragge system a dozen ships already hung in orbit and each day more arrived from the warp. Lumbering Space Marine battle barges hung over Macragge like gigantic azure monoliths etched with the gaping maws of weapon bays, launch tubes and heavy bombardment turrets. These leviathans dwarfed even the sleek strike cruisers arriving from the Ultramarines' furthest outposts. Orbital fortresses and ponderous systems defence monitors surrounded Macragge with a ring of firepower.

Inquisitor Kryptman met with Marneus Calgar, Master of the Ultramarines, beneath the portico of his palace of brilliant white marble perched high in rugged mountains above the glittering seas of Hera. Calgar stood as a giant even among the genetically altered Space Marines. Nothing escaped his piercing blue eyes and even Kryptman's terrible discoveries did not disturb his noble demeanour.

Calgar explained that Kryptman's discoveries had been extensively studied not only by the conclave of the Inquisition but by the Magos Biologis of the Cult Mechanicus. Important new evidence had arisen while Kryptman had been travelling to Macragge. Several more ships had been found drifting through space, their crews dead or missing altogether and with massive holes bored through their armoured hulls.

From these wrecks it was possible to trace the progress of hive fleet Behemoth. No further inhabited systems had been attacked but the course of the Tyranids was constant and would bring them to Ultramar soon and eventually to Old Earth itself. Even now flotillas of tiny scout ships were entering the warp to search for signs of the Tyranids' progress.

Amazingly a surviving eye witness had been recovered from the wrecked stellar liner, *Galactis Luxor*. He had been found drifting in a life pod close to the Macragge system at the edge of Ultramar. The witness, a junior officer in the Luxor's crew, had reported that his ship was forced to exit the warp when it encountered unexpected turbulence. It emerged into real space at the edge of what they thought was an uncharted asteroid field.

Several of the "asteroids" had moved with surprising speed towards the Luxor. Before the resulting confusion was resolved the Luxor had been hit and damaged three or four times by some kind of kinetic weaponry launched from the Tyranid ships. Where the hits struck, the hull began to melt away like wax. Soon the whole ship was depressurizing fast and the officer was caught without a pressure suit. To avoid asphyxiating he clambered into one of the undamaged life pods and was boosted away from the ship. As he drifted away, apparently unnoticed by the Tyranids, he saw one of their ships fasten itself onto the Luxor and wrap pulsating tendrils around it.

Termagant

The Tyranid ship described by the officer looked like a living creature, very different from the dark and forbidding objects shown in Varnak's data codex. The bio-ship had a sweeping prow of pallid bone linked to a spiralling carapace of overlapping plates which pulsed with vitality and vivid colours. Its diamond-scaled flesh was taut across ridges of bone and muscle. Dark pits along its flanks hinted at sinister weaponry and as it hung in space with the Luxor in its grip it looked to be feeding on the stricken liner. The sight of the creature had almost driven the officer mad and he had to be kept unaware that the crew and passengers aboard the *Galactis Luxor* had completely disappeared.

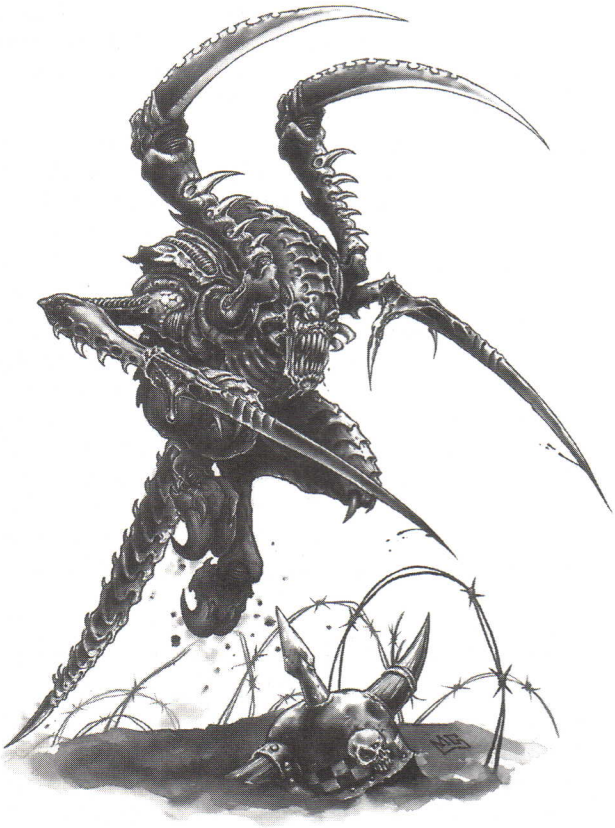
The final piece of new evidence was found in another derelict spaceship. A complete Tyranid organism had been recovered from the freighter *Hammer of Foes* and was currently being investigated at the Inquisition fortress on Talasa Prime. Adeptus Mechanicus Genetors had concluded that two separate Tyranid forces had assaulted Tyran and Thandros. Their conclusions were drawn from examining the genetic imprints of material from the two locations. The forces were related but subtly different, genetic cousins certainly, but not the same creatures.

The implications of this were horrifying. The Tyranid fleets were sweeping across a broad arc of the south-eastern spiral arm of the galaxy. Hive Fleet Behemoth

comprised at least two separate fleets which leapfrogged over each other alternately. As one fleet halted to strip a star system the other moved ahead to begin stripping the next. The dedicated work of Inquisitor Kryptman and others had revealed that what had at first been perceived as a mysterious but isolated threat was the greatest peril the Imperium had faced in ten thousand years.

The Ultramarines were readying themselves for all-out war. The Emperor had despatched a Segmentum Tempestus battlefleet from the orbital docks at Bakka. Calgar felt that the Macragge system was the one most immediately threatened by Hive Fleet Behemoth. Macragge was being heavily fortified and would be held tenaciously by Ultramarines and planetary defence auxilia until the combined Ultramar and Imperial fleet arrived to destroy the hive fleet.

A tense month dragged slowly by with no word of contact until Astropaths in the Macragge system began to report disturbed sleep and nightmares. Astro-telepathic communication beyond the confines of the Macragge system became more and more difficult before being blocked altogether. A picket of scout ships was strung around the peripheries of the system and within a few days they detected a large number of objects exiting the warp far beyond the orbit of Circe, the outermost planet. The scouts darted towards the area and found a cloud or swarm made up of over a thousand individual objects.



Hormagaunt

The scout ships observed the Tyranid bio-ships slowly open orifices and expand opaque vanes to catch the radiation from the sun before accelerating towards the inner planets. These vessels shared the dark and forbidding aspects of those observed at Tyran rather than those described by the lone survivor of the *Galactis Luxor*. Within minutes five Ultramarines strike cruisers jetted toward the flanks of the hive fleet on tails of plasma fire, slashing at it with lasers and torpedoes before pulling away to regroup and attack again. In their wake two of the larger Tyranid vessels listed drunkenly away from their fellows, great holes and burns in their stony carapaces spewing fluids into the vacuum of space.

In perfect synchronicity the hive fleet deployed hundreds of organisms to keep the strike cruisers at bay. These creatures drifted along passively before exploding with great force when a ship passed close by them. On the next firing pass three cruisers were hit by these organic mines and further damage was inflicted by the bio-ships firing high velocity projectiles, charged particle beams and plasma discharges. The strike cruiser *Cassius* had its drives crippled by corrosive viruses and as it drifted helplessly was overwhelmed by a swarm of small Tyranid drone ships. Whether by accident or design the *Cassius* was not to be captured: its plasma drive went critical and the cruiser and a dozen of the Tyranid vessels were incinerated in an expanding halo of brilliant white light.

The strike cruisers were clearly unable to face the firepower of the hive fleet alone; so far their attacks had not even slowed its progress. They circled the hive fleet warily and closed in on the two straggling bio-ships crippled in the first pass. No other Tyranid vessels dropped back to protect the cripples and the cruiser squadron swiftly blasted them apart. Meanwhile, the hive fleet relentlessly bore down on the inhabited planets of Macragge. The cruisers shadowed the fleet while they conducted repairs and sought further opportunities to inflict their pin-prick attacks on the hive fleet.

Over the next week the cruisers attacked the hive fleet four more times, each time crippling one large enemy ship and then finishing it off as it drifted away from the protection of its fellows. In the course of their attacks two more cruisers were lost and another damaged so badly that it had to withdraw to Macragge for repairs.

While this was happening Marneus Calgar had taken the rest of the Ultramar fleet outsystem from Macragge. The Imperial fleet was still not expected for up to month so Calgar planned to use the fifty ships of the Ultramar fleet as a hammer against the planetary defences of Macragge. Timing would be critical: the hive fleet was already spreading out to encircle the planet and the englobement would be all but complete by the time the Ultramar fleet was in range to attack. None-the-less, Calgar relished the opportunity to engage the hive fleet while it was dispersed around the planet and hampered by the lasers and missile stations of Macragge's defence citadels.

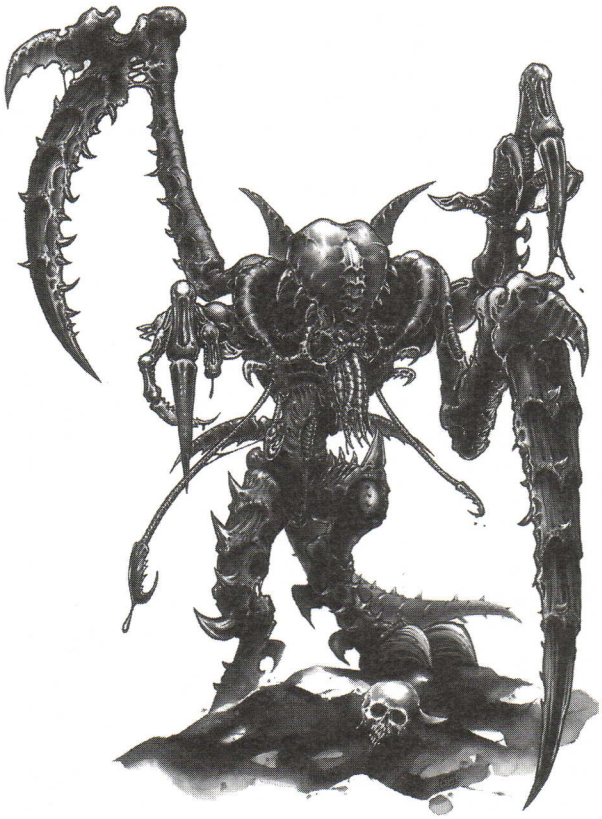
Blessings were made and prayers were said as the crew of the Ultramar fleet readied their weapons of war. Each hour Marneus Calgar watched the hologlobe as the web of fiery red dots representing the hive fleet stretched across the blue and white ball of Macragge. At times the web would tighten as the Tyranids moved closer to the planet to test the range and response of its defences; each time the white flicker of defence lasers and missiles drove the fiery dots back out of range.

If the Tyranids were aware of the approach of the Ultramar fleet they did not react to it. The shining blue knives of Calgar's fleet sliced into the hive fleet in a blinding flare of criss-crossed laser fire. The three battle barges *Caesar*, *Octavius* and *Severian* spearheaded the attack, at one point vaporising a whole Tyranid ship at close range with devastating combined salvos from their bombardment cannon as they cut their way into the swarm. Simultaneously, squadrons of Thunderbolt fighters rose from Macragge and attacked the Tyranid ships between Calgar and the planet. All seventy two craft of the leading fighter group peeled off to hit a gigantic bio-ship in their path, crippling it with torpedoes and fusion bombs for the loss of only twenty three fighters.

As the monstrous vessel twisted helplessly in the tightening grip of Macragge's gravity well it came within range of the northern polar defence fortress, one of two giant defence citadels buried in thousands of metres of rock and ice at the planet's poles. The polar fortresses were keystones in the planetary defences of Macragge and as such their auxilia garrisons were reinforced with Ultramarines of the veteran First Company, many equipped with Terminator armour, and with Titans of the Legio Praetor. Ravening bolts from the citadel's defence lasers punched along the stricken bio-ship from stem to stern. Tumbling out of control and trailing fluids, the vessel hit the upper atmosphere and began to burn.

Up to this point Calgar had been steadily suffering damage and loss to his fleet as it pushed deep into the heart of the enemy, a half dozen ships crippled or destroyed already by the intensifying enemy fire. Over thirty enemy vessels had been destroyed but Macragge's orbit still swarmed with fiery red dots except in the immediate vicinity of his own handful of blue flecks. Each passing second brought more Tyranid ships within range as they closed in on the Ultramar fleet. A lesser man might have quailed and turned aside at the alien horror of the Tyranid fleet surrounding him but Calgar knew their only hope was to fight through to safety under the heavy weaponry of Macragge.

As Macragge's north polar citadel riddled the huge Tyranid ship with fire the smooth advance of the hive fleet began to break up. Some Tyranid ships continued to close on Calgar, others moved towards the fighters and others still went directly towards the planet. In spite of the huge advantage the hive fleet had in numbers their unco-ordinated attacks led them to disaster. The Tyranid ships that came within range of the planet were blasted to fragments by the waiting defences. On



Lictor

Calgar's orders the fighters withdrew inside the range of Macragge's weaponry and the Tyranid ships pursuing them were all but annihilated by the combined attacks of fighter groups and orbital-based lasers.

The Ultramar fleet forged on through scattered Tyranid attacks, finally reaching Macragge orbit having lost a total of fourteen vessels, mostly small destroyers and escorts, though the *Octavius* and three cruisers were so badly damaged they could not expect to survive another fight. The hive fleet had lost perhaps three hundred from its number, over a quarter of its strength.

Disturbing reports from the planet below indicated that the Tyranid ships had not sacrificed themselves in vain. As they charged into fiery oblivion above the glittering skies of Macragge the bio-ships had released thousands of spore-like objects horribly reminiscent of drop pods into the atmosphere above the polar fortresses. Furthermore, the charred carcass of the giant bio-ship had crashed into the ice cap within a hundred miles of the northern fortress which had been its nemesis. Unbelievably, hordes of Tyranid creatures were being disgorged from the blackened hulk and were closing in on the fortress.

The Macragge defences strove to destroy as many of the falling spores as possible but it was an impossible task: there were too many targets moving too fast. From each spore that landed a Tyranid creature emerged, tearing free of the shock-absorbing gel inside the spore and shattering its smoking shell to step or crawl onto the

world of Macragge with ululating howls of triumph before turning north and south. Soon their columns could be seen from space, flowing across the ice and snow like black rivers of marching ants.

In space the mad attacks of the Tyranids ceased as suddenly as they had begun. As one the remaining ships of the hive fleet turned and accelerated out-system to the stark disbelief of Calgar and the resounding cheers of the defenders of Macragge. But Calgar knew that he had a stark choice: remain over Macragge and ensure the safety of the polar fortresses and hence of the whole planet or pursue the hive fleet and try to prevent it destroying further worlds by damaging the Tyranids further.

Calgar spent a long, tortured minute gazing down at the shining seas and clouds of Macragge before giving the orders to rearm his vessels for pursuit. Before they had even docked tiny system ships bearing munitions were flying out to them. While the fleet rearmed, the *Octavius* and the three crippled cruisers took up geo-stationary orbits over the polar fortresses and rained fire on the Tyranid swarms below. Shortly afterward the skies over Macragge were lit by the flare of plasma drives as the surviving vessels of the Ultramar fleet roared off in pursuit of the Tyranids, seeking to engage them before they made the safe distance from Macragge to enter warp space.

Hours passed with the Ultramar fleet steadily closing in on the Tyranid swarm. As the fleets approached the orbit of the outermost planet Astropaths aboard the command ship informed Calgar that they could sense a great turbulence in the warp. It could be the Imperial fleet approaching from Bakka or it could signal the imminent arrival of another hive fleet. Minutes crawled past with the range closing all the time.

The Tyranid swarms on Macragge were hurling themselves at the polar fortresses. Hormagaunts bounded forward across snowy plains scored by lasers, their numbers blurring individuals into a shifting mass of slicing claws and piercing talons. Gargoyles wheeled through the skies on leathery wings and spat their liquid fire on the defenders below.

The veteran Space Marines of the First Company led the lightly armed defence auxilia in a tenacious defence of the fortresses, holding every wall and trench until the last possible moment before withdrawing deeper into the fortress. The Titans of Legio Praetor stalked the ice fields and drove smoking furrows through the onrushing Tyranid hordes with shells and plasma. The crippled Ultramarine ships still in orbit above hurled down bolts of ruby flame and megatons of explosive death at the Tyranids, but still they came on.

The ferocity of the swarms was unbelievable. At the northern fortress they overran the walls using the steaming piles of their own dead for cover. Titans were dragged down and ripped apart by sheer weight of numbers, like lions being swarmed over by soldier ants. Weapon barrels glowed red hot and jammed in spite of the arctic cold, ammunition began to run low though the fortress contained stockpiles for months of siege. The snows around the fortress were stained purple with Tyranid ichor.

As the fighting became close and deadly, lumbering Carnifexes tore into the defenders' ranks like living battering rams, smashing their way through flesh and rockcrete walls with equal fury. A brood of Lictors penetrated deep into labyrinthine corridors beneath the southern fortress and murdered dozens of troopers from ambush before they were hunted down and eliminated by Terminator squads. The Ultramarines were forced back, step by step, by the tide of alien horrors.

In space Calgar watched in rapt attention as reality rippled in front of the shapes emerging from the warp before parting like a curtain to reveal the familiar shapes of Imperial warships. Over two hundred Imperial eagles emblazoned the hologlobe representing heavy cruisers, missile destroyers, battleships and including a gold eagle representing the huge Emperor class capital ship *Dominus Astra*. The sense of relief was a palpable force aboard the ships of Ultramar, now the Tyranids were trapped with the Tempestus fleet ahead and the Ultramar fleet behind.

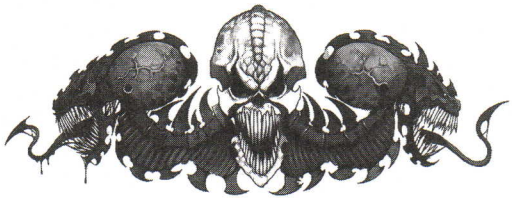
The hive fleet started to decelerate and turn back insystem, seeking to destroy the lesser Ultramar force behind them. The Ultramar fleet slowed and prepared to fight again as Calgar swiftly communicated with Lord Admiral Rath, commander of the Tempestus fleet, and exchanged plans. The Ultramar fleet clumped into a

tight wedge to keep the Tyranids at bay with their massed batteries while the Tempestus vessels spread into a broad avellan cross. As the Tyranids engaged Calgar's ships the arms of the cross formed by Lord Admiral Rath's fleet closed in around them like the jaws of a trap.

The battle was short and brutal as the Tyranids were caught in the cross-fire of the two fleets. Though they were outnumbered by over three to one the Imperial ships blasted their way through the hive fleet and scattered the bio-ships into small groups. The Tyranids' piecemeal counter-attacks were beaten off by the awesome firepower of the heavily armoured and shielded Imperial ships. Their lances of fusion fire transfixed the organic hulls of the bio-ships and clouds of Imperial Navy fighters darted in to tear apart the crippled vessels. Within an hour the remnants of the hive fleet were dead and drifting, charred hulks spinning slowly through the void.

The battle had taken its toll of the combined fleet. Calgar had lost half his remaining ships and several Imperial ships had to be destroyed by the weapons of their compatriots because they had been boarded and overrun by the Tyranids. The tales of horror from these vessels mirrored those from the polar fortresses on Macragge all too closely. It was evident that the Tyranids were horrifying, almost unstoppable opponents at close quarters.

With the fate of the beleaguered polar garrisons pressing on his mind Calgar swiftly gathered up his fleet and turned back insystem, Lord Admiral Rath's ships swung into triumphant procession behind him. Though it would be many hours before the fleet could arrive at Macragge Calgar was determined to return in time to save his men.



Behind the two fleets the very fabric of space rippled before it was suddenly torn aside as another fleet emerged from warp space. The hologlobes were filled with ranks of red sparks as the second Tyranid hive fleet bore down on the ships of the combined Imperial fleet. This hive fleet was fresh and undamaged: hundreds of large bio-ships made up its vanguard with their smaller companions staying to the sides and rear.

Calgar desperately sought an edge to exploit against this new foe. The other fleet had only been defeated because it was surprised and weakened; this new fleet was too strong to fight. The defences of Macragge were hours away, damaged by the ongoing Tyranid assault but still operational. The only other defensive point was the ringed gas-giant Circe, which they could reach within the hour.

Calgar headed back to Macragge. Lord Admiral Rath declared that too many of his ships would be caught before they reached that planet and turned away toward Circe. As the ponderous ships of the Tempestus fleet swung their prows towards roiling Circe and its treacherous rings of rocks and dust the hive fleet smoothly divided itself. The greater part of the alien ships pursued the Imperial vessels towards the gas giant and its shining rings. The remainder dogged the Ultramar fleet with such numbers that to turn back would be suicidal.

Amidst the rings of Circe the Imperial fleet turned at bay, their engines holding them at a dead halt above bands of storm that reached about the giant's circumference. The Tyranid ships swept forward in a wave which filled the monitors and gun sights with targets. Laser salvos and plasma beams struck down the bio-ships by tens and then hundreds but the hive fleet ground forward regardless of loss. Vessels of both sides fell towards Circe's hungry pull as they were hit, tumbling down to be smashed apart in the stony rings or to send flares of incandescent gas jetting into space as they burned amidst clouds below.

One by one the Imperial vessels were grappled and overrun or torn apart by the hail of shots from a dozen foes. The rings flared with the bright flashes of Imperial ships dying in fiery wreaths of plasma. The skies above Circe were filled with the detritus of war, charred fragments of ships and bio-ships merging together to form new rings of steel, blood and bone. At the height of the battle only a fraction of the Imperial warships remained operational, amongst them the scarred bulk of the *Dominus Astra*.

Giving his remaining ships a final order to scatter, Lord Admiral Rath swung the mighty capital ship about and thrust forward into the heart of the hive fleet. Roaring forward on its many tails of white fire the *Dominus Astra* ripped through the bio-ships with its jagged ram, weapons blasting from every gun port and turret, the enemy so close that the shot and detonation of its fusion cannon were simultaneous. For a brief instant the *Dominus Astra* kept the horde back with the blaze of its weapons before the Tyranids swept in like a tide of bone and flesh to cover it with their numbers.

A black globe crackled and flared into existence over the spot. Real space rippled visibly and then shuddered back before the groaning warp drives of the *Dominus*

Malefactor

Astra as it hurled itself into the warp. Reality contorted under the strain: mass and warp energy collided in a cataclysmic implosion of black light and impossible sound. All of the closest Tyranid ships were dragged into the Astra's displacement and were lost with it. Those further away were smashed in the swirling storm of dust, rocks and other detritus swept into the ship's wake. Great flares of incandescent gas gouted up from Circe to incinerate the handful of surviving ships that remained in a holocaust of flame.

The *Dominus Astra* disappeared into the warp never to be seen again. Only a dozen other ships of the proud Tempestus fleet survived the battle of Circe. These limped away towards Macragge, though the battle for the Ultramarines' homeworld would be long over by the time they arrived.

The last stand of the Tempestus fleet was visible on magnascope, the light from Circe's orbit taking seconds to catch up with the Ultramar fleet. Calgar could only helplessly watch the Imperial vessels wreathed in the flame of their weapon fire, the silent explosion of Tyranid ships as they were struck, the glittering aurora of lights as laser salvos vaporised rings of dust. As the *Dominus Astra* dragged the heart of the hive fleet to oblivion the bio-ships pursuing Calgar started to split up, the smaller vessels rushing after the Ultramar ships while their larger companions turned back and left the Macragge system. The Ultramar fleet fled before the remaining foe, drawing them towards Macragge.

In the polar fortresses the remnants of the Ultramar garrisons had been forced back deep underground, fighting amongst the coolant stores and capacitors of the giant defence laser silos. All contact had been lost with the northern fortress after the Tyranids overran the surface; in the south small pockets of Ultramar resistance still held out in bunkers above ground. Calgar sent the 3rd and 7th Ultramarines companies ahead in their strike cruisers to recapture the polar fortresses while the remainder of his ships attempted to fight off the hive fleet from within the range of the orbital defence monitors and equatorial fortresses ringing Macragge.

As the battle opened above, the Space Marines of the 3rd and 7th companies dropped onto the poles with their supporting units. Scenes of unbelievable carnage awaited them below. Piles of mangled Tyranid corpses and shattered wargear lay strewn across the ice. Vast steaming craters pocked the snows where Titan plasma reactors had melted down and the stench of death lay everywhere. The 7th company, dropping on the southern fortress, quickly linked up with the survivors of the garrison and pushed on to clear the subterranean passages which had been overrun. The handful of remaining Tyranids fought back with maniacal ferocity but attacked without strategy or co-ordination and were killed as they emerged from cover.

In the north the 3rd company came under attack as soon as it landed. Hundreds of creatures emerged from dark tunnel mouths and shattered bunkers to assail the Space Marines, threatening to overrun their dropzone with their numbers. Only the staunch defensive fire laid down by the company's Devastators kept the swarm at bay until Thunderhawk gunships arrived to blast the Tyranids back below ground. With further reinforcements of Space Marine Dreadnoughts the company fought its way down into the fortress.

The dark, dank corridors below were already subtly altered, mucous dripped from the walls and a pervasive musky stench overlaid everything. Warily the Space Marines pushed onward. Lone Tyranid creatures sprang from ambush and tried to flank the Space Marines' advance, they were fought off and killed for the loss of many Ultramarine battle-brothers.

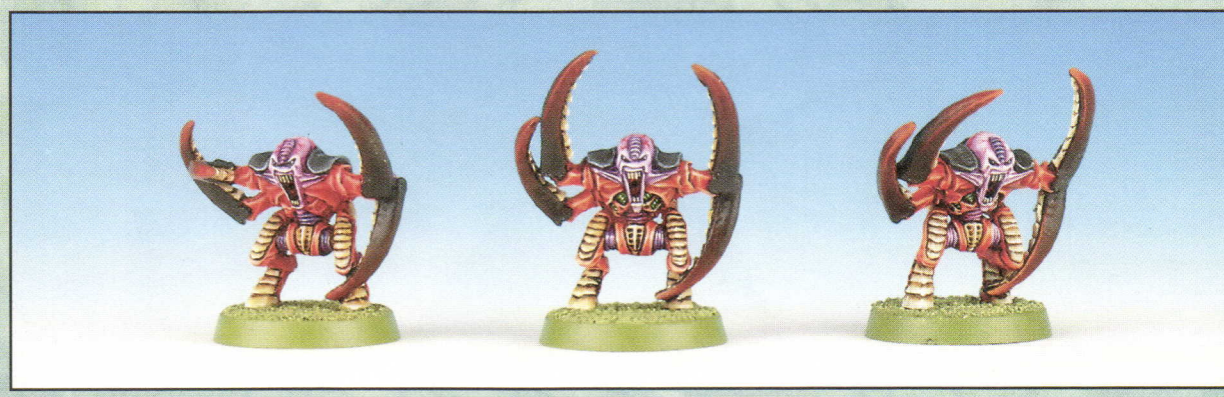
The company cleared its way forward with flamers and finally reached the lower penitorium where the 1st company had made their last stand. Tyranid bodies were piled six deep around the doors and inside the chamber a circle of Terminators lay where they had fought back to back. They were still and lifeless, every one having given his life against the Tyranid hordes. The Ultramarines' 1st company had been wiped out to the last man, a grievous blow from which the Chapter has still to fully recover.

In space the survivors of the Ultramar fleet easily destroyed the last wave of bio-ships. The Tyranids drove straight forward against the fleet and Macragge's defences, each successive foe was destroyed before it came anywhere near the planet. Hive Fleet Behemoth had been defeated.

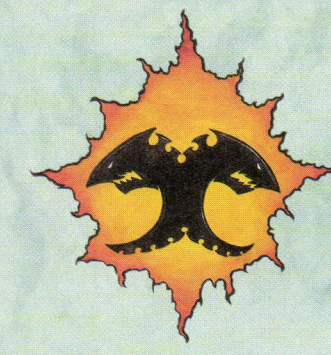
'EAVY METAL™

TYRANID BROODS

Tyranid creatures are incredibly variable in their overall appearance and colouration. However, swarms often have similar markings and colouration with their genetic brothers, even though the evolutionary purpose of such solidarity has long since been rendered obsolete by the unifying influence of the hive mind. The colours exhibited by Tyranid creatures tend towards the red portion of the spectrum, possibly indicating they were first spawned beneath an older, redder star than Sol and that their visual perception remains mostly in the infrared band.

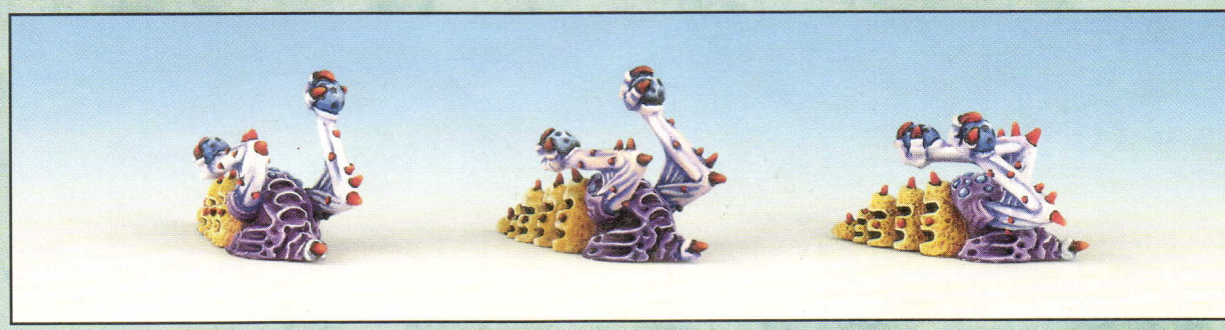


A CARNIFEX BROOD



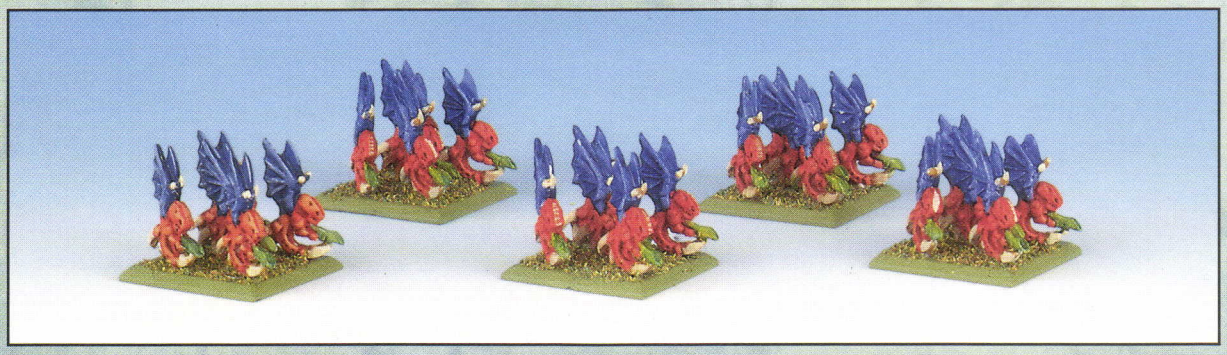
A ZOANTHROPE BROOD

A HARUSPEX BROOD



A DACTYLIS BROOD

'EAVY METAL™



A GARGOYLE BROOD

Lictors are among the most sinister Tyranid troops, often referred to as Spooks or Mantis Stalkers by the Imperial Guard They are masters of concealment and stealth, stalking their enemy unseen until they pounce upon their prey and tear them apart.

A LICTOR BROOD

A HORMAGAUNT BROOD

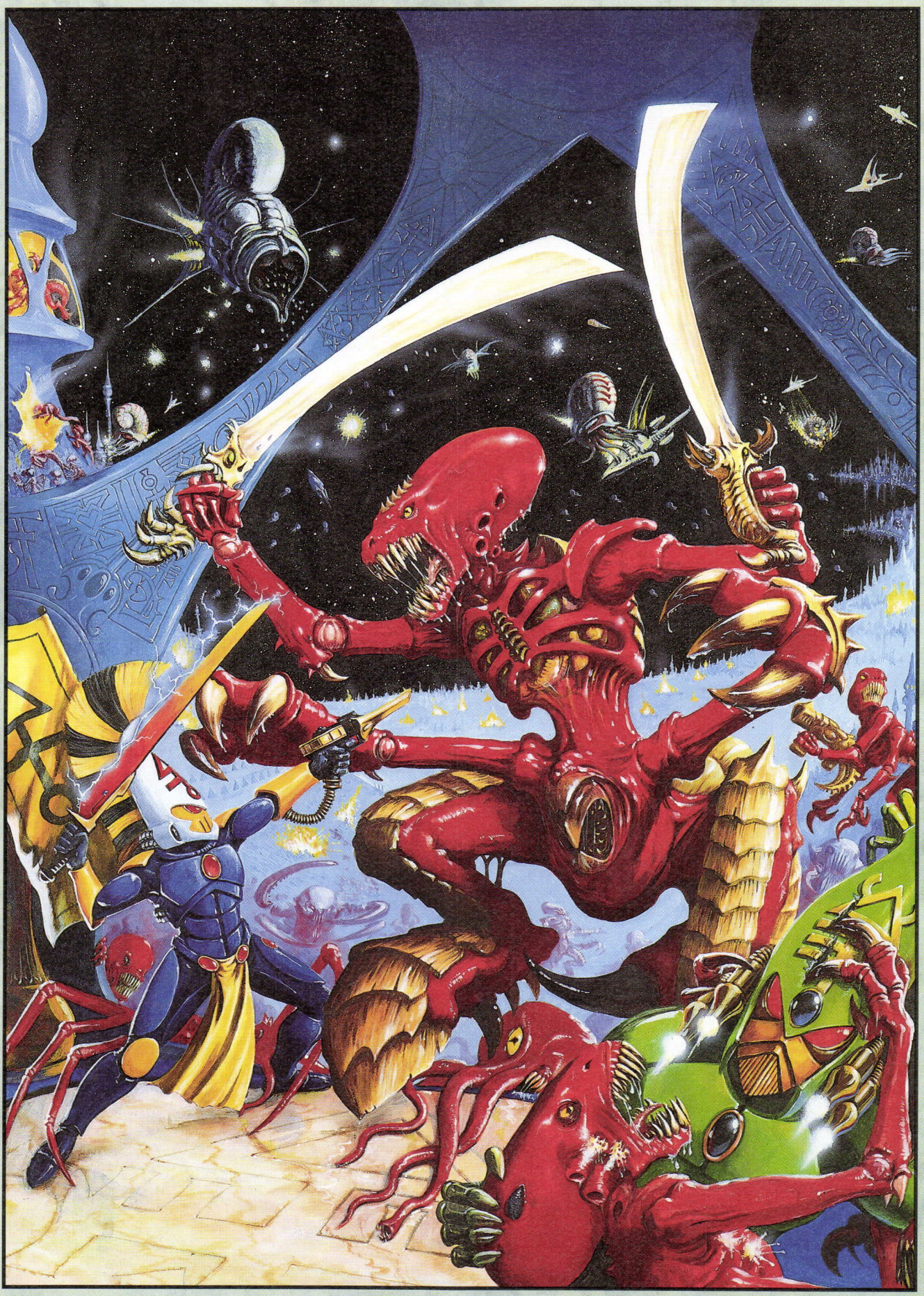
TYRANID BROODS BATTLE WITH CHAOS ARMIES FOR POSSESSION OF IMPERIAL RUINS

'EAVY METAL™

IMPERIAL FORCES ARE AMBUSHED BY TYRANIDS AS THEY LEAVE AN IMPERIAL CITY

IMPERIAL GUARD SWAMPED BY A SWARM OF TERMAGANTS AND LICTORS

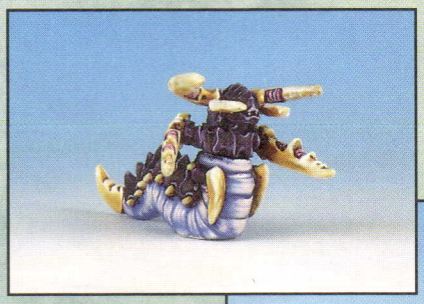
TYRANIDS BATTLE AGAINST ELDAR TEMPESTS AND NIGHTWINGS IN A DENSE FOREST

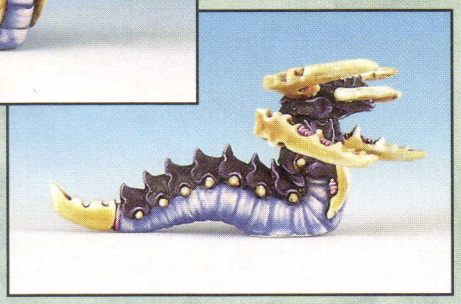


TYRANID BROODS

Hive Tyrants are terrifying alien warrior-lords of the Tyranid swarms. In addition to their formidable size and fighting prowess Hive Tyrants form vital synapse links in the structure of the Tyranid hive mind. In battles the presence of Hive Tyrants motivates the lesser creatures of the swarm and extends the influence of the hive mind across the teeming hordes.

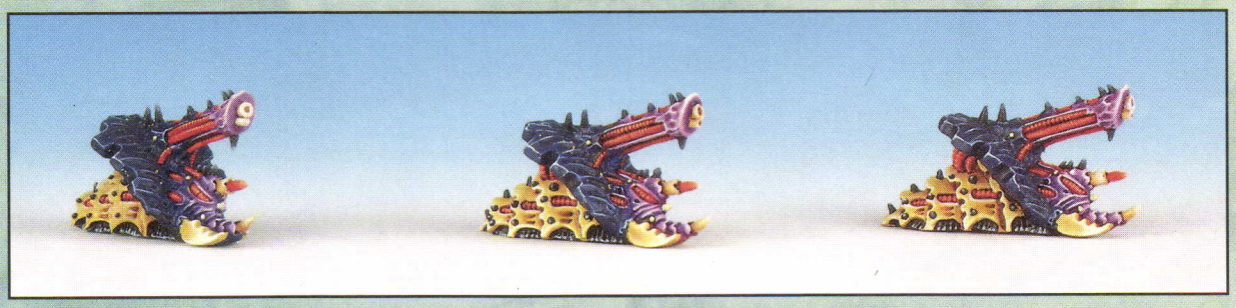
TYRANID HIVE TYRANT





TRYGON

The Trygon is a solitary, snake-like organism the size and weight of a super heavy tank. This predatory creature has been genetically engineered to turn it into a living weapon which generates a powerful electrical field. During battles this electrical field is launched forward as a rolling blast of high voltage power.

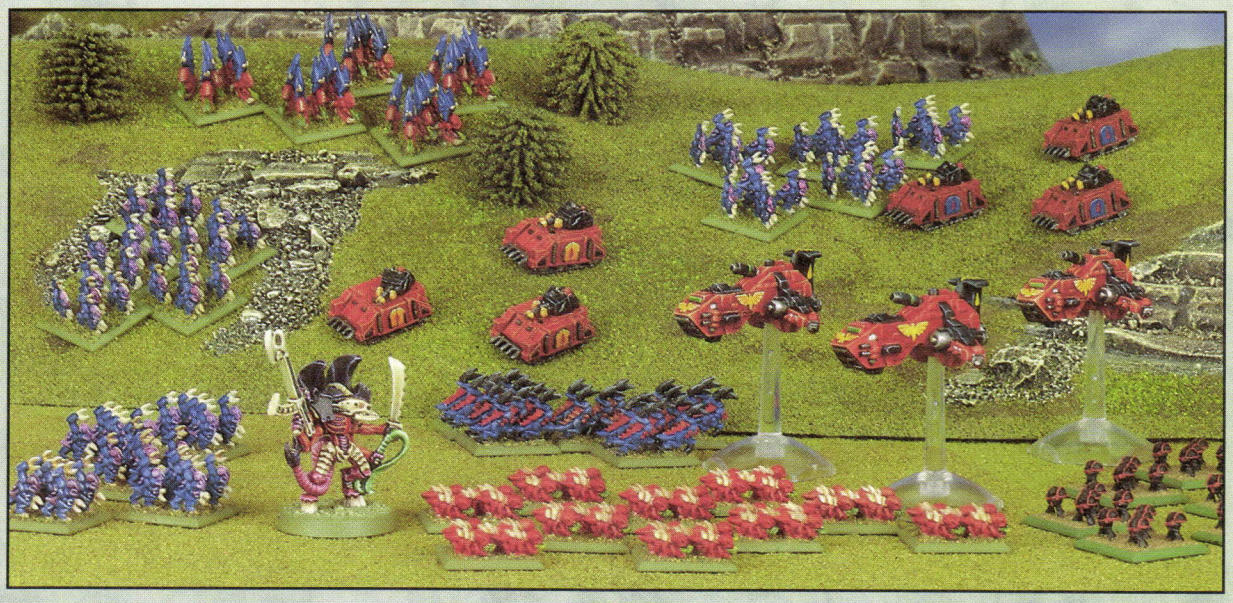


AN EXOCRINE BROOD

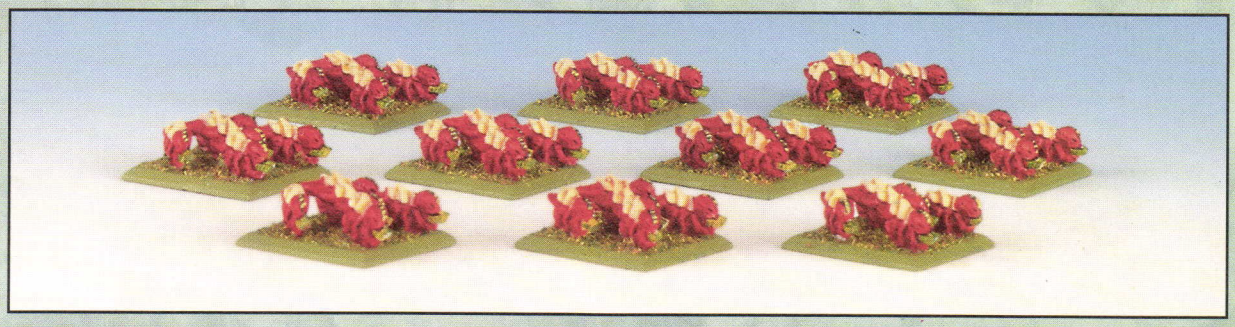
A MALEFACTOR BROOD

AN EXOCRINE BROOD OVERRUNS A MOB OF ORK BRAINCRUSHAS

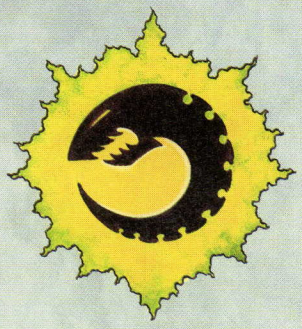
'EAVY METAL™

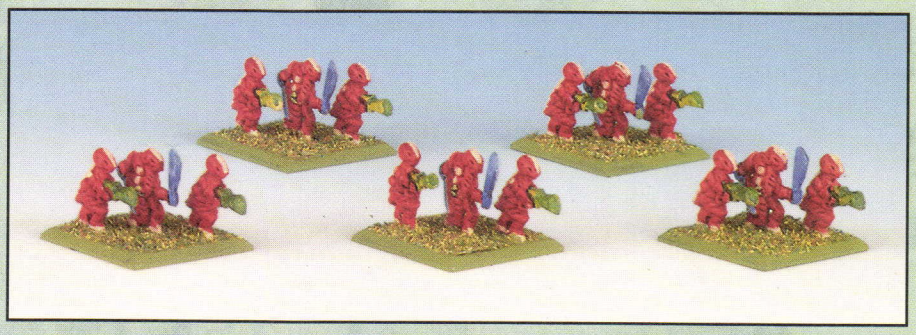


A BLOOD ANGELS PATROL FALLS VICTIM TO A TYRANID AMBUSH

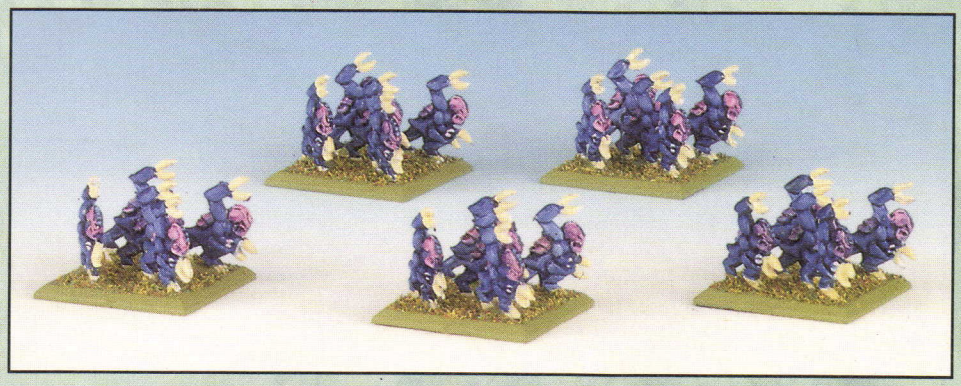


A TERMAGANT BROOD





A TYRANID WARRIOR BROOD



A GENESTEALER BROOD

Genestealer incursions formed the Imperium's first contact with the Tyranid race, though this was not realised until much later. Genestealers are used to scout ahead of the hive fleets and seek the best feeding grounds. In battle Genestealers fight as lightning fast and deadly shock troops.

HIVE WAR™

TYRANID INVASIONS OF THE IMPERIUM

SEGMENTUM OBSCURUS

THE EYE OF TERROR

SEGMENTUM PACIFICUS

EARTH

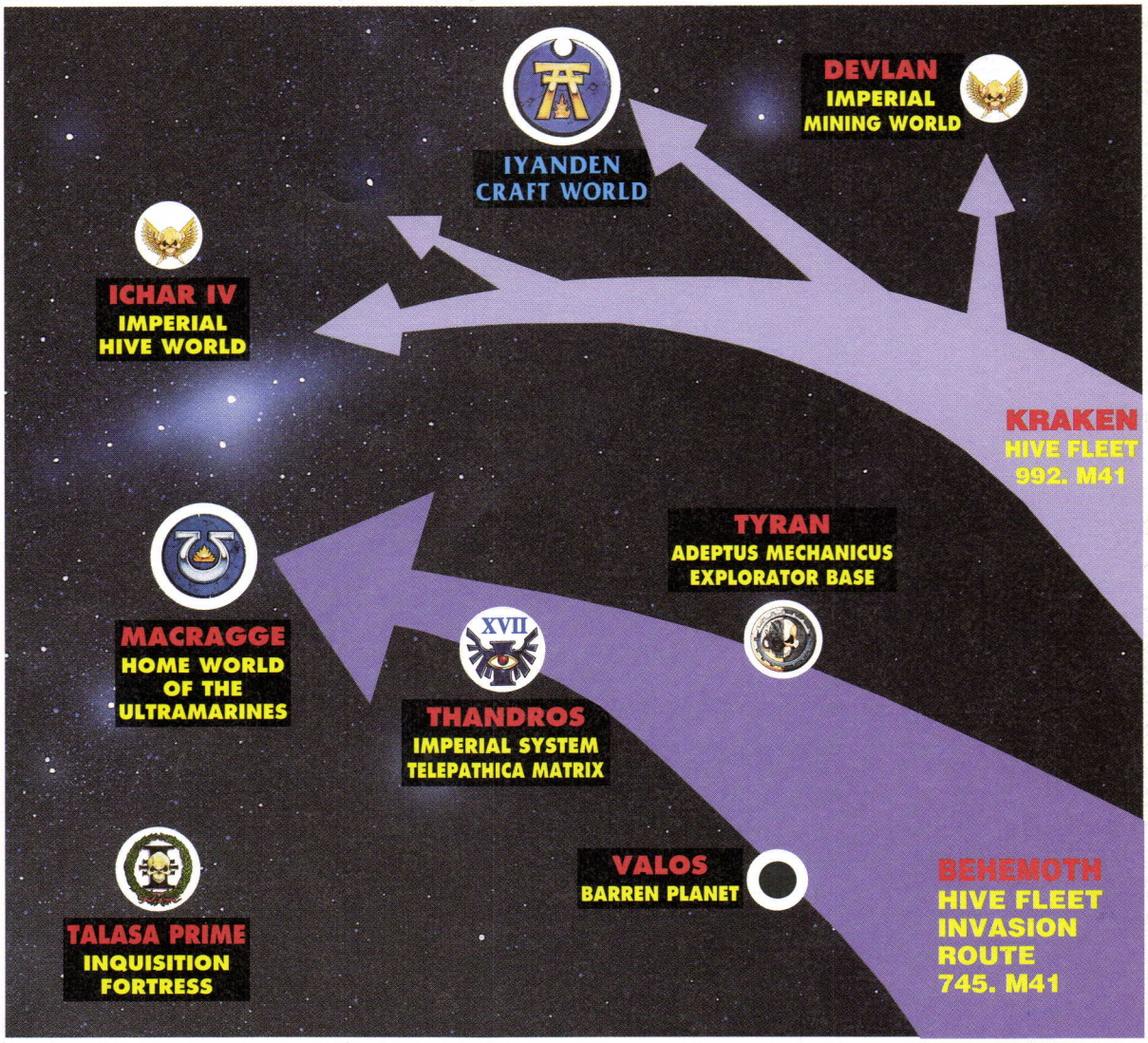
MAELSTROM

SEGMENTUM SOLAR

The incursions of the Tyranid hive fleets have been confined to the Tempestus and Ultima Segmentums to date. With the approach of the hive fleets the shining beacon of the Astronomican has been obscured and distorted in the embattled sectors, making warp navigation dangerous and difficult.

SEGMENTUM TEMPESTUS

BAKKA
IMPERIAL NAVY BASE



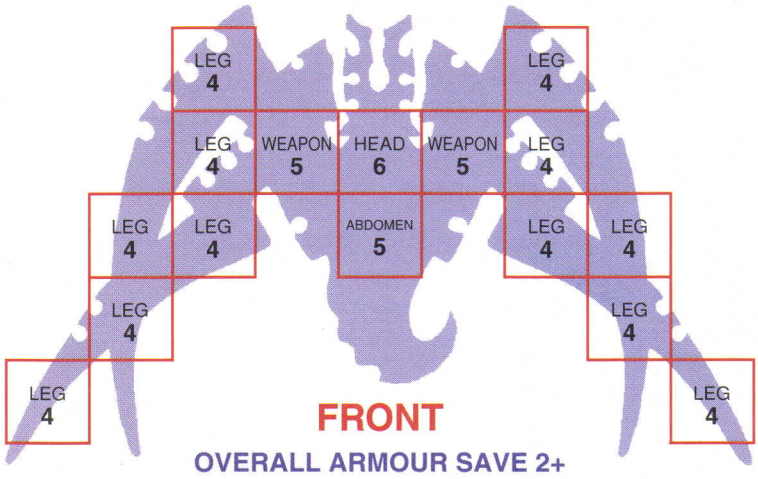
TYRANID INVASIONS

Tyranid invasions are devastating events that occur without warning. The hive fleets are almost impossible to detect before they appear because of their low energy signature. The turmoil created in the warp by the arrival of a hive fleet inhibits communication and warp travel out of the system under attack.

KNIGHT LANCERS SUPPORTED BY LEMAN RUSS BATTLE TANKS ROUT A TYRANID ATTACK

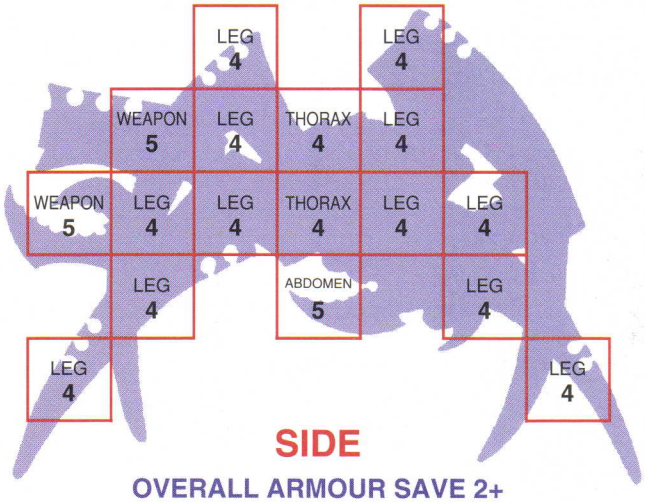
HIEROPHANT BIO-TITAN

CAF	+14
MOVE	25cm
PSYCHIC SAVE	3+
WOUNDS	8
REGENERATE	Yes
TRANSPORT	5 Infantry Stands
WEAPON MOUNTS	x3, Head, Right and Left Arm



FRONT

OVERALL ARMOUR SAVE 2+

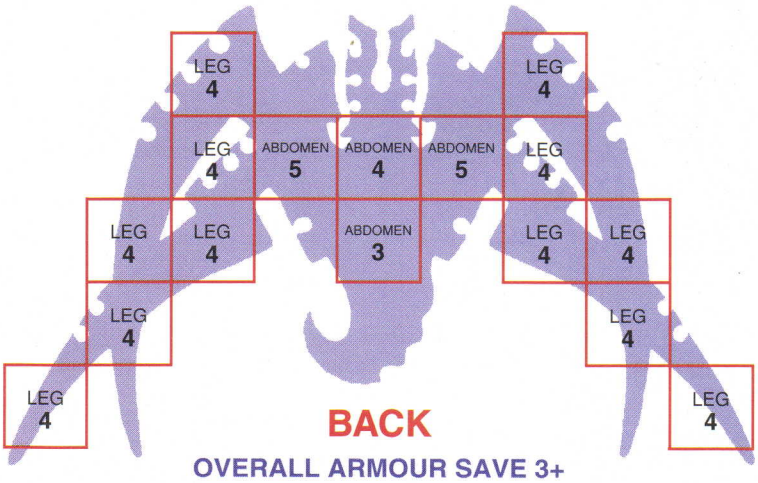


SIDE

OVERALL ARMOUR SAVE 2+

PERMITTED WEAPONS

Cluster Spines	Spore Pods
Bile Launcher	Pyro-acid spray
Razor Claws	Stinger Salvo
Bio-Cannon	Frag Spines
Ripper Tentacles	



BACK

OVERALL ARMOUR SAVE 3+

WEAPON	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MOD.	NOTES

HIEROPHANT DAMAGE TABLES

HIT LOCATION

Hit Location/Shooting

Roll to hit the Bio-Titan as normal. If you hit the Bio-Titan it must make its overall armour save as shown overleaf. If the save is failed refer to the hit location template, nominate a target location, roll the **aim dice** and move the location hit as indicated.

If the shot lands in a location area the Bio-Titan suffers 1 wound, plus roll to see if the Bio-Titan is critically damaged by rolling equal to or over the number in the location box on a D6. If your shot lands on an empty square or outside the grid it has missed and does no damage.

THORAX DAMAGE TABLE

1-2 The Hierophant's thorax is pierced and leaks colourless slime, inflicting 1 extra wound.

3-4 The Hierophant's thorax is split, causing blood and ichor to spray out. The Hierophant suffers an extra 1D3 wounds.

5 The Hierophant's thorax is ripped open with a spray of viscous jelly, inflicting 1D6 wounds.

6 The thorax is deeply punctured and starts to pour out body fluids inflicting 1D6 wounds now and another 1D6 wounds in each orders phase. This damage may be regenerated on a D6 roll of 4+ in the end phase.

ABDOMEN DAMAGE TABLE

1-3 The abdomen is gashed open by the hit, inflicting 1 extra wound. Any troop stands being carried are unharmed but they are reflexively disgorged immediately, place them within 5cm of the Hierophant.

4-5 The abdomen is impaled, inflicting 1 extra wound. Troop stands being carried must make a saving throw or be destroyed, any surviving troops stands are disgorged as in 1-3 above.

6 The abdomen is slashed open, spilling its contents to the ground. The Hierophant suffers 1D3 wounds. Troop stands being carried must make a saving throw or be destroyed, any surviving troops stands are disgorged as in 1-3 above.

LEG DAMAGE TABLE

1-2 The leg is damaged, forcing the Hierophant to walk with a pronounced limp. The Hierophant's movement rate is reduced by 5cm and it may not enter difficult terrain. This damage may be regenerated on a D6 roll of 4+ in the end phase.

3-4 The Hierophant's leg is crippled. The Hierophant's movement rate is reduced by 10cm and it may not enter difficult terrain. This damage may be regenerated on a D6 roll of 4+ in the end phase.

5 The Hierophant's leg is severed, inflicting 1 extra wound and permanently impairing its movement as noted in 3-4 above. If two of the Hierophant's legs are severed it will collapse on the spot, unable to move again, even to turn in place. If this occurs the Hierophant's CAF is halved but otherwise it may fight and shoot as normal.

6 The Hierophant's leg is ripped away with a great gout of ichor, inflicting an extra 1D3 wounds on the creature. Loss of the leg affects the Hierophant as noted in 5 above.

HEAD DAMAGE TABLE

1 The Hierophant staggers D6+4cm in a random direction. Any models it moves onto take a hit with a 0 save modifier on a roll of 4+ on a D6. If the Hierophant staggers into difficult or impassable terrain it suffers D6 hits with a 0 save modifier.

2 The Hierophant's head-mounted weaponry is damaged and may not be fired again until it is regenerated on a D6 roll of 6 in the end phase.

3 The Hierophant's nerve core is disrupted. While damaged its CAF is halved and it must roll a 4+ on 1D6 before it can move or shoot (roll the D6 just before you move or shoot). This damage may be regenerated on a D6 roll of 6 in the end phase.

4-5 The Hierophant's head is punctured, inflicting an extra 1D6 wounds.

6 The Hierophant's head is half blown off, inflicting an extra 2D6 wounds.

WEAPON DAMAGE TABLE

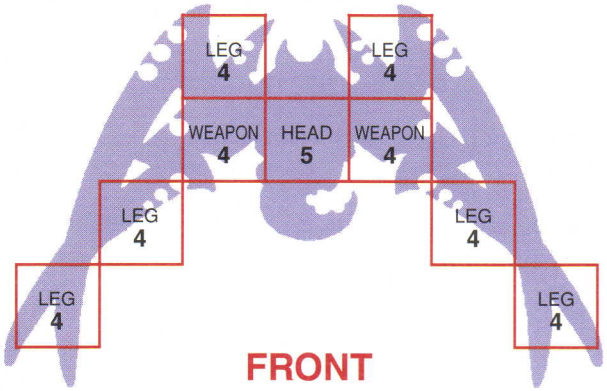
1 The Hierophant's weapon is knocked aside by the hit and may not fire this turn.

2-4 The Hierophant's weapon is smashed by the hit, inflicting 1 extra wound on the Hierophant in the process. The weapon may not fire again until it is regenerated on a D6 roll of 5+ in the end phase.

5-6 The Hierophant's weapon is blown clean off and will land 2D6cm away in a random direction, causing a hit with a 0 save modifier on anything underneath where it lands. Ichor boils up out of the stump and the hit inflicts an extra 1D3 wounds on the Hierophant.

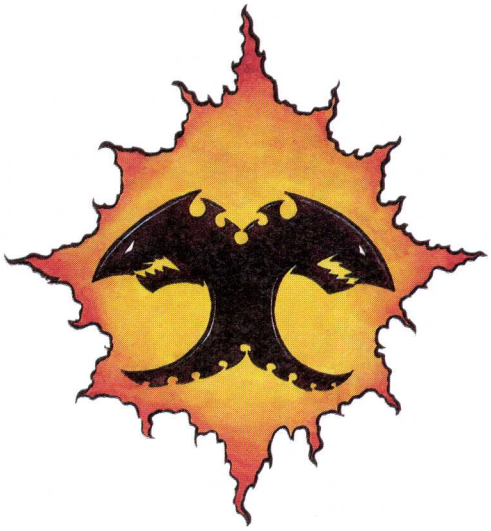
HIERODULE BIO-TITAN

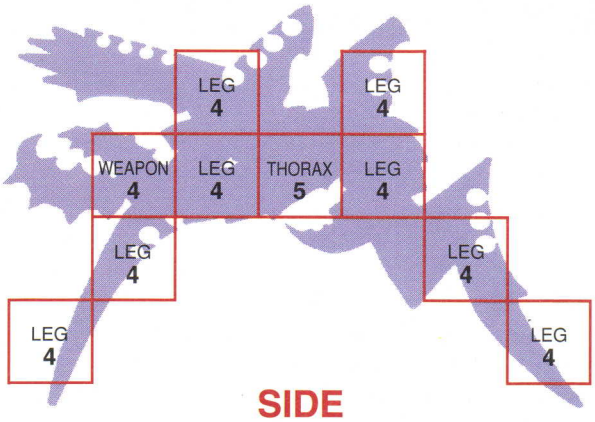
CAF	+10
MOVE	25cm
PSYCHIC SAVE	4+
WOUNDS	6
REGENERATE	Yes
TRANSPORT	No
WEAPON MOUNTS	x2 Right and Left Arm



FRONT

OVERALL ARMOUR SAVE 2+



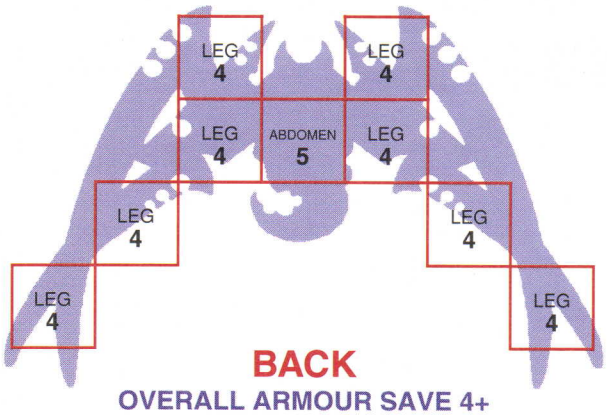


SIDE

OVERALL ARMOUR SAVE 3+

PERMITTED WEAPONS

- Cluster Spines
- Bile Launcher
- Razor Claws
- Bio-Cannon
- Ripper Tentacles
- Spore Pods
- Pyro-acid spray
- Stinger Salvo
- Frag Spines



BACK

OVERALL ARMOUR SAVE 4+

WEAPON	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MOD.	NOTES

HIERODULE DAMAGE TABLES

HIT LOCATION

Hit Location/Shooting

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5 The Hierodule's thorax is ripped open with a spray of viscous jelly, inflicting 1D6 wounds.

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4-6 The abdomen is slashed open and body fluids gush out. The Hierodule suffers 1D6 extra wounds.

LEG DAMAGE TABLE

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5-6 The Hierodule's weapon is blown clean off and will land 2D6cm away in a random direction, causing a hit with a 0 sv mod. on anything underneath where it lands. Ichor boils up out of the stump and the hit inflicts an extra 1D3 wounds on the Hierodule.

THE SECOND TYRANNIC WAR

In the aftermath of the first Tyrannic war there was little the Imperium could do to strike back at its foe. Behemoth had arrived from a virtually unexplored quarter and had disappeared completely after the Battle of Macragge. Numerous Techno Magi spent many years studying the bodies and artefacts of the Tyranids left on Macragge but could divine little from the evidence.

The obvious facts were that, like the Eldar, the Tyranids used a form of bio-technology to organically form weaponry (though Tyranid weapons were limited to short-ranged projectiles and close combat weaponry) and that the Tyranids themselves formed an incredibly diverse race, more so than even the Orks, Gretchin and Snotlings that infest the galaxy.

The only discovery of great note was that the Tyranids employed Genestealers as shock troops. These creatures had previously been considered autochthonous denizens of the moons of Ymgarl that had spread through space onboard cargo barges. Their presence amongst the Tyranid hordes was testament that this theory was erroneous. Genetic samples indicated they were Tyranid creatures, so why were they already established far to the galactic north-west? The Salamanders Chapter of Space Marines conducted a xenocide campaign to purge the moons of Ymgarl and Inquisitors intensified their scrutiny for Genestealer infestations but nothing more could be done.

The second Tyrannic war was triggered two hundred and fifty years later by the attacks of a new Tyranid hive fleet along the south-eastern arm of the galaxy. This new foe was named Hive Fleet Kraken.

As its name indicates, Hive Fleet Kraken has proven to be a far more dangerous and insidious foe than Behemoth. Its very approach was shrouded in confusion and enigma. Its attacks were presaged by unrest and disorder spread throughout the sectors of Segmentum Tempestus and Ultima; terrorism, riots, sabotage and outright rebellion broke out on Devlan, Ichar IV and a dozen other different worlds at once.

Inquisitor Agmar led the investigations on numerous rebellious worlds, working both covertly and overtly as circumstances dictated. As Imperial forces rooted out and destroyed the rebellious elements on a succession of planets it became clear that all of the unrest had been instigated by Genestealer cults hidden among the populace. Even as the Imperium became aware of this new threat the first survivors of Tyranid attacks along the outer fringes escaped to bring warning of a new hive fleet.

The tactics of Hive Fleet Kraken have proved considerably different from those of Hive Fleet Behemoth. Instead of attacking as two great waves of ships, Hive Fleet Kraken appears to comprise numerous smaller fleets, each of which consists of hundreds of individual craft which move to attack worlds across an entire sector simultaneously. The alarming disruption in the warp brought about by the hive fleet's passage blocks out astropathic communication beyond the besieged systems and makes warp travel in their vicinity dangerously unpredictable. As the hive fleet advances whole sub-sectors of the Imperium are swallowed up with almost no clues as to what has happened.

When they attack, the Tyranid ships approach in successive waves, each assault building in intensity until resistance is eliminated on the target world or the Tyranids are destroyed. To date, only the Eldar craftworld of Iyanden has fended off the hive fleets successfully, but at a cost almost too terrible to bear.

New and even more deadly Tyranid weapons and creatures are being reported all the time: long-ranged acidic projectiles that melt through steel like wax, creatures which attack with bolts of psychic energy or electrostatic blasts, and gigantic beasts as tall as Titans. The regularity of Tyranid attacks is increasing and no adequate defence has yet been discovered.

Several hundred large inhabited worlds have fallen to the Tyranids. Two entire Space Marine Chapters based on the Eastern Fringe, the Scythes of the Emperor and the Lamenters, have been all but destroyed with little more than a company of Space Marines surviving the Tyranid onslaught.

The fight has not been entirely in vain. In a number of systems Space Marines have boarded Tyranid ships while they were still dormant after exiting the warp. These boarding parties entered the pulsing vitals of the immense alien craft, gathering information about the Tyranids and destroying thousands of aliens while they lay in frozen hibernation. The information gathered by these brave Space Marines has proved vital to the Imperium's search for a way to defeat the Tyranid menace.

The Techno Magi have concluded that the Tyranids originate from outside the galaxy. Their voracious genetic structure and biological existence are different from even the most alien creatures of our own galaxy. Whereas human and other galactic organisms naturally diversify into distinct species over the course of millions of years, Tyranids evolve rapidly and constantly to meet the conscious needs of the entire race.

The Tyranids are not one creature but a bewildering array of monstrosities created to perform specific functions. Hence Tyranids vary in size from the huge organic spacecraft of the hive fleets to tiny functionary creatures such as the beetle-sized scataphagoids that cleanse and recycle organic waste in the respiratory vents of the bio-ships.

The conscious mutability of the Tyranids means they have never needed to develop more conventional technologies like those used by Man. For example, much of the Tyranids' weaponry is created from symbiote creatures that have been adapted and combined to fire voracious living shells or generate deadly energies. These artefacts have probably not even been consciously designed by the Tyranids, rather they design themselves in response to the requirements of the hive mind, genetically adapting to their tasks from the moment of inception. As time passes, generations of the weapon symbiotes constantly change and evolve to become lighter, more efficient and deadly against the Tyranids' foes.

The hive mind appears to require a constant influx of fresh genetic material and DNA to create new creatures and adapt to different environments. The Adeptus Mechanicus postulate that the Tyranids exhausted their own galaxy and, perhaps, others of all life before crossing the interstellar void to seek fresh feeding grounds. With its billions of humans and countless other creatures the Imperium offers the Tyranids an inexhaustible stock of organic matter and genetic codes to invigorate the hive mind and enable it to manifest new forms.

The war against the Tyranid race has barely begun: only the future will reveal whether the primitive and unevolved life forms which inhabit our galaxy can resist the Tyranid super-organism. Only time will tell.

IYANDEN

Thousands of years ago the Eldar civilisation was all but destroyed in a catastrophe, the only survivors fleeing from their planets in giant space vessels known as Craftworlds. Iyanden was the largest of all of the Eldar Craftworlds and its people the most numerous. It drifted serenely through the void of space, far away from the inhabited planets of other races. Then, from out of the darkness of intergalactic space exploded the Tyranids, and Iyanden became the scene of the Eldar's first encounter with that race.

The first warning the Eldar of Iyanden had of their fate was brought by the Craftworld's far-ranging Scouts, Eldar whose instincts drive them to a life of exploration and danger, and who secretly monitor the planets and alien races near their Craftworld. The news that the Scouts brought was dire: a Tyranid hive fleet of immense proportions was heading towards Iyanden Craftworld.

Already over a dozen Imperial planets had been consumed in the Tyranids' advance and, although the Imperium was mounting furious counter-attacks as and when it could, it would be months until a major Imperial task-force could be mobilised to counter the threat. By then Iyanden would have been overrun.

Farseer Kelmon, leader and spiritual head of the Craftworld, called together the Eldar of Iyanden and warned them of the impending Tyranid assault. Each Eldar Craftworld has a great hall, known as the Place of Answering, which is capable of holding every member of the Craftworld. At times of crisis the Eldar meet there, so all may know of the peril that faces their Craftworld, and so any Eldar may voice an opinion on the course of action that should be taken. Only once all views have been debated and a consensus of opinion reached will the Craftworld's Farseers decide on the course of action to be taken. The debate on the action to take against the Tyranid hive fleet was heated and prolonged.

The more conservative elements of the Craftworld argued for a policy of isolation, shielding the Craftworld behind a powerful psychic barrier in an attempt to avoid all contact with the Tyranids, while the more aggressive elements wanted to attack the enemy immediately, dispatching the fleet to destroy the Tyranids before they reached the Craftworld.

Both courses of action were badly flawed, however, because they took no account of the sheer size of the Tyranid swarm. It took a powerful speech from the Eldar Scout Irilith, who had seen the hive fleet at first hand and understood the terrible threat that it represented. For over an hour she drove home to all present that the hive fleet was too large to hide from, or for the Eldar fleet to defeat on its own. It would take the combined efforts of every Eldar on Iyanden Craftworld to have any chance against the Tyranids, and even then they might not succeed in defeating the alien menace.

A hush fell on the hall as Irilith finished her speech. No more needed to be said, for all the Eldar present now realised the sheer enormity of the task ahead. Farseer Kelmon rose and began to issue the decrees to prepare the defences of Iyanden Craftworld. All elements of the fleet would be recalled, and every single Eldar must take on the Warrior aspect of Warlock, Guardian or Aspect Warrior. The entire gigantic Craftworld would be fortified, for there could be no doubt that the Tyranids would breach their outer defences and land on the ship.

Help must be requested from the other Eldar Craftworlds. The Avatar, the embodied spirit of the Craftworld's war god, must be awakened to take part in the battle. And, most terrible of all, all the Craftworld's ancient spirit stones must be plucked from their resting places and implanted in metal fighting bodies to battle as Wraithguard.

When an Eldar dies their spirit is released into a gem known as a spirit stone, which is grafted into the very structure of their Craftworld to preserve the dead Eldar's consciousness. Thus each Craftworld is a living thing which preserves a little of the once great Eldar civilisation. By risking the destruction of the Craftworld's spirit stones, Kelmon risked the destruction of Iyanden's culture and racial memory. It was a grave chance to take, but Kelmon knew that the Wraithguard could make the difference between victory and defeat in the struggle that was coming.

* * * * * * *

The first Tyranid hive swarms attacked Iyanden just 20 days later. By then the Craftworld had already been isolated for over a week by a Tyranid psychic blockade which made it extremely difficult for the other Eldar Craftworlds to send help. Apart from a few scattered units that made it through, Iyanden would be fighting the Tyranids on its own. None the less, the first Tyranid waves were dealt with easily and efficiently by the Eldar fleet. The Eldar's spacecraft were faster, more manoeuvrable and had longer ranged weapons than their opponents.

In battle after battle the Eldar spacecraft destroyed the lumbering Tyranid hive ships while only suffering minimal casualties themselves. For a while it looked as if the fleet might be able to hold off the Tyranids on its own, as wave after wave of Tyranid hive swarms was wiped out. But Farseer Kelmon was still worried. Already the ability of the Craftworld's forges to replace destroyed Eldar spacecraft was being outstripped by the casualties being suffered in the deep space battles that raged around the Craftworld. The Eldar fleet was being ground down in a massive battle of attrition, a battle that only the Tyranids could hope to win.

As if to confirm Kelmon's worst fears the next Tyranid wave was massive, very nearly twice the size of any that had hit the Craftworld so far. The Eldar fleet suffered terrible casualties in its attempt to hold the Tyranids off, and for the first time was unable to stop them landing on the Craftworld. Although the landing was wiped out before any serious damage was done, the Eldar fleet as a large scale fighting force had ceased to exist. Still there was hope, especially if the wave had represented the Tyranids' main assault force.

Eldar spirits were raised even more as the next wave turned out to be tiny in comparison to what had come earlier. Although the weakened fleet couldn't keep all of the swarms away from the Craftworld, the landings that were made were easily isolated and destroyed. For a short while it seemed as if the Eldar had weathered the storm.

Iyanden was then hit by two huge waves in succession. The pitiful remnants of the Eldar fleet opposed the hive swarms as best they could, but were swept aside by a tide of alien spacecraft. Iyanden was all but engulfed as

horde after horde of Tyranid Warriors, Genestealers, Termagants and Carnifexes were disgorged from the bio-ships onto the Craftworld.

Huge battles erupted all over Iyanden, the fighting bitter and close-ranged with enemy forces often only separated by the width of a wraithbone wall, as the Eldar desperately attempted to beat off the alien invaders. Often they succeeded, but the Fortress of Tears, Shrine of Asuryan and, most terrible of all, the ancient Forests of Silence all fell to the Tyranid hordes. The Eldar counter-attacked, the raging figure of the Avatar leading the Craftworld's Aspect Warriors and Wraithguard in a berserk orgy of destruction which recaptured the Forests of Silence from the Tyranids. It is said that the Eldar Warriors wept tears of rage and sorrow to see the damage inflicted on the ancient forest domes of their Craftworld.

Slowly the Eldar managed to turn the tide on the Tyranids and gain the upper hand, forcing their attackers back onto the defensive. And then another huge Tyranid wave arrived, the third in succession, and the largest yet. As swarm after swarm flickered into existence on the Eldar's scanners Kelmon knew that, barring a miracle, Iyanden Craftworld was doomed.

* * * * * * *

Over 50 years before the Tyranid assault, High Admiral Yriel had led Iyanden fleet. Although he was considered one of the greatest Eldar naval tacticians to have ever lived, his character was flawed by the sin of pride. When Iyanden had been threatened by a Chaos space fleet raiding out of the Eye of Terror, Yriel had led the fleet on a preemptive attack on the Chaos fleet's flagship, leaving the Craftworld unprotected. He only just returned in time to stop a suicide attack by a small flotilla of Chaos Raider ships, who none the less managed to damage the Craftworld.

Expecting to be feted and honoured for his victory, Yriel was deeply angered when he was called upon to defend his course of action. Claiming that his record should speak for itself, Yriel refused to enter into the debate, leaving Kelmon no choice but to elect a new High Admiral in his place. Almost apoplectic with rage, Yriel vowed that he would never set foot on Iyanden again. He and a small band of followers left the Craftworld and formed an Eldar Raider company that became the single most powerful Eldar pirate force operating in the galaxy.

When he heard of the Tyranids' assault on Iyanden, Yriel did his best to ignore the terrible peril that threatened his old Craftworld. But proud though he was, righteously angry though he was, Yriel could not leave Iyanden to its fate in this, its very darkest hour. Battling his way through the Tyranids' psychic blockade, Yriel swept to the aid of his people. He arrived just in time.

* * * * * * *

Like a thunderbolt from the blue Yriel and his Raider fleet smashed into the Tyranid hive swarms. He was quickly joined by the few remaining craft of Iyanden's fleet, and together the combined Eldar space fleets tore the Tyranid swarms apart. Two more waves of Tyranid hive swarms attacked the Craftworld, only to meet the same fate. Not a single Tyranid ship reached the Craftworld, though the cost to the Raiders was dear. Bloodied but unbowed the Raiders prepared to sell their lives to the last in order to turn back the next wave of Tyranids. On the bridges of the Craftworld and of the circling Eldar ships vigilant eyes watched the scanners, waiting for the first tell-tale blip that would indicate the direction of the next assault. Minutes passed, then hours, and with a growing sense of wonder the Eldar realised that no more Tyranid swarms were coming – the assault was over. The hive fleet had been destroyed!

On Iyanden Craftworld the battle continued. The Tyranid hordes that had been fighting a tenacious rearguard action awaiting the aid of the rest of the hive fleet now turned and hurled themselves at the Eldar. Caught by surprise the Eldar staggered back, desperately trying to hold the suicidal Tyranid onslaught. The Fortress of the Red Moon fell to a surprise attack, and for a moment it seemed that with victory within their grasp the Eldar would be defeated. But, for the second time, Yriel led his Raiders to the rescue of the Craftworld.

Disembarking from their orbiting spacecraft the Raiders joined with the battered defenders of Iyanden Craftworld and, yard by yard, step by step, forced the Tyranids back. A final wild charge led by a Tyranid Hive Tyrant was annihilated by the combined efforts of the Avatar, Yriel and the Wraithguard, and then in a series of vicious one-sided battles the last of the Tyranids were hunted down and destroyed. The Tyranid attack on Iyanden Craftworld was over. The Tyranids had been defeated.

The victory was a hollow one. Though the Eldar had repulsed the invaders, the cost was bitter. Their once proud Craftworld stood in ruins, and four-fifths of the inhabitants lay dead or dying in its shattered halls. Iyanden's mighty space fleet was a pitiful shadow of its former self, the blasted remains of its majestic spacecraft and their brave crews hanging silent and weightless in space. All this could be rebuilt, maybe not for hundreds of generations, but one day in the distant future. What was lost for ever were the souls of the Eldar whose spirit stones had been destroyed in the battle against the Tyranids. The massive destruction wrought upon the people and Wraithguard of Iyanden had dealt the Craftworld a blow from which its culture could never fully recover.

"You know what you must do, Borshak?" Inquisitor Kryptman asked sternly. The psyker nodded shakily.

"I-I must read this alien artefact and t-tell you what I find." Kryptman nodded. He misunderstood Borshak – like all empaths, the psyker was highly strung but there was more to it than that. There was a weakness about the skinny youth that made Kryptman suspect that Borshak might be receptive to malign influences. He resolved to watch him closely.

They made their way down the cold stone corridor of the Talasa Prime base. The two black-robed security novices saluted Kryptman at the door. He answered their salute by punching his fist against his chest.

"Password?" asked one of the novices. Ordinarily Kryptman would have been unfazed by the need to give the code words. Even here in one of the most heavily-guarded citadels of the Inquisition he could understand the need for vigilance. However, he was nervous about the alien artefact and the circumstances it had been discovered in. Coupled with the savage inroads of the Tyranids and the fighting around Macragge, even his steely nerves were over-stretched. If this organism surrendered some clues about the origins of the foe the Warriors of Mankind might be able to take the fight to them.

"Opus Dei," he said testily. The cold-eyed novices stepped aside. Kryptman raised his ring and pointed at the doorseal.

"No barrier stands in the way of the truly faithful," he said. The red jewel set on his ring pulsed. The runes on the door flared to life and the door dissolved. Kryptman gestured for Borshak to proceed then followed him into the secure area. He knew then that they were safe in isolation. The secret of the dissolving doors was one of the Inquisitors' most carefully guarded secrets and he was one of the few men privy to it.

The artefact sat on a plinth in the centre of the room, the eerie blue aura of a stasis field glowing about it. They moved across to the dais and looked down at it.

"I-it l-looks alive," muttered Borshak. He clawed at his shaven scalp with a nail-bitten hand. "I-I d-don't like it."

"It doesn't matter whether you like it," said Kryptman. He understood Borshak's unease. The fleshy, pulpy appearance of the thing set his stomach turning. During his own novitiate he had studied torture techniques. The appearance of the thing reminded him far too much of an arm from which the flesh had been flayed to reveal muscle. "Just read it."

"Y-you say that this was taken from the wreckage of the freighter H-hammer of F-foes?" Borshak asked.

"Yes, it was stored in stasis." This was more like it. The psyker had begun to collect information in order to facilitate his reading.

"And there were n-no crewmen on board."

"No living crewmen. Many of the escape pods were fired. They have yet to be found. About three of the crew have still to be accounted for. We found the bodies of the others. They had been killed with something that appeared to be organic material. Eaten right through as if by a combination of acid and giant worms. The ship had been decompressed. We found the body of its astropath floating near the stasis chamber. He had died of oxygen starvation. The artefact was in the chamber."

Borshak took a deep breath. His lined face looked even more worried and careworn than usual. He peeled off his gloves resignedly. "I-I'm ready," he said.

Kryptman intoned the litany. The stasis field deactivated. For a long, tense moment they waited. At first nothing seemed to happen and they relaxed slightly. Kryptman checked the readings on the brass-rimmed screen of the wall monitor. The Techpriests had been correct, no biological contamination. So far, so good.

He became aware that Borshak was looking at him. He nodded. The psyker proceeded; a grimace of distaste passed over his face as he touched the mucus-coated thing. He pulled his hand back. A thin film of slime glistened on his skin. "Urgh," he said.

"Get on with it."

With a slight shudder the psyker grasped the thing once more. He closed his eyes and took a deep breath, settling down into the trance state needed for psychic receptivity. A faint nimbus of light played around the eye symbol tattooed on his forehead. When he spoke his voice seemed deeper and more confident.

"It is alive," he said calmly.

"Sentient?" asked Kryptman.

"Barely. I'm receiving conflicting impressions of the thing. I can barely make contact. I-it's so alien. It's like trying to read the mind of a s-spider."

"Try for a deeper reading." Borshak nodded. His breathing slowed. If Kryptman had not known better he would have said Borshak was asleep. He noticed a small tic had appeared far back in the psyker's jaw.

"I-it's alive and part of it h-hates. I-it's so fierce. N-no – one of them is so fierce. It lives to bite and chew and spit, it chews up the other part, the little part and

makes it into sh-shrapnel. Th-there's three of them. One bites, one guides and o-one dies."

"One dies?"

"Y-yes, one lives to die. The small one is many. It lives to die. It is chewed up and turned into projectiles and it i-infects the target."

"Speak sense, man." Borshak had started to sweat. The strain of contact with the alien thing was starting to tell.

"I-it's a weapon a-and i-it's alive. The bullets are alive. The firing mechanism is alive and the gun's alive. I-it's a kind of symbiotic organism l-like the Martian tree-crab. I-it's alive and we – it – hates you – us."

Kryptman's mind reeled. A living weapon? A living rifle? How could such a creature evolve?

It was madness – weapons were designed not born.

"Try psychometry – find out what happened on the Hammer."

"We are picked up by the sensitive one, the one who speaks at a distance. He senses our hate and he responds. At first he is curious then he grows to know and love us. He is united with us. He senses our bloodlove and we hunt – we hunt the meat-things, the enemies of our makers. He knows our need to plant our seed within them. He knows we hunger to spurt forth the little hungry ones who eat the meat. He carries us and we seek our prey through the red dark of the long-long corridors."

Kryptman noticed how agitated Borshak had become. The gun had started to throb in his hand. The fleshy muscular sacs were pulsing like the valves of a great exposed heart. He sensed that something was wrong.

"Put the thing down, man. It's doing something to your mind."

"We h-hunted the meat-things, to lay the young eggs within their flesh. Again and again we send them forth, pleasure bursting through us mixed with the pain as we send the little eaters on their way. Fire them out to bore through the meat."

Borshak swivelled the huge gun to bear on him. Kryptman threw himself to one side. The thing in Borshak's hand spasmed. There was a terrible tearing grinding sound. Kryptman remembered what Borshak had said about the grubs being chewed up and spat out. There was a sound like a man vomiting. A burst of mucus sprayed out. Something hard cracked on the wall behind him. A stink, as of excrement mixed with bile, filled the air.

"Yes-yes, we hunt the meat things – but they flee into the great dark and they trap the ship. Soon it is hard to breathe but the meat thing, our carrier, our partner, places us in stasis so we might live. Now we have new partner. Groupmind complete."

Kryptman rolled behind the dais, drawing his pistol. The grinding sound continued. A burst of shrapnel tore into the dais. Steam rose from the stone where the acidic mucus eroded rock.

Kryptman leapt up and blasted. The bolt flew straight and true into Borshak's chest. His rib cage exploded. What was revealed within reminded Kryptman oddly of the weapon falling from the psyker's dead hands. He fought to control the urge to pump bolter shells into it.

It lay there dormant. Borshak's mouth continued to open and shut like a fish out of water. The Inquisitor understood now what had happened on the Hammer. The ship's astropath had melded with the weapon and hunted the unarmed crew. They had fled in the escape pods, after decompressing the ship. Rather than let the weapon die, the astropath had put it in stasis and suffocated himself. That question answered, Kryptman could hand the artefact over to the Techpriests for dissection.

There were still other questions that needed answers though: where had the astropath found the gun? Why had he taken it? If the Tyranids could breed weapons like this what other weapons/creatures were in their arsenal? And how long before they evolved into forms even deadlier to mankind?

Kryptman had a premonition that he and the whole Imperium would soon need to know the answers.

HIVE MIND RULES

The extragalactic origin of the Tyranid hive fleets means that they are utterly alien to humanoid perspectives. This overwhelming sense of difference extends not only to the basic organisation of the ground forces they deploy for planetary assaults but also to their command structure and objectives.

To represent their unique characteristics, Tyranid forces in the Epic game use a number of different rules from other races.

Firstly, Tyranids choose their troops differently from Orks, Eldar and Imperial armies, using Tyranid swarm cards organised into a special swarm structure.

Secondly, because many of the Tyranid creatures are driven only by their basic instincts, they must be given their orders by the hive mind if they are to fight at their most efficient.

Thirdly, in a battle, Tyranids score victory points differently from other races. This is because the hive mind has no interest in seizing tactically important areas, it is only concerned with annihilating enemy troops.

ORGANISATION

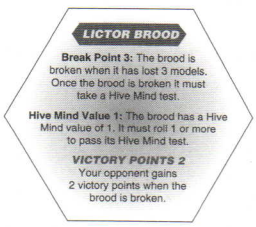
Swarm Cards

As mentioned above, the Tyranid force is picked with the special hexagonal (six-sided) Tyranid army cards called *swarm cards*. Individual swarm cards represent either a brood of Tyranid creatures (the equivalent of a squadron or detachment in other forces) or a single very powerful Tyranid creature such as a bio-Titan or a Hive Tyrant.

Front

Back

Front



Back

The swarm cards include most of the information you normally find on Epic army cards: points value, break point (if the card is a brood) and victory points.

There are only two pieces of different information on swarm cards. Instead of a Morale value Tyranids have a *Hive Mind value* which is used to determine if they lose contact with the hive mind after taking casualties. Some swarm cards (the ones coloured red, blue and green) represent *instinctive creatures*. The kind of instinctive behaviour these creatures are prone to is described on the back of the card.

Building Swarms

The hexagonal Tyranid swarm cards are used to form *swarms*. These are broadly analogous to Ork clans or companies of troops in other armies. A Tyranid force may comprise several swarms or one large one, depending on the points value of the game and your own personal preferences. A single large swarm is more powerful but several smaller swarms are less vulnerable to being disrupted by battle damage.

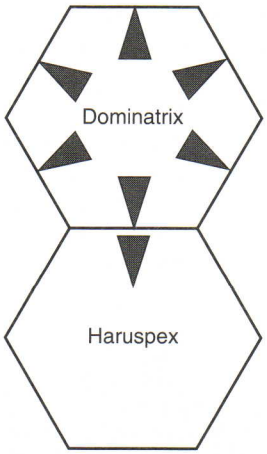
Each swarm must include one Dominatrix as its core and the Dominatrix card is always placed first. A Tyranid force may only have one Dominatrix card per 3,000 points or part thereof. This is summarised on the table below for convenience.

Force Points Value	*Max. Number of Dominatrixes*
Up to 3,000 points	1
3,001 to 6,000 points	2
6,001 to 9,000 points	3
9,001 to 12,000 points	4
Etc	Etc

This rule represents the fact that Dominatrix are only ever seen as the central nexus of a swarm. The rest of the swarm is made up of broods, individual creatures and commanders (such as Hive Tyrants) that extend the Dominatrix's sphere of control.

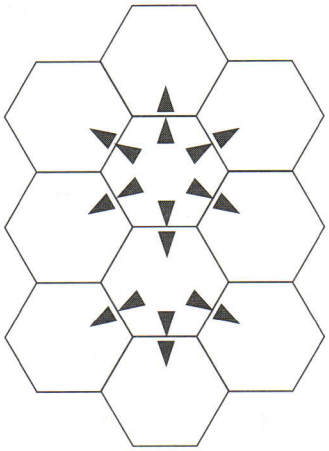
The individual swarm cards are marked with one or more arrows along their edges. There are two kinds of arrow: incoming arrows and outgoing arrows. Incoming arrows point towards the centre of the card, outgoing arrows point towards the edge.

Extra cards are added to a swarm by placing them so that one of the incoming arrows on the new card matches up with an outgoing arrow on one of the cards already placed in the swarm structure.



Every Tyranid swarm has a Dominatrix as its core, and the Dominatrix card is always placed first. The Dominatrix card has six outgoing arrows, so six swarm cards can be placed adjacent to it, matching incoming arrows to outgoing arrows.

Cards may only be linked to the swarm if they are abutting a hex edge with a free outgoing arrow. When no outgoing arrows remain free no more cards may be added to the swarm.



All the outgoing arrows are covered, so no more cards can be added to this swarm.

A swarm doesn't have to use up all of its outgoing arrows to work – in fact you may find it difficult not to leave a few outgoing arrows unused. You will need to leave your swarm organisation laid out to one side during the battle so you can keep track of which swarm cards have been broken or destroyed.

HIVE MIND CARDS

The Tyranid hive mind is the single co-ordinating will that directs its trillions of constituent members. Each Tyranid invasion force is made up of untold millions of individual consciousnesses in telepathic contact with one another. Some of these minds are capable of independent thought, while others are little more than animals or automata and require the motivating force of the hive mind to give them purpose and direction.

The more Tyranid forces are present in a battle the more attention and instruction they will receive from the gestalt consciousness of the hive mind. Certain creatures like the Dominatrix act as vital synapses and help impose the hive mind's mandates on the mass of animal-like beasts that makes up the bulk of the swarms. As forces are destroyed the hive mind will become increasingly out of touch with the battle and many of the creatures that make up the Tyranid bio-war machine will become disorganised and confused.

Hive Mind cards are used to represent the power of the Tyranid collective consciousness in action. They can be used to motivate broods of creatures and to stimulate the generation of acids, enzymes or other body-altering chemicals.

A swarm generates a certain number of Hive Mind cards to use during each turn, based on the number of swarm cards it comprises. The number of cards in a swarm will be reduced as broods are broken and individual creatures are destroyed, and in turn this will reduce the number of Hive Mind cards the swarm can generate.

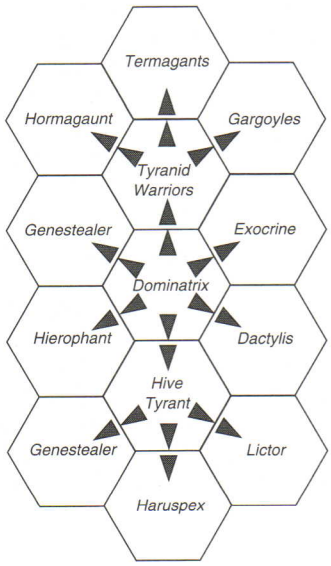
To work out how many Hive Mind cards a swarm generates count up the number of cards in the swarm structure. Look up the number on the Hive Mind Chart to find out how many Hive Mind cards you get from the swarm each turn.

The Hive Mind Chart

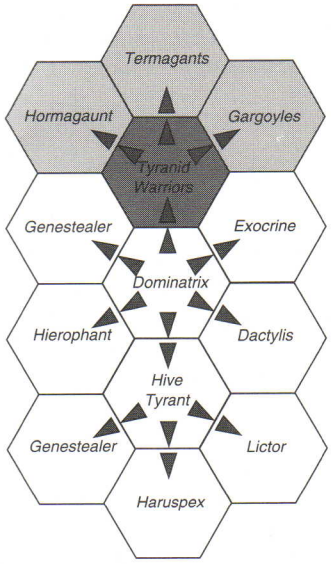
No. of connected Swarm cards	*0*	*1-5*	*6-10*	*11-15*	*16-20*	*21+*
No. of Hive Mind cards	1	3	4	5	6	7

Swarm Casualties and the Hive Mind

As broods are broken by taking casualties and individual creatures are destroyed, the lattice of the hive mind is disrupted and the number of Hive Mind cards a swarm generates is reduced. Broken broods and destroyed creatures are deducted from the total number of cards in the swarm for the purposes of calculating how many Hive Mind cards it generates.



This example shows a fairly typical 3,000 point swarm and contains 13 cards, so the swarm would generate five Hive Mind cards.



If the Tyranid Warriors brood is broken, the Dominatrix also loses contact with the Hormagaunt, the Termagants and the Gargoyles.

Because the swarm structure is a chain, breaking links in that chain will also cause the broods further down the chain to be disrupted. Unless a swarm card is connected to the Dominatrix via a chain of unbroken swarm cards it does not count towards generating Hive Mind cards.

If the Tyranid Warriors brood in our sample swarm above were broken, the number of broods connected to the Dominatrix would be reduced by four (including the Warriors), reducing the number of Hive Mind cards the swarm generated to four.

Obviously, the loss of the Dominatrix constitutes a disastrous loss of hive control over her swarm. Should the Dominatrix of a swarm be killed, none of the swarm's cards will count towards generating Hive Mind cards.

Multiple Swarms

If you are playing a game with more than one swarm in your army just add together the total number of swarm cards in your force and work out the number of Hive Mind cards you get for them. The Hive Mind cards you get can be played on models from any of your swarms as you see fit.

For example, if you had two swarms, one of nine swarm cards and the other of seven swarm cards, you would start the game with 16 connected swarm cards and have a hand of six Hive Mind cards.

Swarms in Battle

Each brood or individual creature represented on a swarm card is a discrete unit in a game, like a vehicle squadron or a troop detachment in an Imperial or Eldar force. This means that the way you deploy swarms to fight in a battle and how you move them during the game is not dictated by the locations of broods and individual creatures in their swarm structure. It is, of course, advisable to ensure that synapse creatures are in range of most of your creatures so that you can use Hive Mind cards to control them. The main point, however, is that the deployment and movement of Tyranid forces on the tabletop is not dictated by their swarm structure.

Dealing Hive Mind Cards

At the start of a battle you should deal your full hand of Hive Mind cards for the swarm(s) you have in your force. Any number of Hive Mind cards can be played at once, up to your entire hand, though it is a good idea to keep a few in reserve at all times.

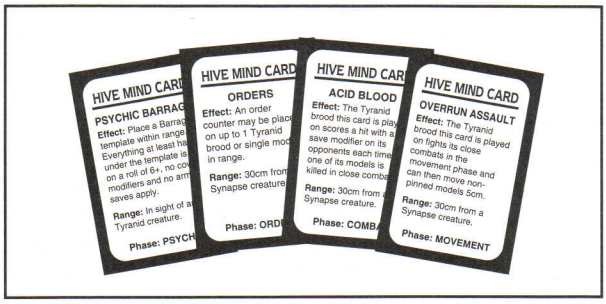
At the start of the psychic phase of each turn you can discard any Hive Mind cards you don't want and then draw extra Hive Mind cards to replenish your hand to the correct size for the number of swarm cards in your force. So, for example, if you had swarms comprising 21 or more cards you would have a hand size of seven Hive Mind cards. If you played or discarded five cards, you would pick up five more cards to replenish your hand back up to seven cards in the psychic phase.

Because you replenish your hand during the psychic phase it means that on the first turn of the game you will be able to play all of your cards with relative impunity. This represents the preparations the hive mind has undertaken for this particular conflict. However, as the battle goes on the ebb and flow of the combat will become increasingly difficult for the hive mind to control.

Of course, as broods become broken your hand size will be reduced, and you may end up in a situation where the number of cards you are holding exceeds your new hand size. If this is the case you will have to discard Hive Mind cards in the psychic phase to bring your hand down to the right size.

Playing Hive Mind Cards

Each Hive Mind card has three pieces of information on it: its range, the effect it produces and the phase it can be played in. Some examples of Hive Mind cards are reproduced below.



Effect: The 'Effect' section of the card gives a brief summary of what the card lets you do and whether the effect will stay in play. Nearly all Hive Mind cards are instantaneous and so are resolved immediately. The card is then discarded and has no further effect on the game. The different Hive Mind cards are discussed more thoroughly in the Hive Mind Card Commentary later. If there is any confusion about the cards refer to the Commentary for more information. If this doesn't resolve the problem roll a D6 to see who's right!

Range: If you look at the ranges on the cards you can see most Hive Mind cards have to be played through a synapse creature such as a Hive Tyrant or a Dominatrix, but still have a limited range. Other cards are directed from the bio-ships in orbit and do not require any special creatures to use. In all cases the cards can only be played as specified, so if you have cards that say their range is measured from a synapse creature but all your synapse creatures are dead, you can't play them!

Phase: This section of the card tells you which phase of the turn you can play it in – Orders, Psychic, Combat, End or Any (as in any of the above). If a card can be played in the combat phase it can be used during any of the segments of that phase. A Hive Mind card can be played at any point in a permitted phase, even interrupting the opposing player's actions unless dice have already been rolled.

ORDERS

Unlike ordinary troops, most Tyranid broods are not automatically given an order counter in the orders phase. Their activities will be limited and instinctive unless they are given direct commands by the hive mind. Hence for the purposes of orders Tyranid creatures are split into three categories: Instinctive creatures, Independent creatures and Commanders.

1. Instinctive Creatures

Instinctive creatures have rudimentary intelligence but will normally react to situations by reflex or natural impulse. Such creatures will act without co-ordination with the hive mind unless they are being directly controlled by it. Termagants and Carnifexes are examples of instinctive Tyranid creatures. The swarm cards for Instinctive creatures are coloured green, red or blue to make them easy to pick out in the swarm structure.

Instinctive Tyranid creatures can only be given orders by playing Hive Mind cards. Some units that act as nodes for the hive mind (such as Tyranid Warriors) are also able to control instinctive creatures which are close to them. Instinctive broods must take a Hive Mind test when they are broken and will revert to their instinctive behaviour if they fail it.

An instinctive brood that is already broken must take a Hive Mind test every time it is given an order counter. If it fails the test, the brood will disregard the order counter and follow its natural instincts instead.

If instinctive creatures do not have an order counter with them for any reason they revert to their instinctive behavioural responses. A creature's responses are noted in its individual description and on its army card. See the next page for a description of the three different instinctive behaviour patterns. Place one of the special Instinct counters with the brood to show which form of behaviour it is exhibiting.

2. Independent Creatures

These are self-aware creatures with drive, purpose and self-motivation. These creatures will undertake action alone and will not be disrupted by separation from the swarm. Tyranid Warriors and Genestealers are both examples of independent creatures.

Independent Tyranid creatures are treated just like ordinary troops in the Epic game. They may be given either a First Fire, Advance or Charge order counter in the orders phase.

3. Commanders

These are highly intelligent, self-determining and often powerfully psychic creatures who dictate the will of the hive mind in the immediate area of their responsibility (such as on a particular battlefield, for example). Dominatrix and Hive Tyrants are commanders and are normally the most powerful individuals seen outside the bio-ships of the hive fleet.

Tyranid commanders obey all the standard Epic rules for command units. They do not need to be given orders themselves: they always move as if on Charge orders and shoot as if on First Fire orders. Like command units, Tyranid commanders may only be shot at if they are the closest target of their type (eg, super heavy vehicles in the case of a Dominatrix).

Instinctive Behaviour

Tyranid creatures exhibit three types of instinctive behaviour: Rampage, Hunt and Nest. The instincts a creature exhibits are specified on its army card and in its description in the rules. Behaviour patterns are dictated by the creature's normal activities, its original bioform and its genetic programming.

The three instincts Rampage, Hunt and Nest equate to the standard Epic orders of Charge, Advance and First Fire. However, these instinctive activities are likely to be frustratingly unco-ordinated and ineffective most of the time – that's why Tyranids have a hive mind to control them!

Rampage: Creatures that Rampage have blue swarm cards. Rampaging creatures must move double their normal movement rate towards the nearest enemy models that are not already engaged in close combat. If a rampaging model moves into contact with any enemy models it will stop moving and fight them in close combat during the combat phase. Rampaging creatures will not make ranged attacks of any kind (they're too busy rampaging).

Roll a D6 for any rampaging model that enters impassable terrain: on a 1-3 it brains itself/drowns/falls off and is destroyed, and on a 4-6 it somehow manages to move into the terrain and keep going (wading through the river, smashing through the building, climbing up the cliff or whatever). Roll again each turn that a rampaging model is in impassable terrain.

Hunt: Creatures that Hunt have green swarm cards. Hunting creatures will move at their normal rate towards the nearest enemy model which is not already engaged in close combat. Hunting creatures will move into close combat if possible and they will move around impassable terrain. If a hunting creature is not in close combat during the combat phase it will shoot at the nearest enemy model in the advance fire segment. Hunting creatures may even end up shooting at things they can't damage because they don't know any better.

Nest: Creatures that Nest have red swarm cards. Nesting creatures will not move but will shoot at the nearest enemy model in the first fire segment of the combat phase.

Note that because instinctive creatures react to the nearest enemy they will often be distracted by inconsequential enemy units and fail to co-ordinate their attacks. Do not make the mistake of assuming that Nest is exactly the same as First Fire orders – on First Fire orders you can choose your targets freely; on Nest you must fire at the closest enemy.

Placing Order Counters

Because the Tyranid player places order counters somewhat differently from other races, the orders are best placed in the following sequence to avoid confusion:

ORDERS PHASE

1. Place order counters face down for independent broods and broods 'sharing' order counters with Tyranid Warriors and the like.
2. Play any Hive Mind cards that enable you to place order counters face down for instinctive broods within range of synapse creatures.
3. Wait until your opponent has finished placing his orders.
4. Place Instinct counters face-up next to any instinctive broods that do not have an order counter.
5. Roll a Hive Mind test for any instinctive broods which have been given an order counter but are broken. If they fail the Hive Mind test remove the order counter and give them a face-up Instinct counter instead.
6. Roll for initiative.
7. Reveal order counters.

Brood Coherency

Creatures and troop stands that appear on the swarm cards as broods are subject to the normal Epic scale formation rules. This means that no model in the brood may be separated by more than 6cm from at least one other model in the chain. See the Formation rule in the Epic rule book for more information.

Moving Instinctive Creatures

All moving by creatures following instinctive behaviour should take place before the Tyranid player's other moves. Instinctive creatures move towards the nearest enemy, ignoring enemy models that are already engaged in close combat. If a brood of instinctive creatures is an equal distance away from two enemy units roll randomly to see which unit it moves towards.

BREAK POINTS AND MORALE

Tyranid broods have a break point just like Imperial Guard, Space Marines or Eldar. When the brood is broken flip over the swarm card and award the appropriate number of victory points to the enemy in the end phase.

When a Tyranid brood breaks it will not try to fall back from combat, the ferocious purpose of the hive mind is too strong. However, the brood's link with the hive mind is weakened through suffering casualties and instinctive broods are liable to revert to their instinctive behaviour under continued pressure.

When a Tyranid brood reaches its break point it has to take an immediate Hive Mind test. Roll a D6 and compare it to the Hive Mind value shown on the brood's swarm card. Independent broods and commanders always automatically pass their Hive Mind test.

If the brood rolls equal to or more than its Hive Mind value it has passed the check and may carry on normally. If the brood rolls less than its Hive Mind value it has failed the test and changes its orders for the appropriate Instinct counter immediately. This may affect the phase in which the brood can fire, or prevent it firing at all, depending on the brood's instinctive responses.

Once a brood is broken it must pass a Hive Mind test every time it has an order counter played on it. If the check is failed the order counter is discarded and the brood continues to follow its instincts. Note that some creatures such as Tyranid Warriors and synapse creatures allow models that are within range to automatically pass their Hive Mind checks.

Other Morale Checks

Tyranid creatures automatically pass any morale checks they are called on to make, whatever their cause. These might be for fighting against daemons in close combat, because of psychic attacks etc. Whatever the cause, morale checks never affect Tyranids, and they never use Fall Back orders.

VICTORY POINTS

Other races battling against the Tyranid hordes score victory points for holding objective markers and achieving Titan missions in the same way as normal. Victory points are also scored for breaking Tyranid broods just like other troops. The victory points awarded for each brood are shown on the back of the swarm card along with its break point.

The Tyranids themselves score victory points differently from other races. When the hive mind unleashes its swarms against the enemy it is not motivated by the capture of abstract areas of territory (such as objectives). The hive mind's sole interest is in bringing enemy forces to battle and then crushing them utterly, eliminating all resistance to further expansion and exploitation.

To represent this, Tyranid armies score no victory points for holding objective counters. Instead, they score victory points for enemy units once when they are broken and a second time when they are wiped out or are forced to leave the tabletop because of Fall Back orders. Units that cannot be broken, like Titans or Eldar Warlocks, are worth double victory points when they are destroyed.

For example: A Tyranid force fighting Eldar breaks a Defender Warhost by inflicting nine casualties on it. The Tyranids score 5 victory points in the end phase. The following turn the Tyranids inflict another nine casualties on the Warhost, completely wiping it out. Any other race would score no victory points but the Tyranids score another 5 victory points in the end phase.

Note that although a Tyranid player cannot score victory points for holding objective counters he can deny the victory points for an objective to an opposing player. Tyranid models will control an objective counter if they are closest to it, even though they don't score any victory points for doing so.

Victory Points in the Assault Scenario

If you have access to the Space Marine Battles book and play games using the Assault Scenario rules, some special rules apply to Tyranids. Firstly, the Tyranids never act as the defending force in an assault scenario thought they obviously make highly appropriate attackers. Secondly, in the context of an assault scenario it is suitable for Tyranids to gain victory points by seizing Objective markers to represent them overrunning heavily fortified nests of resistance. Hence Tyranids score victory points just like ordinary attackers in an assault scenario, ie 10 VP's per objective and the normal amount of VP's for breaking defending units.

TYRANID SPECIAL RULES

All Tyranids are hard to kill but some Tyranid creatures exhibit an almost supernatural ability to survive damage. Reports abound of creatures climbing out of steaming craters after direct hits from artillery, charging on after suffering crippling damage or even being crushed by falling buildings and digging their way out again minutes later.

This unearthly vitality is characteristic of all Tyranids but is particularly prevalent in certain creatures. Some creatures are impervious to pain or certain kinds of energy, others have incredibly tough internal organs reinforced with thick bone plates and sinews like wire. Some are able to regrow lost body parts and heal their wounds by tapping the hive mind's vast reservoir of psychic power. Particularly dangerous Tyranid creatures can exhibit all of these characteristics.

Two special rules are used to represent this capacity in Tyranid creatures. If either one or both of them apply to a specific creature this will be noted in its description.

MULTIPLE WOUNDS

Creatures with 'multiple wounds' are so tough that they don't die the first time they are hit and fail their armour saving throw. If a creature has more than 1 wound (which is unusual), its profile will indicate how many wounds it has. Place a Wound marker next to the model each time it fails its armour save. When it has accumulated as many markers as it has Wounds it is killed and removed as a casualty.

A creature with multiple wounds is liable to suffer a lot more damage in the vicious carnage of close combat than it will from shooting attacks. To represent this, a creature with multiple wounds that loses in close combat will suffer 1 wound for each point it lost the combat by.

For example: A Hive Tyrant (close assault factor +10) is in close combat with a Reaver Battle Titan (close assault factor +12). The Hive Tyrant rolls 2D6 and gets 6, the Reaver rolls 2D6 and gets 7. The totals including the two protagonists' CAF are 16 for the Hive Tyrant and 19 for the Reaver. Hence the Hive Tyrant loses and suffers 3 wounds (19-16=3).

REGENERATE

Regenerating creatures can recover from damage they have suffered. When a regenerating creature fails its armour saving throw do not remove the model, place it on its side instead. The model does not count as destroyed for victory points. In the end phase roll a D6 for each regenerating model on its side. On a roll of 1-3 the model is actually dead and is removed as a casualty. If the roll is 4-6 the model recovers from its damage and is placed back on its feet.

REGENERATING AND MULTIPLE WOUNDS

Some creatures can survive multiple wounds and regenerate as well. A creature with multiple wounds will collapse when it has accumulated a number of markers equal to its wounds. However, because it can regenerate the model is placed on its side and will get an opportunity to regenerate in the end phase.

The creature can still be fired at or hit in close combat while it is on its side, representing the enemy pouring extra fire into the creature to ensure that it's really dead. If the creature suffers any more hits while it is on its side make saving throws as normal and place an extra Wound marker with the creature for each failed save.

In the end phase, to regenerate each Wound marker the creature has suffered (including wounds taken in previous turns), roll a D6 for each marker. On a roll of 4-6 the Wound marker is removed; on a roll of 1-3 the marker remains.

If, after rolling to regenerate, the number of Wound markers the creature is left with is equal to or greater than its number of wounds, the creature dies. If there are fewer Wound markers than the creature has wounds it clambers back to its feet/hooves/claws with a triumphant shriek and is able to act normally in the next turn.

For example: A Hive Tyrant is fired at by a detachment of Space Marine Devastators. It suffers 4 hits and fails to save against three of them so three Wound markers are placed by the Hive Tyrant and, because it only has two wounds, it keels over. Later in the combat phase a Land Raider hits the prone Hive Tyrant again (just to make sure) and inflicts another wound. In the end phase the Tyranid player rolls four D6 to regenerate all four Wound markers and gets 6, 4, 4 and 2. So, three of the Wound markers are removed and the model is put back on its feet but it keeps the one Wound marker that it failed to regenerate. If the rolls had been different: 6, 4, 3 and 2 for example, the Hive Tyrant would have failed to regenerate 2 wounds and would have been killed.

TYRANID FORCES

BIOVORE

In space combat the Tyranid hive fleets make extensive use of thousands of huge, floating pod-like spores to protect the mother ships of the swarm or seed planetary systems before their approach. These drifting pods are deadly mines which move in an apparently random fashion until their detonation, triggered by the proximity of a non-Tyranid object. Their explosive power is extraordinary, prompting speculation that they utilise a thermonuclear reaction, and they inflict considerable damage not only from the resultant shockwave but also from the impact of shell fragments hundreds of feet across. These "spore mines" also discharge an accompanying shower of virulent viruses, acids, algae and infectious parasites when they detonate, causing extensive secondary damage to their target.

Tyranid forces fighting on planetary surfaces utilise a smaller version of the space-going spore mine. These are vomited from the maw of an adapted war-beast referred to by the Magos Biologis as the Biovore.

The Biovore nurtures a clutch of spore mines inside its body until they are required, at which point they are launched by muscle spasm from a dorsal aperture. The spore mines are flung high through the air before they float down towards ground level, eventually hanging at a height of around five metres and starting to drift.

The Biovore may only fire spore mines if it is on First Fire or Nest orders. Unlike other units that fire barrages, each Biovore fires only a single Spore Mine marker when it shoots. Biovores can fire at targets that are out of sight if other Tyranid creatures can observe the targets. Place a Spore Mine marker over the desired target and roll for scatter. The Biovore rolls for scatter twice because the spore mines often drift far off their targets. Roll the scatter dice, and if the result is an arrow reposition the marker 2D6cm in the direction shown. Then roll the scatter dice a second time and reposition the marker again if the result is an arrow.

If a Spore Mine marker ends up touching an enemy model it will explode: place a barrage template over the marker to see whether any other models are caught in the blast. Any models at least half under the template, including the model that triggered it, are affected in the same way as being hit by a barrage with 6 barrage points (a basic to hit roll of 4, 5 or 6) and a -3 saving throw modifier.

A spore mine blast will affect buildings if they are hit, forcing them to pass a saving throw with a -3 modifier or collapse into virus-eaten rubble. Note that Tyranid models may be hit by the explosion as well, though they ignore the -3 saving throw modifier because they are immune to the genetically engineered horrors carried by a spore mine.

If the Spore Mine marker does not end up touching any enemy models it should be left in position on the tabletop. When the Tyranids move in the next movement phase all the Spore Mine markers are moved too. Note that each marker is marked 1 to 6 around its edge with lines connecting the numbers. Roll a D6 for each marker to determine which direction it will move in and roll 2D6 to see how far it will travel in centimetres. If a Spore Mine marker contacts an enemy model at any point, either because the marker drifts into it or because the model moves into contact with the marker, it will explode as noted above.

Spore Mine markers will drift over terrain without detonating, unless of course they drift into an enemy model. If you roll a double for the distance a marker moves it will travel that distance and then explode if it has not been previously triggered while moving. Markers that leave the table have no chance of coming back.

Biovores are simplistic creatures with a limited intelligence barely sufficient for them to be able to move and launch spore mines. Because of this, Biovores are subject to instinctive behaviour with their natural instincts making them Nest, so they will remain stationary and launch spore mines at the nearest enemy in the first fire segment of the combat phase.

> Tyranids are the oldest spacefaring race encountered by mankind. Those that have travelled here have endured frozen millennia in intergalactic space to reach our galaxy. They have come to free us from the shackles of our weak and fleshy forms – welcome them as your liberators!
>
> *The Heretic Barnassus*

Unit Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Modifier
Biovore	10cm	4+	+1	Spore Mines	100cm	Special Marker/ 6 BP		-3
Notes: *Vehicle, Instinct: Nest, Special rules.*								

CARNIFEX

The psychological impact of these hulking monsters is such that a unit in close combat with them must take a Morale test at the start of the combat phase. Robots or other models that do not take Morale tests are obviously immune. Enemy which fail their Morale test change their orders to Fall Back orders immediately. They will not be able to fire and will suffer a -2 penalty to their close assault factor in the close combat for being on Fall Back orders. See the Epic game rules for details of the Fall Back rule.

Note that if a Carnifex brood enters close combat with a unit which is already broken that unit will have to take two Break tests in succession: the first test for being a broken unit in close combat and the second for being in close combat with a Carnifex brood.

Carnifexes are protected by a heavy, reinforced exoskeleton. Combined with their massive bulk and supernatural vitality this gives them an ability to resist the blasts of even the most massive weaponry. Because of this the Carnifex is able to effectively regenerate, recovering from a kill on a roll of 4-6 on a D6 in the end phase.

The Carnifex is known as the Screamer Killer by warriors of Imperium because of the high-pitched scream it makes as it rushes forward, scything its razor-edged killing arms open and shut. Its massive, rounded body is extremely tough having a chitinous hide which protects it from damage and a shape that allows it to withstand tremendous pressures. A Carnifex is a living engine of destruction evolved for use in shock assaults, spaceship boarding actions and massed battles where it can smash through almost any obstacle, whether it is a defensive line, enemy tanks or a fortified position. The assault of these creatures is terrifying to behold, a primeval and irresistible force which smashes men and vehicles aside like children's toys.

Carnifexes are armed with four great sickle-shaped claws of diamond-hard chitin, bone and cartilage. The combined assault of these mighty scythes is powerful enough to rip through even armourplas and ceramite with ease. Carnifexes also have the capacity to energise a form of bio-plasma in their gut via rasping plates in their oesophagus, the source of their high-pitched scream. An electrical field around the claws holds the incandescent plasma ball until it is launched at its target.

Carnifexes are aggressive and single-minded in battle, and without the influence of the hive mind their slender reasoning quickly gives way to mindless slaughter. Because of this, Carnifexes are subject to the rules for instinctive behaviour. Carnifexes using instinctive behaviour will Rampage, making a double distance move towards the enemy and fighting the first enemy they come to in close combat.

Carnifexes are brutal, powerful creatures that are far more mobile than machines of equivalent size. Because of this they count as Knights for combat, though they are classified as infantry for the purposes of movement.

Unit Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Modifier
Carnifex	10cm	4+	+7	Bio Plasma	50cm	1	4+	-2
Notes: *Knight/Infantry, Enemy test morale in close combat, Instinct: Rampage, Regenerates.*								

DACTYLIS

Dactylis are highly specialised bio-war creatures that have been created to deal death at long range. As the Tyranid swarms close the distance to overwhelm the enemy in frontal assault the Dactylis sow destruction in the enemy's ranks with machine-like precision.

The forelimbs of the Dactylis rise from its bony prow and curve back in a state of tension. The limbs themselves are long and multiple-jointed, covered in thick ropes of tendon and muscle which make a distinctive cracking sound when released. A Dactylis can grasp an object with these limbs and whip it forward with eye-blurring speed to release it with startling velocity and accuracy towards a target.

The Dactylis's ammunition is a parasitic pod-like creature that feeds off glands at the rear of the Dactylis's cranium. These creatures have a hard shell and are almost entirely made up of a central sac containing highly corrosive bile. Using its forelimbs, the Dactylis detaches these creatures and hurls them at its target. On impact the bile pods shatter into chitinous shrapnel, spraying the corrosive bile across a wide area. The bile is deadly and able to permeate and destroy armour at a ferocious rate.

Bile pods are a barrage weapon so they may be fired indirect and will damage buildings if they hit them. For close-in defence Dactylis grow a number of symbiotic spore cysts like those found on the Malefactor.

Dactylis are relatively unintelligent and unless controlled by the hive mind they are prone to instinctive behaviour. This seldom impedes their function however, as the Dactylis's natural instinct is to Nest, remaining stationary and hurling its bile pods at the nearest enemy in the first fire segment of the combat phase.

Unit Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Modifier
Dactylis	15cm	2+	+4	Bile pods	75cm	3 barrage pts		-2
				Spore cysts	15cm	2	6+	0
Notes: *Vehicle, Instinct: Nest*								

DOMINATRIX

The Dominatrix is a gargantuan composite-creature of nightmarish dimensions. Those unfortunate enough to have seen a Dominatrix report an overwhelming sense of horror and revulsion at the sight, brought about by the blasphemous implications of its form. The bulk of the Dominatrix is a gigantic and bestial creature equipped with ripping claws and fangs, symbiote weaponry and poison spines in dizzying and deadly profusion.

Straddling the beast's back and sunk partway into its flesh by hooks and spines, snaking loops of intestine and pulsing arteries is a second creature. This rider is a form of Tyranid as far advanced beyond ordinary Tyranid Warriors as Tyranid Warriors are beyond the genetically-constructed sphincter portals of the bio-ships. Neither creature in itself is the Dominatrix; both are combined to give the bestial strength of the most savage Tyranid creatures hybridized with awesome psychic powers and a direct conduit to the hive mind.

Divination and intensive investigation have revealed that the Dominatrix is the brood-mother of the swarm she leads. The Dominatrix absorbs genetic material and changes its DNA strands within herself in a manner not fully understood. After a period of gestation she lays eggs that quickly hatch out into more of the monsters that make up her swarm.

As the swarm grows in size the power the hive mind manifests in the Dominatrix becomes greater. Hence the oldest Dominatrix, those with the greatest swarms, are the most powerful elements of the hive mind identified thus far. Debate has raged through the inner circles of the Techno Magi regarding the relations between individual Dominatrix and whether there is a hierarchical structure amongst them.

Dominatrix are so huge they can survive multiple wounds (4 in total) and can regenerate damage. A Dominatrix will only be destroyed if it fails four or more armour saves and then is left with four or more Wound markers after it has attempted to regenerate in the end phase.

A Dominatrix is a command unit so it does not need to be given an order counter in the orders phase; it always moves as if on Charge orders and fires as if on First Fire orders. Dominatrix act as a synapse for the hive mind so Hive Mind cards can be played on them to control nearby creatures or trigger other reactions. Any Tyranid broods with at least one model within 20cm of a Dominatrix will pass Hive Mind tests automatically.

The Dominatrix is armed with a heavy bio-cannon that juts forward from its spine. This deadly weapon spits chitin spines or shells at fantastic velocity, but does not use the lethal slime-fungus common to Exocrine bio-cannon.

Dominatrix are terrifying opponents in close combat. The alien impact of their presence is such that a unit in close combat with a Dominatrix must take a Morale test at the start of the combat phase. Robots or other models that do not take Morale tests are obviously immune. Enemy that

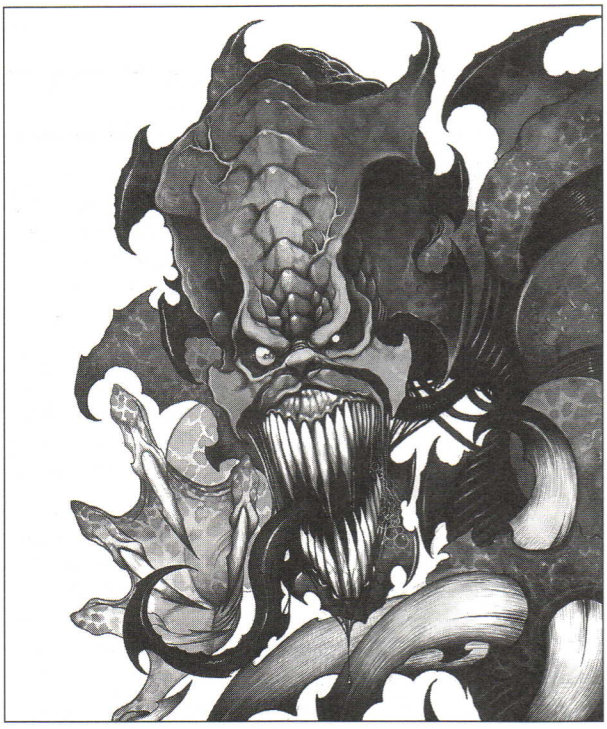
fail their Morale test change their orders to Fall Back orders immediately: they will not be able to fire and will suffer a -2 penalty to their close assault factor in the close combat segment. See the Epic game rules for details of the Fall Back rule.

Note that if a Dominatrix enters close combat with a unit which is already broken that unit will have to take two Break tests in succession: the first test for being a broken unit in close combat and the second for being in close combat with a Dominatrix.

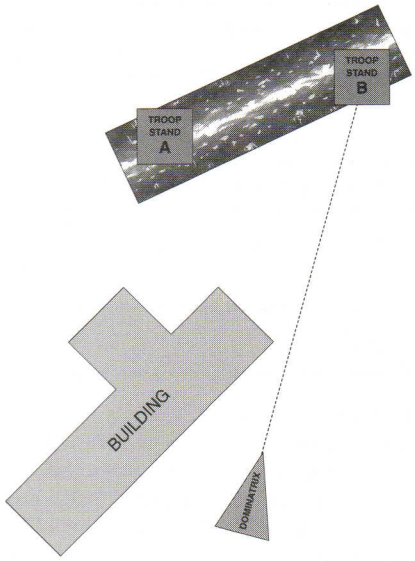
Dominatrix are protected by a heavy, stony carapace several feet thick, and they employ their massive psychic powers to protect themselves from attacks and to heal damage. These combine to give them a saving throw of 1 or more on a D6. This means that basic tactical troops and similarly armed tanks with a save modifier of 0 will have to get around the flanks or rear of a Dominatrix to have any chance at all of penetrating its natural armour. Dominatrix are also extremely resilient to psychic attacks and have a psychic saving throw of 2 or more on a D6 against Weirdboy psychic bolts, Warlock mind blasts, Vortex missiles and the like.

The Dominatrix's immense psychic strength enables it to use one of the following powers per psychic phase.

Warp Field. This power projects an aura of warp energy around the Dominatrix which can fling the energy of incoming attacks into the warp. The warp field lasts until the next psychic phase. Until the next psychic phase roll a D6 for any hits on the Dominatrix: on a roll of 3 or more they are nullified by the warp field and have no effect. Save modifiers are ignored when rolling warp field saves. Saving throws can also be made against hits suffered in close combat. Attacks which require a psychic saving throw to stop, as mentioned above, are not affected by the warp field.



Energy Pulse. The Dominatrix can use this power to unleash an ultra-powerful pulse of warp energy at the foe. The energy pulse is a white-hot blast of light and deadly harmonics more direct and focussed than a laser beam. Its duration is less than a second but in that time it can burn through buildings, Titans and troops to leave great ragged scars across the landscape. Place the Energy Pulse template in line of sight of the Dominatrix up to 100cm away. The template can be turned to point in any direction but only models within the Dominatrix's line of sight are vulnerable to being hit.



Though both troop stands are covered by the template, only B is hit because A is out of the Dominatrix's line of sight.

Any vulnerable models more than half under the template will be struck by the pulse on a roll of 4, 5 or 6 on a D6. This roll is modified by to hit modifiers like an ordinary shooting attack. Models that are hit suffer D6 hits with a -4 saving throw modifier. The raw energy of the pulse adds +1 to damage rolls against Titans and other targets that use a hit location template. Buildings must make a saving throw at -4 if they are hit by the pulse and will collapse into rubble if they fail.

Unit Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Modifier
Dominatrix	10cm	2+	+10	Bio-cannon	75cm	6	5+	-3
				Spore cysts	15cm	12	6+	0
Notes: *Super Heavy, Command Unit, Psychic save 2+, Psychic powers, Enemy test morale in close combat, Synapse, Wounds:4, Regenerate.*								

EXOCRINE

The Exocrine is undoubtedly the most specialised of all the Tyranid bio-war machines. Like the Dactylis, it has been bred for the express purpose of striking at the foe from long range while more conventional Tyranid constructs close in to attack with tooth and claw. The highly developed forelimbs of other Tyranid creatures appear to be absent from the Exocrine body form, but the distinctive bony head frill and long tubular bio-cannon were originally the creature's forelimbs. These have fused together and expanded considerably to achieve their new purpose.

The Exocrine fires high velocity chitin shells, which with the aid of their silicon-based penetrator core can punch through even Titan armour with shocking ease. The tremendous velocity of these projectiles is achieved by a surge of isometric muscle contractions which starts in ropes of muscle tissue that cover the head frill as it is raised and is unleashed when the frill depresses again.

Metallic residue found in the chitin shells suggests an electromagnetic impetus gives the shot its final burst of acceleration, probably achieved with adapted nerve bundles lining the bio-cannon. The shells are simple but deadly, the velocity of their arrival at the target shattering them into a cloud of lethal shrapnel as they strike. The shells also contain an acidic slime-fungus which replicates rapidly and causes severe damage to complex systems. Because of this, Exocrine bio-cannon hits add +1 to damage rolls against Titans and other targets that use a hit location template.

Exocrine are driven by instinct and are liable to become confused and unco-ordinated unless they are controlled by the hive mind. The Exocrine's natural instincts have been genetically altered to make it Nest, remaining stationary and hurling its chitin shells at the nearest enemy in the first fire segment of the combat phase.

Unit Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Modifier
Exocrine	15cm	2+	+3	Bio-cannon	75cm	2	5+	-3
				Spore cysts	15cm	2	6+	0
Notes: *Vehicle, Instinct: Nest, +1 on damage rolls.*								

MALEFACTOR

Malefactors are lumbering bio-engineered organisms the size of a large vehicle. They are commonly called Line-Breakers by Imperial troops in reference to their terrifying sledgehammer attacks on defensive lines. Their clawed forelimbs are exaggerated and powerful and are used for dragging the Malefactor forward over difficult ground. However, the forelimbs are primarily used for lashing out in close combat and mount a variety of deadly symbiote bio-weapons.

The Malefactor has a number of adapted spines implanted into its forelimbs and carapace. These spines are fired by a muscular contraction and use explosive cellular expansion to detonate on impact and spray razor sharp chitin plates over the target area. More short-ranged destruction is supplied by outgrowths of virulent spores on the creature's carapace. An autonomic nerve function fires off these spores with the speed and hitting power of bolters in the presence of non-Tyranid bio-forms.

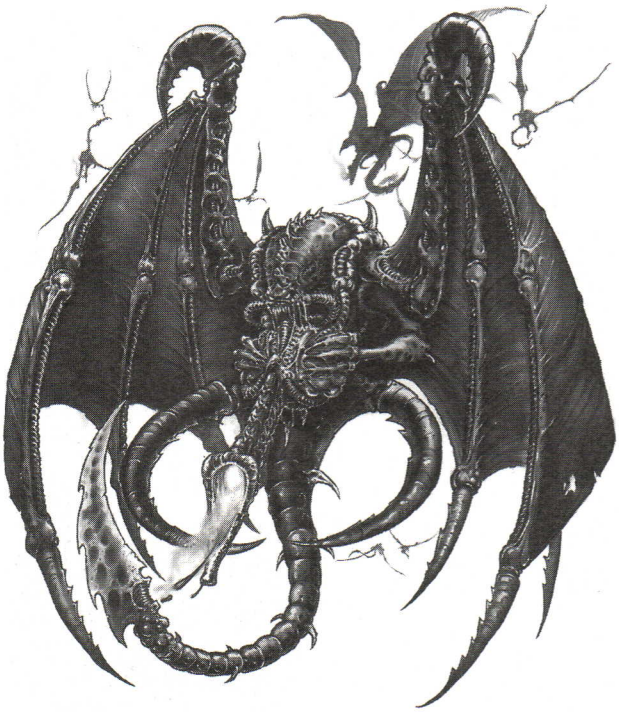
The primary use of Malefactors is to carry broods of Tyranid creatures under the protection of their chitinous carapaces, nestling between the bony plates of the creatures' flanks. As they get to within close range of their foe the Malefactors unleash their progeny and use their symbiote armament to blast a gap in the enemy line for them to exploit. If Genestealers or similar shock troops are being unleashed the enemy position is quickly doomed.

When a brood of Malefactors is carrying troop stands you will need to place two order or Instinct counters, one for the Malefactors and one for the brood they are carrying. Remember that broods being transported can't make ranged attacks while inside and they will need Advance or Charge orders to get out.

Malefactors are single-minded in battle. Closing with the foe is the reason for their existence and without the influence of the hive mind their perception is almost non-existent. Because of this, Malefactors are subject to the rules for instinctive behaviour. Malefactors using instinctive behaviour will Rampage, making a double distance move towards the nearest enemy and fighting the first opposing model they come to in close combat.

Unit Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Modifier
Malefactor	20cm	2+	+5	Frag Spines	25cm	4 barrage pts		0
				Spore cysts	15cm	3	6+	0
Notes: *Vehicle, Instinct: Rampage, Carries 2 infantry stands.*								

GARGOYLES



Gargoyles are vicious winged monsters that are often the first parts of the Tyranid swarms seen in battle. They range ahead of the swarm, either flying in broods or clinging to the bellies of the great Harridan brood mothers as they flap through the skies. Their prime purpose seems to be seeking out the enemy and sowing terror and confusion amongst them. Thus fire and the flap of the Gargoyles' membranous wings precede the Tyranid hordes, driving the enemy out into the open to be absorbed by the swarm.

Gargoyles physically resemble Termagants in many aspects such as body mass, cranial capacity and the configuration of their medial armour plates. This makes it likely that either both are evolved from a single creature or the Gargoyles were derived from the Termagant's DNA template. Gargoyles have wide leathery wings, raking claws and barbed tails. Though they have six limbs the lower pair has atrophied to little more than stumps. Their jaws have been adapted by a symbiotic creature so that they can squirt flaming bile at a considerable distance. This flame spurt is used to set fires and burn the enemy out of defensive positions.

It is not known whether Gargoyles fulfil a specific role on the hive ships, perhaps they destroy cancerous growths in the ship with burning fluid and patch wounds with their broad pinions. It is more likely that they flock together in lofty chambers deep in the bowels of the ship and hibernate like Tyranid Warriors. Gargoyles seem so well adapted to bringing terror and death it is hard to imagine them doing anything else.

Because they can swoop and glide long distances Gargoyles count as skimmers. Woods and buildings offer little defence against their fiery spittle so to hit modifiers for cover do not affect the Gargoyles' to hit roll. Like Termagants, Gargoyles have limited decision-making faculties and are subject to the rules for instinctive behaviour. Gargoyle broods subject to instinct will Hunt, so a brood will move towards the nearest enemy at their normal rate and shoot at the nearest enemy in the advance fire phase.

To represent their ability to range ahead of the swarm the Tyranid player is allowed to reposition Gargoyles once both armies have been deployed. Before the game begins the Tyranid player can move any of his Gargoyles once at up to charge rate (ie, double their normal move distance). This move may not bring them within 5cm of the enemy. If both sides have units able to reposition like this roll a dice or flip a coin to see who moves first.

Gargoyle stands comprise five Gargoyle models mounted on a standard plastic epic base.

"It is a grave conceit to consider the Tyranids as a scientific phenomenom – a menace that can be overcome by purely physical means. You are mistaken! All around me I see weakness, men who are brave of heart yet weak in spirit. Where once I saw souls that flashed like diamonds, now I barely see their dim light flicker. Men have brought this curse upon themselves. The Tyranids are a symptom of the weakness of faith that gnaws at the heart of the Imperium. The Emperor sees all, knows all, and forgives nothing. His steely gaze has searched your souls and He has judged them wanting. The Tyranids are His punishment, a just retribution, the shadow of man's failure made real. When you look into the monster's eyes you see your own corruption and your own despair. To fight with weapons alone is not, can never be, enough. We must fight with the blazing light of our souls and the courage of our faith. Believe in the Emperor – He is our only salvation!"

Excerpt from Chaplain Rankin's three hour-long address to the Emperor's troops, prior to the final engagement of the Moloch campaign. The Imperial troops fought bravely, and held up the alien hordes for five days before their last and greatest fortress was overrun.

Unit Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Modifier
Gargoyles	20cm	-	+1	Flamespurt	25cm	1	5+	0
Notes: *Infantry, Skimmer, Ignore cover, Instinct: Hunt, Move 40cm forward after set-up.*								

GENESTEALERS

The Imperium first encountered Genestealers on the moons of Ymgarl long before they were alerted to the approach of the hive fleets. At the time it was assumed that the Ymgarl Genestealers were an indigenous life form and no connection was made with the Tyranids. Now it has become clear that the Genestealers are their vanguard.

Genestealers possess the six-limbed body form of all Tyranid creatures with powerful ripping claws and taloned hands. They are incredibly fast and dangerous opponents in hand-to-hand combat but never use ranged weaponry or other devices, despite their obvious intelligence. Genestealers can operate independently of the hive mind, having a gestalt brood intelligence of their own.

Genestealers are an important part of the fighting forces of the hive fleets, where their speed and power make them devastating shock troops. More insidiously, they are implanted aboard drifting space hulks encountered by the hive fleet in the warp. By this means they are allowed to spread ahead of the Tyranid hive fleet and prepare the way for planetary invasion. It seems unlikely that such monsters could conceal themselves from humans for long but by lurking aboard space hulks the Genestealers are able to ensnare and infect explorers who come aboard by implanting them with their genetic material.

We can of course only speculate as to how the Graia system came to be inflitrated by the 'Stealers. Being such a busy factory world, ships of all kinds would have been constantly docking there, unloading ore and myco-protein, and loading processed metals for shipment to the hive worlds. Hundreds of ships passed through those spaceports every week. Most of them would be Imperial-controlled freighters, but who knows what manner of smaller, inter-system, craft slipped through the security net? Any one of these could have come into contact with a space hulk, and despite Imperial decree, tried to board it. Desperate, greedy men looking for forbidden booty. All it takes is for one wounded man to fight his way back to his ship and flee back down to the planet surface, and a whole world is doomed. I use this tragedy to reemphasise my recommendations that all non-authorised craft should automatically be refused permission to land and be immediately vapourised by port defences.

Once infected a victim can be controlled by the psychic brood intelligence of the Genestealers, and becomes completely dedicated to their cause. The implanted germ cell grows inside its host until it is ready to emerge. The Genestealer's genetic attributes are passed on in part to the offspring, creating monstrous hybrids whose own spawn will either be purestrain Genestealers or more human-seeming hybrids. As the hybrid brood grows in strength it generates a psychic signal that the hive fleets can follow, drawing the Tyranids on to rich feeding grounds.

Genestealers of the same brood are connected telepathically and capable of operating beyond the range of the hive mind. Hence in battle a Genestealer brood may be given order counters in the orders phase just like ordinary troops.

Genestealer stands comprise five Genestealer models mounted on a standard plastic epic base.

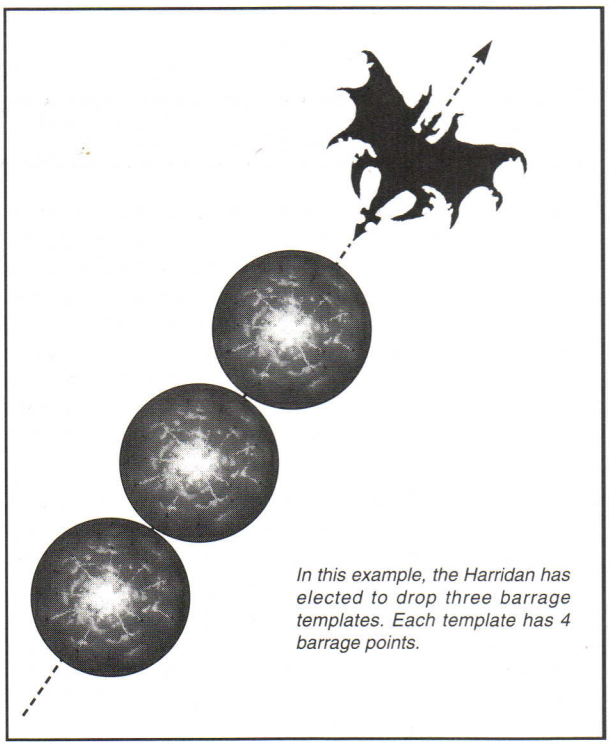
Unit Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Genestealers	15cm	-	+6	Claws	-	-	-	-	Infantry, Independent

HARRIDAN

The Harridan acts as a monstrous brood mother to the wheeling flocks of Gargoyles that scour the land ahead of Tyranid swarms. The Harridan flaps through the skies on great leathery wings with clusters of Gargoyles clinging to its belly. As its black shadow sweeps overhead the Gargoyles spiral down to unleash fire and destruction on the enemy below.

The Harridan itself carries a fearsome armament of bio-cannon and poison spores. The bio-cannon are melded into the Harridan's wings and utilise the tremendous musculature of its great pinions to hurl chitin missiles like those fired by the deadly Exocrine. However, the chitin shells launched by Harridans do not use the corrosive slime-fungus which makes Exocrine hits so devastating against Titans and other great war machines.

The poison spores are released in noxious clouds by the Harridan as it passes over enemy troops or settlements. To represent this, a Harridan on Advance orders may drop one, two or three barrage templates in its wake while moving, providing it doesn't end its move at high level. This is because the Harridan must remain low to release the spores or they disperse too much to be effective. The templates must be placed in a straight line so that they are each touching at least one other.



In this example, the Harridan has elected to drop three barrage templates. Each template has 4 barrage points.

The templates are left in place until the close combat segment of the combat phase. This is so units on First Fire orders get a chance to shoot at the Harridan as it passes over them. If the Harridan is killed by first firing or snap-firing models the templates are removed – the Harridan was shot down as it attempted to release its spores. If the Harridan survives the spores take effect in the close combat segment. The Harridan has a total of 12 barrage points and these are split amongst the barrage templates used, as summarised below.

No of Templates	BP per Template
1	12
2	6
3	4

The spores do not destroy buildings but they ignore to hit modifiers for cover. Any models affected suffer a hit with a 0 save modifier.

The Harridan's hide is exceptionally tough and its vital organs are heavily protected by thick chitinous armour plates. These give the Harridan an armour saving throw of 2 or more on a D6. This is not reduced by side and rear shots as the Harridan is equally well armoured from all quarters. This heavy protection and great bulk combine to allow the Harridan to take 3 wounds before it dies. Harridans do not regenerate wounds.

Like Tyranid Warriors, Harridans act as psychic resonators. They intensify the psychic bond of the hive mind with lesser creatures and amplify its power. Because of this Harridans are independent and may be given an order counter in the orders phase like normal troops. Also, a single brood of Tyranid creatures (or single organism) which is subject to instinctive behaviour may be given the same orders as the Harridan if they have at least one model within 10cm of a Harridan in the orders phase. Instinctive broods or creatures also pass their Hive Mind tests automatically if they are within 10cm of a Harridan.

A Harridan can carry up to five troop stands clinging beneath its belly and flanks. Because of the precariousness of these positions only Gargoyle troop stands may be carried in this way.

To represent the Harridan sweeping forward ahead of the swarm the Tyranid player is allowed to reposition any Harridans in his force once both armies have been deployed. Before the game begins the Tyranid player can move any of his Harridans once at up to charge rate (ie, double their normal move distance). This move may not bring them closer than 5cm to the enemy. If both sides have units able to reposition like this roll a dice or flip a coin to see who moves first.

Unit Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Modifier
Harridan	25cm	2+ all round	+5	Spore Cloud	See below	12 barrage pts		0
				Bio-cannon	50cm	4	5+	-3

Notes: *Super Heavy Vehicle, Flyer, Independent, 3 Wounds, Carries 5 Gargoyle stands, Place barrages when moving, Move 50cm after set-up.*

HARUSPEX

The Haruspex is a specially bred bio-war creature used by the Tyranids to close assault enemy forces and rip them apart. Haruspex are well protected by a thick carapace and have a simple nervous system which makes them notoriously hard to kill. The creature advances at a startling speed with rippling contractions of its body, seeking to close with the enemy as quickly as possible.

The Haruspex's symbiote weaponry is short ranged but deadly, comprising conical muscular organs attached to each upper arm. These simple creatures secrete and store molecular acid which they can squirt over short distances, melting through even armourplas and ceramite with little difficulty. In addition to its acid sprays the Haruspex carries frag spines (similar to those implanted on the Malefactor) to shred lightly armoured foes that are out of reach.

The Haruspex's primary attack mode utilises its massive frontal mandibles and piercing upper limbs to attack foes in close assault. Up close it is quite capable of overturning or crushing super heavy vehicles and obliterating infantry squads with negligent ease. Anything which proves resistant is seized by the upper claws and weakened with acid before being broken apart by the clashing mandibles.

Haruspex are highly aggressive by nature, and without the influence of the hive mind their instinct for slaughter becomes uncontrollable. Because of this Haruspex are subject to the rules for instinctive behaviour. Haruspex using instinctive behaviour will Rampage, making a double distance move towards the enemy and fighting the first enemy they come to in close combat.

Unit Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Modifier
Haruspex	15cm	2+	+7					
				Acid jets	25cm	2	5+	-2
				Frag spines	25cm	2 barrage pts		0
Notes: *Vehicle, Instinct: Rampage.*								

HORMAGAUNTS

Great swarms of Hormagaunts are employed in wave attacks against the enemy in battle, often being used to exhaust the defenders before the main attack is launched. The Hormagaunt is extraordinarily single-minded in its purpose of closing with its foe and eviscerating it with its scythe-like claws, bounding forward regardless of pain or injury. They are very fast and seemingly indefatigable, constantly moving in restless swarms which appear to be made of nothing but rippling claws and ridged plates.

Hormagaunts appear to be another genetic manipulation of the Termagant genus. This bio-form is more upright with the two sets of upper limbs equipped with well-developed claws for ripping and piercing. The lower legs are long and powerful, tucking up beneath the body when the creature is at rest but flicking out to drive it forward in a series of bounding leaps as it attacks. The Hormagaunt has a simple digestive tract and sustains itself by draining body fluids from its victims. However, the Hormagaunt's highly active metabolism constrains it to constantly seek out and attack fresh prey.

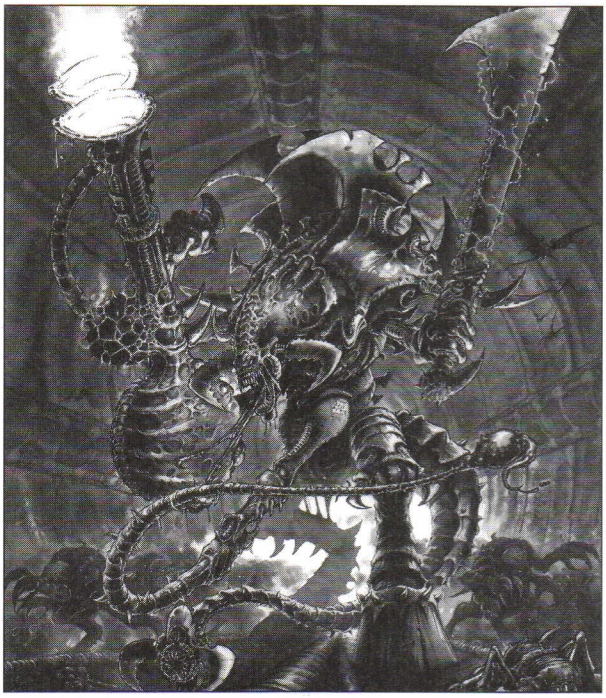
Hormagaunts have been reported being dropped down to the planet surface in mycetic spores, similar to the way that Space Marines use drop pods. Once they have landed the Hormagaunts act as instinctive terrorists, constantly searching for and attacking native life forms. Hormagaunts are also unusual because they appear to reproduce independently of the Dominatrix. They lay hundreds of eggs just below the surface of a planet before their short lifespan is over, making Hormagaunt infestation a serious problem on planets raided by the Tyranids.

Because of their specialised springing legs Hormagaunts move at triple speed when they are on Charge orders rather than double speed like normal troops. Like their distant relations Termagants and Gargoyles, Hormagaunts are driven by the constant urge to seek out prey, so they are subject to the rules for instinctive behaviour. Naturally Hormagaunts have a strong instinct to Hunt so a brood will move towards the nearest enemy at their normal rate and fight them in close combat.

Hormagaunt stands comprise five Hormagaunt models mounted on a standard plastic epic base.

Unit Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Modifier
Hormagaunt	10cm	-	+2	Claws	-	-	-	-
Notes: *Infantry, Triple speed on charge, Instinct: Hunt.*								

HIVE TYRANT



The Hive Tyrant is a large and massively powerful creature, rivalling even the hulking Carnifexes in size and weight. Hive Tyrants strongly resemble Tyranid Warriors in many respects, although whether they are a divergent strain or are actual Warriors evolved to a higher level is unknown. Like all Tyranids, Hive Tyrants seem to mutate rapidly and several different physical characteristics have been reported.

Hive Tyrants are highly psychic and their relationship to the hive mind is even closer than that of the Tyranid Warriors. Hive Tyrants form vital synapses which allow the Dominatrix to extend her influence over the teeming hordes of the hive swarm. Hive Tyrants are highly intelligent and are sometimes despatched alone to command small Tyranid swarms on raid/infection missions. Hive Tyrants also manifest potent psychic powers in battle, venting tiny portions of the massive psychic potential of the hive mind to impel the broods forward or terrify and crush the enemy.

Hive Tyrants are command units so they do not need to be given an order counter in the orders phase. They always move as if on Charge orders and fire as if on First Fire orders. Hive Tyrants also act as a hive mind synapse so certain Hive Mind cards can be played on them to control nearby creatures; see the Hive Mind rules for more details on the role of synapse creatures. Any Tyranid broods with at least one model within 10cm of a Hive Tyrant will pass their Hive Mind tests automatically.

Hive Tyrants are terrifying opponents in close combat. The alien impact of their presence is such that a unit in close combat with a Hive Tyrant must take a Morale test at the start of the combat phase. Robots or other models which do not take Morale tests are obviously immune. Enemy that fail their Morale test change their orders to Fall Back orders immediately and will suffer a -2 penalty to their close assault factor in the close combat segment for being on Fall Back orders. See the Epic game rules for details of the Fall Back rule.

Note that if a Hive Tyrant enters close combat with a unit which is already broken that unit will have to take two Break tests in succession: the first test for being a broken unit in close combat and the second for being in close combat with a Hive Tyrant.

Hive Tyrants are protected by a thick chitinous carapace covered in polymer bonded silicon and carbon platelets, additionally they employ their own considerable psychic powers to defend themselves. This means Hive Tyrants can survive multiple wounds (2 in total) and can regenerate damage. A Hive Tyrant will only be destroyed if it fails two or more armour saves and then is left with two or more Wound markers after it has attempted to regenerate in the end phase.

Hive Tyrants are also extremely resilient to psychic attacks and have a psychic saving throw of 4 or more on a D6 against Weirdboy psychic bolts, Warlock mind blasts, Vortex missiles and the like.

The Hive Tyrant's psychic strength enables it to use one of the following psychic powers once per psychic phase.

The Horror. This power forces all non-Tyranid units within 20cm of the Hive Tyrant to take a Morale test immediately. Robots or other models that do not take Morale tests are obviously immune. Enemy which fail their Morale test change their orders to Fall Back orders immediately and will suffer a -2 penalty to their close assault factor in the close combat segment for being on Fall Back orders.

Psychic Scream. The Hive Tyrant can use this power to affect any non-Tyranid creatures that have psychic powers within 40cm. Roll a D6 for each psyker within range. On a roll of 4, 5 or 6 the psyker is temporarily stunned and may not use any psychic powers during this psychic phase.

Hive Tyrants are powerful and agile creatures that are far more mobile than machines of equivalent size. Because of this they count as Knights for combat, but are classified as infantry for the purposes of movement.

Unit Type	*Move*	*Saving Throw*	*CAF*	*Weapons*	*Range*	*Attack Dice*	*Roll to Hit*	*Target's Save Modifier*
Hive Tyrant	10cm	2+	+10	Venom cannon	50cm	2	5+	-2
Notes: *Knight/infantry, Command unit, Psychic save 4+, Psychic powers, Synapse creature, Enemy test morale in close combat, Wounds:2, Regenerates.*								

LICTORS

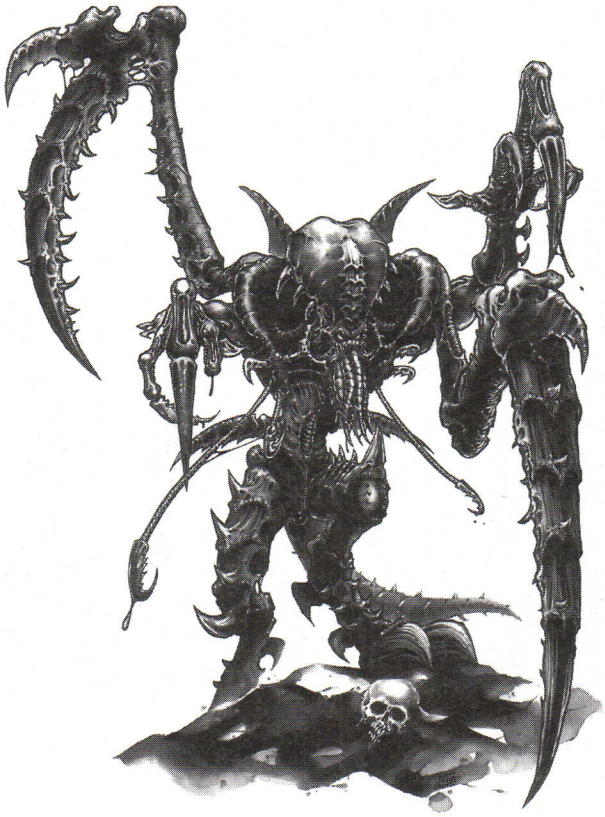
Lictors rove ahead of Tyranid ground swarms seeking out pockets of enemy resistance and native life forms to be absorbed. Lictors are often referred to by Imperial troops as Spooks or Mantis Stalkers because of their unnerving behavioural patterns and combat techniques. They are intelligent and possess highly developed sensory organs so they can see, smell, hear, and taste their prey long before it becomes aware of their presence.

Lictors appear to be a specialist mutation of Tyranid Warriors and are highly adapted to survival in hostile environments and a stalker/predator role. Stalking Lictors exude a pheromone trail which draws other Tyranid creatures in their wake; a larger concentration of prey stimulates a stronger pheromone response and brings a larger group of trailing Tyranids.

Lictors are well equipped for dealing death with a whole arsenal of bio-weaponry which includes mantis-like upper claws, venomed talons, feeder tentacles and barbed flesh hooks. The Lictor's feeder tentacles are tipped with sharpened bony plates and are used to lobotomize victims so the Lictor can absorb their genetic data. The powerful upper claws are edged with fractal chitin and the lower talons have venom channels containing a deadly haematoxin.

The flesh hooks are the most unusual of the Lictor's weapons. They are formed out of carbon-based chitin with a monomolecular edge and are attached to lengths of exceptionally tough muscle fibre situated between the ribs. The hooks are fired by a sharp intercostal muscle spasm and allow Lictors to snare their victims from a distance. The flesh hooks are also sometimes used as grapnels, which allows Lictors to scale vertical surfaces at great speed.

Lictors are protected by a thick, chitinous exoskeleton. Combined with their size and tough constitution this gives them a saving throw of 6 on a D6, though most infantry stands have no save at all. Furthermore, because their save in part represents their ability to dodge out of the way the Lictor's saving throw is not subject to any saving throw modifiers. This means Lictors will always save on a 6 even if they are hit by a powerful weapon like a Plasma Annihilator.



Lictors are also covered with tiny chameleod scales which shift their colour and texture to match the creature's surroundings. These make Lictors exceedingly difficult to spot except at very close range. To represent their ability to stalk forward unseen, the Tyranid player is allowed to reposition Lictors once both armies have been deployed. Before the game begins the Tyranid player can move any of his Lictors once at up to charge rate (ie, double their normal move distance). This move may not bring them closer to the enemy than 5cm. If both sides have units able to reposition like this roll a dice or flip a coin to see who moves first.

Because Lictors are almost impossible to see at long range no enemy may shoot or target indirect barrages at them unless they are within 25cm or, in the case of indirect barrages, they have a spotter within 25cm. Lictors are intelligent and retain the self-awareness of Tyranid Warriors so they are independent creatures and order counters are placed for them like ordinary troops.

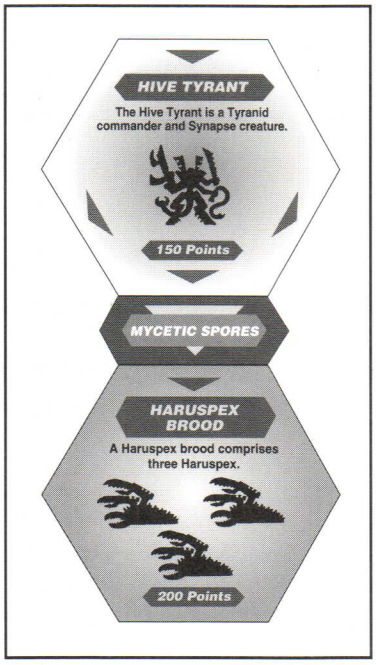
Lictor stands comprise a single Lictor model mounted on a standard plastic epic base.

Unit Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Modifier
Lictor	15cm	6+ fixed	+4	Flesh Hooks	25cm	2	5+	0
Notes: *Infantry, Move 30cm forward after set-up. Independent, Cannot be targeted from over 25cm away.*								

MYCETIC SPORES

During planetary invasions Tyranids tend to only commit the bulk of their forces from the bio-ships once they have located opposition which needs to be eliminated. To facilitate this they make use of bio-constructed ablative spores disgorged from bio-ships in orbit. These carry shock troops such as Genestealers, Hormagaunts and other creatures straight into battle in a similar fashion to Space Marine drop pods. These spores are often inaccurately reported as meteor showers by civilian observers but experienced troops soon learn to spot the telltale fiery streaks of the spores dropping through the upper atmosphere.

When you are creating a swarm you can opt to buy mycetic spores to deliver broods directly into battle. There are a number of Mycetic Spore chits which cost additional points and are placed in the swarm structure to indicate which broods are being dropped into combat. A chit is placed between swarm cards, between the outgoing arrow of the preceding card and the incoming arrow of the brood which is going to be dropped by the spores.



Spore chits for dropping three, five or ten models are available. Obviously the chit bought for a brood must be able to carry all of the models in that brood. Astute players will notice that the points cost is the same for dropping broods of three models as it is for broods of five models – this is because broods of three models invariably contain larger creatures which in turn require larger spores. Each spore carries one stand of infantry, or one model (which can be a vehicle or super heavy vehicle-sized model, but not a bio-Titan).

Before the game starts allot a number to each spore and note down which numbers correspond to which broods. Then decide in which turn the spores are going to arrive. For each brood you must note down whether you want it to arrive with the first wave (first turn), the second wave (second turn), the third wave (third turn) and so on. All the models in a single brood must drop in the same wave but other than this you can spread out dropping broods through the game as you like.

Spores land on the table during the orders phase after all orders have been placed but before they are revealed. Determine where the spores land using the special Spore markers. Sort out enough markers for the spores you are dropping, with numbers marked on them corresponding to the numbers noted down for the broods.

Place all the markers for spores landing that turn on a burst template and hold it 30-40cm above any part of the table. Invert the template sharply so that the markers fall on the table. A spore is destroyed if it lands off the table, in terrain which is impassable to vehicles, or on a Titan/Gargant. Anything a spore lands on (with the exception of other spores) suffers a hit with a -1 saving throw modifier.

Enemy models on First Fire orders may fire at dropping spores as they fall from the sky. This is an exception to the normal turn sequence because the firing is resolved at the end of the orders phase after orders have been revealed. Because the spores are plummeting through the air firers may ignore any intervening terrain that might block their line of sight. However, because the spores drop from a high angle at great speed, weapons that fire barrages cannot be brought to bear on them as they drop. Remove the order counters of troops that fire as a reminder that they cannot fire again during the turn.

Once any firing has been resolved the spores land. Spores sometimes land at too steep an angle and shatter on impact, smashing their occupants into jelly. Roll a D6 for each Spore marker. On a roll of 1 the spore and its contents are destroyed (though regenerating creatures may still be able to recover); on a roll of 2 or more the contents of the spore survive and can be placed on the tabletop. Models with multiple wounds suffer D6 wounds if they roll a 1 on impact.

Models emerging from spores can move normally in the movement phase and fight in the combat phase, though their orders for the turn will depend on their type.

Instinctive Broods: Instinctive broods will follow their instinctive behaviour on the turn they emerge, though they can be controlled by the hive mind as normal in subsequent turns.

Independent Broods: Independent broods will have Advance orders on the turn they are dropped.

Commanders: Commanders will be able to move at charge rate and still fire in the first fire phase.

Once the models carried by the spores have been placed on the table remove the Spore markers from play.

Unit Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Mycetic Spore	Special	4+	-	None					Vehicle, carries one model or stand

TERMAGANTS

Termagants are fast, agile and cunning creatures. They are commonly referred to as Hunter-Slayers by Imperial Guard troops. On board the bio-ships of the hive fleet their role is to protect the vessel by moving quickly through the narrow arterial passages of the ship to attack intruders. In planetary invasions packs of Termagants accompany Tyranid Warriors, hunting down enemy defenders and tearing them apart. Their minds are ferocious but simplistic and they are apt to become confused if they are separated from the influence of the hive mind.

Termagants are generally one to two metres tall and run on four legs clutching a symbiote weapon-creature (known as a fleshborer by Imperial troops) in their forelimbs. Though they lack the size and strength of Tyranid Warriors or Genestealers, Termagants attack in large packs, relying on determination and strength in numbers to overwhelm the foes of the hive mind.

Because of their simplistic and aggressive mentality Termagants are subject to the rules for instinctive behaviour if they are not guided by the hive mind. The Termagant's instinctive behaviour is to Hunt, so a brood will move towards the nearest enemy at their normal rate and shoot at the nearest enemy in the advance fire phase.

Termagant stands comprise five Termagant models mounted on a standard plastic epic base.

Unit Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Termagants	10cm	-	+1	Fleshborers	25cm	1	5+	0	Infantry, Instinct: Hunt

ZOANTHROPE

Zoanthropes are perhaps the strangest of the mutant strains of Tyranid Warrior seen amongst the swarms. Though they are considerable larger than Tyranid Warriors their bodies are fragile and have feeble, atrophied limbs, and their heads are so huge and bloated that they look too large for their frail bodies to support. Zoanthropes appear to have been engineered to exploit the maximum psychic potential of Tyranid Warriors and even seem to use psychic energy to motivate their wasted bodies.

Zoanthropes, for all their seeming physical weakness, are lethal creatures. They use their psychic powers both to defend themselves and to attack their opponents with ravening bolts of warp energy. Because of their psychic defences Zoanthropes have a psychic saving throw of 4+ against Librarian and Warlock psychic attacks, Vortexes etc.

A Zoanthrope's saving throw against ordinary hits from weapons is 5 or more on a D6, and because this is reinforced by the Zoanthrope's stores of psychic energy it is not affected by weapon saving throw modifiers. This means a Zoanthrope will always save on a 5 or a 6 even if it is hit by a powerful weapon like a Volcano cannon.

Zoanthropes do not have any shooting attacks but they can make a psychic attack in the psychic phase.

Warp Blast. This power unleashes a blast of warp energy against a model in sight of the Zoanthrope and within 50cm. The blast will hit on a D6 roll of 5 or 6 if the Zoanthrope is on Nest or First Fire orders, or a roll of 6 if it is on Advance orders. If a Zoanthrope is on Charge orders it may not use its Warp Blast power at all. A model struck by a warp blast suffers a hit with a -6 saving throw modifier, or loses a single shield if it is protected by void shields or power fields.

Though they are highly intelligent, Zoanthropes have become sedentary creatures through their mutation, so unless they are controlled by the hive mind they will halt to conserve their energy. Zoanthropes are subject to instinctive behaviour with their natural instincts making them Nest, so they will remain stationary and hurl warp blasts at the nearest enemy in the first fire segment of the combat phase.

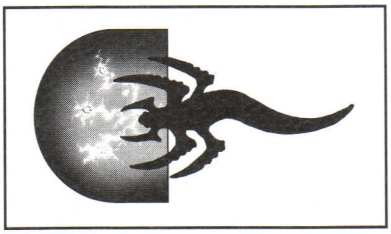
Unit Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Modifier
Zoanthrope	10cm	5+ fixed	+1	Warp blast	50cm	1	5+/6+	-6
Notes: *Dreadnought/walker, Instinct: Nest, Psychic save 4+, Psychic Powers.*								

TRYGON

The Trygon is a massive, snake-like organism the size and weight of a super heavy tank. Trygons are commonly referred to as Shockers or Rattlers by Imperial Guard troops because of their distinctive attacks using a bolt of flaring electrical energy. The Trygon is a living weapon that generates an electrical field from the thousands of scales which cover its body. As the Trygon moves the scales are agitated and each one generates a bio-static charge, thus creating the Trygon's sinister rattling. Energy from the scales is conducted along hardened nerve synapses to blade-shaped forelimbs on its upper body.

The Trygon builds up its charge as a crackling corona of lightning which wreathes its forelimbs until unleashed. At the point of release modified gill structures are used to spray an ionizing exhalation which conducts the shock discharge. The result is a rolling blast of high voltage power which can burn out electrical systems and electrocute troops with frightening efficiency.

The Trygon's electrical charge is represented by a special template on the tabletop. The template is positioned in front of the Trygon, and as the Trygon moves the template moves with it. If any models are touched by the template while the Trygon is moving they may be electrocuted. Models attempting to engage the Trygon in close combat may also be electrocuted if they touch the template as they move into contact, but note that the bio-shock affects friend and foes alike so friendly models may also be hit as the Trygon moves!



In either case, roll a D6 to see whether the model is hit: on a roll of 3 or more the model suffers a hit with a saving throw modifier equal to the number rolled on the dice. Normal to hit modifiers for cover apply to this roll, and to the saving throw modifier of the hit, because of the chances of the electrical discharge partially earthing itself into the terrain.

For example, a Trygon pushes its template so that it's touching a Land Raider in rubble. The roll to hit is 4, which is reduced to a 3 because of the -1 to hit for the rubble, so the Land Raider is hit and must make a saving throw with a -3 modifier. Models with shields will lose a single shield if they are hit by a Trygon template.

If it is on Advance, Hunt or First Fire orders a Trygon can fire its template a random distance forward in a straight line in the appropriate segment of the combat phase. The distance the template travels is equal to the roll of a D6 multiplied by 10cm, so a roll of 3 would mean the template travelled 30cm, a 6 would move it 60cm and so on. Any models touched by the template as it moves may be hit. Resolve the effects of hits in the same way as when the Trygon itself is moving the template.

When the Trygon template is fired in this way it will stop if it moves into a building (ie, it will move into the building but not out of the other side) or hits a Titan, Gargant or other large machine which uses a hit location template. If the Trygon template is stopped calculate any hits and then remove it from play. The template will move through woods, ruins, craters, bunkers and over hills and trenches etc. without any problems, but it will be instantly discharged and removed from play if it touches a marsh, river, stream or other body of water.

Once a Trygon has discharged its template it needs time to build up a static charge again so the template is not replaced until after the following movement phase. This is easy to remember because at the end of the movement phase you place a template in front of every Trygon that hasn't already got one.

Trygons are simple but voracious entities driven by their predatory instincts. Because of this they are subject to the rules for instinctive behaviour if they are not guided by the hive mind. The Trygon's instinctive behaviour is to Hunt, so a Trygon will move towards the nearest enemy at its normal rate and shoot its template at the nearest enemy in the advance fire phase.

Unit Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Modifier
Trygon	20cm	1+	+8	Bio-Shock	D6x10cm	Template	3+	-D6
Notes: *Super Heavy Vehicle, Instinct: Hunt, Uses special template.*								

TYRANID WARRIORS

Tyranid Warriors are the elite fighters of the hive mind. They have six limbs and stand over twice the height of a man. Their lower limbs end in sharp hooves and are used for locomotion, leaving the middle and upper pairs to use various deadly bio-weapons like Boneswords or Deathspitters. The ships of the hive fleet carry untold millions of Tyranid Warriors in frozen hibernation. These act as the foot troops of invasion forces unleashed against the worlds in the path of the hive fleet.

Tyranid Warriors are amongst the most important Tyranids. Not only are they genetically engineered organic killing machines in their own right but they also fulfil a pivotal role in the Tyranid swarm. They act as psychic resonators, amplifying the psychic bond of the hive mind and transmitting its power to the less receptive organisms around them. When the Tyranids swarm out of the bio-ships to do battle the Tyranid Warriors lead the lesser creatures into combat, giving their troops the ferocious resolve and unshakeable purpose so characteristic of the swarm.

Tyranid Warriors are protected by a thick, bony carapace and scaly cartilage. Combined with their size and tough constitution this gives them a saving throw of 6 on a D6, though most infantry stands have no save at all. Furthermore, because their save in part represents their ability to move quickly and absorb damage which would kill lesser creatures, the Tyranid Warriors' saving throw is not subject to any saving throw modifiers. This means Tyranid Warriors will always save on a 6 even if they are hit by a powerful weapon like a Plasma Annihilator.

Tyranid Warriors are closely meshed into the hive mind so they always pass Hive Mind tests no matter what the cause. Any Tyranid broods with at least one model within 10cm of a stand of Tyranid Warriors will also pass Hive Mind tests automatically.

Tyranid Warriors can plan and make decisions independently of the hive mind so they may be given an order counter in the orders phase, like normal troops. A brood of Tyranid creatures following instinctive behaviour may be given the same orders as the Tyranid Warriors if they have at least one model within 10cm of a stand of Tyranid Warriors in the orders phase.

A stand of Tyranid Warriors comprises three Tyranid Warrior models mounted on a single base.

Unit Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Tyranid Warriors	10cm	6+ Fixed	+5	Deathspitters	50cm	2	5+	-1	Infantry, Independent

As you are aware, the regiment was deployed to the Moloch system to protect Forge World Triplex Phall from the western edge of the Tyranid sweep. The entire regiment, reduced to three and a half thousand men, following the containment of the uprising on Graia IX, was committed. Despite heavy losses, the men were confident. Incidence of post-traumatic stress acceptable at 17%. We ported to Moloch on the transport *Kramer*, and the three-week trip gave the men a chance to recuperate, both physically and mentally.

Our regiment was assigned to help the local forces defend Moloch III. The situation was desperate. The other two planets in the system had been overrun, the automatic satellite defences destroyed. All remaining troops, equipment and civilians had been moved to the mountain fortress of Zharr. They called it the last and greatest, and I have never seen its like before. The chambers and tunnels of the fort stretched up to the mountain's peak, across its girth, and plunged for miles down into the bedrock of the planet itself. The thick rock walls were reinforced with an adamantium lattice, and all above ground access points protected by three sets of armoursteel shutters. In the final analysis I believe its very size made the place indefensible.

You have asked me to be exact. You have to understand that against such an enemy exactitude is impossible. I can count how many men we lost, but quantifying the manner of their falling is difficult. I estimate that in the first assault five hundred men died from missile fire as the Tyranids approached the gates. Half an hour that seemed like half a day. The ground was covered by things that crawled, slithered and spat green fire. Overhead, flocks of nightmare creatures darkened the sky. We held the gate for two hours, during which time I watched a slaughter so terrible it will haunt my dreams for eternity. It was shortly before Tantum Gate fell that we lost contact with the fifth company, who had been sent to hold Far Gate, the south entrance. Gigantic Carnifexes chewed through the armoursteel shutters, and we were forced to retreat to core central.

At this time, communication almost completely broke down. It was impossible to know what was happening over such a large area. A garbled message reached us that the Space Marines had arrived – but who could know anything for certain? Men died, this is all I can be sure of. They died by the hundred, by the thousand. Blasted apart by green fire, sliced into pieces by claw and pincer, their heads bitten off or their flesh melted away. I saw men die with courage, with fear, and in madness. At times the tunnels were plugged with bodies, and blood and ichor ran in streams down the floor.

Approximately two and a half thousand Guardsmen were lost slowing the Tyranid advance through the tunnels. A scant five hundred made it to core central, which we managed to hold for five days until the Space Marines fought their way in. During that time, many more men and civilians died from their terrible injuries. Commissar Bassilo being unconscious, I was myself forced to administer the Emperor's Grace to those who requested release from their suffering.

TYRANID BIO-TITANS

Tyranid bio-Titans are the most gigantic of all the monstrosities unleashed by the hive fleets during a planetary assault and are brought into action only against the most determined defences. Though they are identified as bio-Titans by Imperial forces, these creatures bear little resemblance to the humanoid-shaped fighting machines built by the Imperium and the Eldar, or even the idol-like Gargants of the Orks, except in terms of size and lethality.

Bio-Titans are giant multi-legged creatures more reminiscent of spiders or scorpions than anything else. In general they have four long legs for locomotion and two arms, specially adapted for carrying a range of giant symbiote weapons. Their heads or mouth parts are also substantially modified to carry further weapons such as acid spitters, spine firers, poison sprayers and the like.

As with all Tyranid beasts, rapid mutation and adaptability is common to bio-Titans. They appear to be a composite of several creatures so closely meshed together that they have become an indistinguishable whole. For example, the exoskeleton for the legs and much of the carapace is formed by a single creature, but the musculature to move the bio-Titan's vast body is supplied by a series of creatures rooted in cavities inside the exo-skeleton.

Bio-Titans are notoriously difficult to kill, even with the heaviest of weaponry. They are protected by ridged plates of chitin that are angled to deflect incoming shots. Even if their armour is penetrated their composite nature means that parts of the Titan will continue to function and fight long after critical injuries have been inflicted on other parts of the whole. In battle bio-Titans march forward on spiderlike legs to duel with the largest enemy units or sweep aside lesser troops in an orgy of bloodshed and horror.

BIO-TITAN RULES

ORDERS

All bio-Titans are independent creatures and as such may be given First Fire, Advance or Charge orders freely during the orders phase.

MOVEMENT PHASE

Unsurprisingly, bio-Titans move with exactly the same movement restrictions as ordinary Titans. They may turn up to 90° once during their move, be it at the beginning, in the middle or at the end. Terrain effects are the same for bio-Titans as for normal Titans.

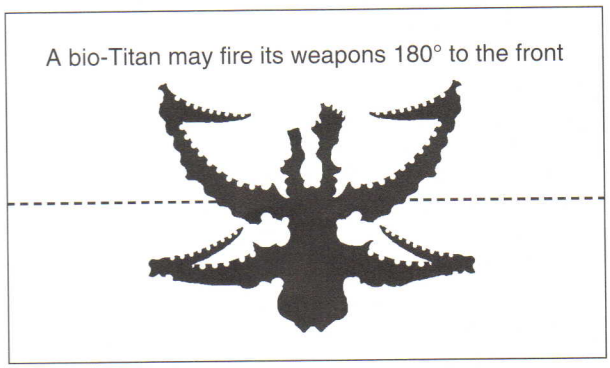
PSYCHIC PHASE

Whatever serves the bio-Titan as a brain is undoubtedly psychic so bio-Titans normally have a psychic saving throw, as noted on their datacards. It is unusual, but not unknown, for bio-Titans to manifest psychic powers. If a bio-Titan does have psychic powers this will be noted on its datacard.

COMBAT PHASE

Fire Arc

Bio-Titans can fire their weaponry into their forward 180° arc as shown on the diagram below.



Bio-Titan Armour Saves

Bio-Titans do not have shields like Imperial, Ork and Eldar machines, instead they have their natural armour and toughness to protect them. To represent this, bio-Titans receive an overall armour saving throw against any hits against them. The bio-Titan datacard includes the saving throws for the creature's front, side and rear facings.

This saving throw is modified by the attacking weapon's save modifier as normal (note that the save is not further modified for side and rear shots). If the bio-Titan makes its overall saving throw the hit has no effect – it is deflected by the bio-Titan's armour or hits but fails to penetrate far enough to cause any significant damage. If the bio-Titan fails its overall save there is a chance the hit will inflict a wound on the beast and possibly also cause critical damage.

Wounds

Bio-Titans have a number of wounds to represent how hard they are to kill. The number of wounds a bio-Titan has varies by type, and is noted on the creature's datacard.

Each time a bio-Titan fails its overall armour save go to the hit location template to work out exactly where the hit lands. This works in the same way as for normal

Titans or Gargants, so refer to the template and pick a location you want to aim at.

Take the pair of Aim dice and roll them to see whether the shot scatters. If it scatters and you hit an empty square, or a square that is behind cover, the shot has missed or been deflected at the last moment and does no damage. If the shot hits a location it will automatically inflict 1 wound, so place a Wound marker next to the model. A bio-Titan always suffers 1 wound each time it fails its overall armour save and one of its locations is hit.

When a bio-Titan has accumulated as many markers as it has wounds it collapses to the ground and may not fight until it has regenerated and removed some or all of the markers. Carefully put the model on its side until the end phase to show it can't fight. A bio-Titan that has collapsed in this way may still be targeted by the enemy, and most opponents will not be able to resist putting a few more shots into it "just to make sure". Just add another Wound marker each time it is hit, fails its overall armour save and is hit in a location.

Critical Damage

In addition to inflicting a wound, hits to locations can cause critical damage – haemorrhages, severed tendons, nerve damage and similar unpleasantness. To represent this, each location has a critical hit number which indicates how difficult it is to damage. The higher the number the harder that location is to hurt.

For example, the Hierophant bio-Titan has a critical hit number of 6 on its head because it is very heavily protected by bony plates. Conversely, its legs only have a critical hit number of 4 because they are more vulnerable to being smashed or severed.

In order to score critical damage on a location you must roll equal to or over its critical hit number on a D6. So, for example, you would need to roll a 6 to critically damage the Hierophant's head but only a 4, 5 or 6 to damage its leg.

If you score critical damage against a location, roll for its effect on the appropriate location damage table on the back of the datacard. Depending on the location critical damage can inflict extra wounds, destroy the bio-Titan's symbiote weapons, immobilise it, stun it temporarily and so on. Some weapons, like Volcano cannon for example, have a bonus on location damage rolls and this applies as normal against bio-Titans if they suffer critical damage from the hit.

Most critical damage can be regenerated in the end phase as the bio-Titan's nervous system compensates for the damage done by releasing coagulants into its wounds, growing new cells to replace destroyed ones, bypassing damaged organs and so on. The location damage table will state if a particular instance of critical damage can be regenerated.

Close Combat

Bio-Titans are horrific opponents in close combat, having the size and strength of Titans combined with

the voracious ferocity and agility of a living creature. Most bio-Titans are armed with claws, tentacles and clashing mandibles which they can use to tear opponents apart in a highly efficient manner. Opposing troops are often so terrorized by these monsters that they cannot stand against them in close combat, breaking and fleeing at the last moment or becoming frozen in place by their horror.

Opposing troops in close combat with a bio-Titan must take a Morale test at the start of the combat phase. Robots or other models that do not take Morale tests are obviously immune. Enemy which fail their Morale test change their orders to Fall Back orders immediately and will suffer a -2 penalty to their close assault factor in the close combat for being on Fall Back orders. See the Epic game rules for details of the Fall Back rule.

Note that if a bio-Titan enters close combat with a unit which is already broken that unit will have to take two break tests in succession: the first test for being a broken unit in close combat and the second for being in close combat with a bio-Titan.

Bio-Titans fight in close combat just like ordinary Titans. They cannot be pinned by opponents that are not Titans. If an opposing model beats a bio-Titan in close combat the bio-Titan will suffer 1 wound for each point of difference between the two scores (for example if the bio-Titan rolled 21 and its enemy rolled 24 the bio-Titan would suffer 3 wounds, 24-21=3). Like all close combat

damage no armour saving throw is possible against the wounds suffered. In addition, the bio-Titan will automatically suffer critical damage to one hit location chosen by its opponent. Simply make a roll on the appropriate location damage table for the critical damage. You don't need to roll the Aim dice as it's impossible to miss something as big as a bio-Titan at point blank range!

END PHASE

Regenerating Wounds

In the end phase you can roll to regenerate each Wound marker the bio-Titan has suffered (including wounds taken in previous turns). Roll a D6 for each Wound marker: on a roll of 4-6 the marker is removed, on a roll of 1-3 the marker remains.

If, after rolling to regenerate, the number of Wound markers the bio-Titan is left with is equal to or greater than its number of wounds, the creature dies. If there are fewer Wound markers than the creature has wounds it stands upright again and is able to act normally in the next turn (subject to the effects of any critical damage of course). Remember to leave in play any Wound markers the bio-Titan failed to regenerate, as it makes the bio-Titan easier to knock down again if it still has some lingering Wound markers.

Regenerating Critical Damage

In the end phase you can also roll to regenerate critical damage (including damage taken in previous turns) as indicated on the location damage tables. Roll a D6 for each critical damage result the bio-Titan has taken. If the roll is equal to or greater than the number noted in the location damage tables it has been successfully regenerated and the critical damage has no further effect. Note, however, that extra wounds inflicted by critical damage will not be regenerated just because the critical damage is healed; the Wound markers must be regenerated separately.

BIO-TITAN WEAPONS

CLUSTER SPINES

Cluster spines are similar to the frag spines implanted onto Haruspex and Malefactors for close range anti-personnel work. They are fired by a muscular contraction and use explosive cellular expansion to detonate on impact and spray razor-sharp chitin plates over the target area. The cluster spines implanted onto bio-Titans are larger, more densely packed and fire in groups to achieve maximum saturation of the target.

Weapon	Range	Attack Dice	To Hit Roll	Save Sv Mod
Cluster Spines	50cm	8 barrage points		-1

PYRO-ACID SPRAY

The pyro-acid spray is undoubtedly one of the most fearsome symbiote weapons in the bio-Titan's arsenal. The spray fires a triple jet of highly corrosive acids which melt through plascrete and steel like wax. The interaction of the acids also produces a great release of heat, such that the jets ignite as they leave the nozzles of the spray and the target area is quickly covered in licking flames and explosions where the burning acid has swept over it.

Weapon	Range	Attack Dice	To Hit Roll	Save Sv Mod
Pyro-acid spray	Template	3+		-2

Special Rules

The pyro-acid spray uses the special template supplied. Place the template so that its narrow end touches the firing bio-Titan and the other end covers the target. Any model (friend or foe) that is at least half under the template is hit on a roll of 3 or more on a D6 and must make a saving throw with a -2 modifier to avoid destruction. To hit modifiers for cover are ignored when you roll for hits because the acid permeates any cover. Buildings hit by the pyro-acid spray must make a saving throw with a -2 modifier to avoid collapsing into burning rubble.

STINGER SALVO

Stinger salvos are used against troops and lightly armoured vehicles at close range. The stingers themselves are fans of long needle-like protuberances which contain a vein of lethal corrosive venom. The stings are segmented and when the bio-Titan directs a pulse of venom into them the tips are launched with tremendous velocity. This reveals the sharp tip of the next segment of the needle and makes it ready for firing. Salvos of the high velocity stingers are short ranged but devastating, riddling the targets with slivers of bone and corrosive poisons.

Weapon	Range	Attack Dice	To Hit Roll	Save Sv Mod
Stinger Salvo	25cm	6	4+	-1

BIO-CANNON

Bio-Titans commonly carry large triple-orificed symbiote weapons which appear to function in a similar manner to the bio-cannon mounted on an Exocrine. The heavy cords of muscle that ridge the barrels of the cannon accelerate its ammunition of chitin shells to a speed at which they punch through armour as if it were cardboard. A hardened penetrator core at the centre of the shell penetrates the target in a small explosion of shrapnel and carries the spores of a pernicious slime fungus into it. Large targets that sustain bio-cannon hit are often rotted from the inside out within minutes.

Weapon	Range	Attack Dice	To Hit Roll	Save Sv Mod
Bio-cannon	75cm	3	5+	-3

Special Rules

The slime fungus contained in bio-cannon shells adds +1 to the damage roll against targets that use a hit location template, like Titans.

BILE LAUNCHER

Bile launchers work by belching a jellied lump of cankerous slime which is corrosive enough to burn through flesh and bone in seconds. Armoured targets may last a little longer than others but even they will collapse into piles of pitted and rusted metal within a few minutes. Worse still, the bile launcher can have a considerable splatter radius if it strikes its target. These smaller droplets of acidic slime are unlikely to damage battle tanks but they can still kill foot troops who fail to take cover.

Weapon	Range	Attack Dice	To Hit Roll	Save Sv Mod
Bile Launcher (Hit)	100cm	1	3+	-3
(Splatter)	-	4 barrage points		0

Special Rules

If you roll a hit with the bile launcher place a barrage template directly over the target model. Any other models that are at least half under the barrage template may also be hit by it. This 'splatter' is treated as a barrage with 4 barrage points (5 or 6 on a D6 to hit) and no saving throw modifier. Buildings may be affected by the splatter like a normal barrage. Buildings may also be targeted by the bile launcher and must make a saving throw with a -3 modifier or collapse into rubble. In this case there is no splatter effect as the building absorbs most of it.

SPORE PODS

Many bio-Titans carry swollen pods of virulent spores implanted into their chitinous limbs. When they explode, the air around the bio-Titan is filled with deadly spores which will pierce the surface of anything warm that they touch and send burning threadlike growths shooting into it. Bio-Titans use nerve impulses to detonate the pods, either as an intensive cloud in a small area or as a broad bank of spores to sweep a larger area. Though each spore pod is emptied when it is used a single bio-Titan carries enough spore pods to last for the whole battle.

Weapon	Range	Attack Dice	To Hit Roll	Save Sv Mod
Spore Pods	25cm	12 barrage points		-1

Special Rules

The spore pods discharge a total of 12 barrage points in a single turn. These may be split amongst several barrage templates, this is summarised below for convenience.

No of Templates	BP per Template
1	12
2	6
3	4

Any models affected suffer a hit with a -1 save modifier.

RAZOR CLAW

Razor claws are deadly hand-to-hand combat weapons carried by Tyranid bio-Titans to enhance their already formidable fighting power. Razor claws resemble gigantic crab claws, but this basic evolutionary design has been made more lethal by bonding a mono-molecular edge to them so that they can slice through armourplas and ceramite. Razor claws are also implanted with frag spines like those mounted on Haruspex and Malefactors, and these increase the bio-Titan's short range firepower against infantry and light vehicles.

Weapon	Range	Attack Dice	To Hit Roll	Save Sv Mod
Razor claw (Frag Spines)	25cm	8 barrage points		0

> We have wrested worlds from the Tyranids' control before they have been fully scoured by the hivefleet but they are irrevocably altered. They become hellholes of uncontrolled evolution and mutation, with new and deadly life forms appearing almost overnight. Even the vegetation on such worlds grows back at an unnatural rate and with a sinister alien deliberation. In short they become like Catachan, Cthelle, Lost Hope and a dozen other other places already found in the galaxy. They become Deathworlds.
>
> ***On Alien Biosphere Alteration. Hojan Storall Technomagos of the Adeptus Mechanicus***

Special Rules

If a bio-Titan armed with a razor claw wins a close combat it can make a grab attack instead of rolling for damage normally. The grab attack only affects Titans and buildings – other models are too small to grab. Against enemy Titans the bio-Titan can 'grab' any location shown on the hit location chart and try to tear it off. Both players roll a D6 and the bio-Titan adds +2. If the bio-Titan's score is higher than its opponent's the location is torn off and suffers the highest result on the appropriate damage table. If the scores are equal the opponent pulls partially free of the bio-Titan's grasp, roll for damage normally. If the opponent rolls higher than the bio-Titan he wriggles completely out of the bio-Titan's grasp and no damage is done.

If a bio-Titan is in contact with a building during the close combat phase it can make a free grab attack on the building if it wishes. A building hit by a grab attack suffers a hit with a -4 saving throw modifier, and if it fails to make its save it collapses into rubble.

In the combat phase the razor claw may be used either in close combat or to make a ranged attack with its frag spines. It may not be used to do both in the same turn.

RIPPER TENTACLES

Ripper tentacles are thick ropes of tendon and muscle tipped with diamond-hard talons that can slice through armour with frightening ease. The talons themselves are hollow and inject a highly corrosive fluid into their prey when they strike. Each tentacle is controlled by a separate nerve bundle so they writhe and strike as if they have a mind of their own. This makes a bio-Titan equipped with ripper tentacles incredibly hard to close assault with troops or tanks because the tentacles will lash out at individual squads and vehicles as they come within range.

Special Rules

If a bio-Titan is armed with ripper tentacles it prevents enemy troop stands and vehicles gaining the bonus dice for multiple attackers in close combat. Super heavy vehicles, Knights and equivalent sized models are too big for the tentacles to handle more than one at a time so they may gain the bonus dice for multiple attackers but only for other super heavies which are attacking in the same close combat phase.

If a bio-Titan with ripper tentacles is fighting against another Titan/Gargant it can wrap its tentacles around one of its opponent's close combat weapons to stop it being used during the close combat phase. Note that if the tentacles are engaged like this they cannot be used to fight off infantry and vehicles as well. If the bio-Titan wins the close combat, roll for damage against a single location chosen as normal and also against the trapped weapon with a +2 modifier on both damage dice rolls.

If a bio-Titan is in contact with a building during the close combat phase it can make a free attack on the building with its tentacles if desired. A building attacked by the tentacles suffers a hit with a 0 saving throw modifier. If the building fails to make its save it collapses into rubble.

BIO-TITAN WEAPON SUMMARY

Weapon	Range	Attack Dice	To Hit Roll	Save Modifier	Notes
Cluster Spines	50cm	8 barrage points		-1	
Pyro-acid spray	Template	3+		-2	Special rules
Stinger Salvo	25cm	6	4+	-1	
Bio-Cannon	75cm	3	5+	-3	+1 damage vs. targets that use a hit location template
Bile Launcher (Hit)	100cm	1	3+	-3	Special rules
(Splatter)	-	4 barrage points		0	
Spore Pods	25cm	12 barrage points		-1	Barrage points may be split. See special rules
Razor claw Frag Spines	25cm	8 barrage points		0	Grab attack See special rules
Ripper Tentacles	-	-	-	-	Special rules

HIVE MIND CARD COMMENTARY

The game effects of each Hive Mind card are described on the card itself and in most cases this should supply enough information to resolve playing the card with no problems. However, because there are so many different types of troops and vehicles in the Epic game, situations are bound to arise where there is room for confusion. Because of the limited area on the cards for explanations, I've tried to clarify the intentions behind the rules in this commentary.

The following points expand on the standard phrases used on all of the cards. These general interpretations should be used unless they are contradicted by the card itself or the commentary that follows.

Range

Ranges for Hive Mind cards come in three types.

1. "From a synapse creature": This is the most common range type and is used on nearly all the Hive Mind cards. The range is measured from a single, nominated synapse creature model (eg, a Dominatrix or Hive Tyrant). The card can be played on any eligible unit or model within the stated range. It is quite permissible to check that a model or unit is within range before actually playing the card.

2. "Anywhere on the battlefield": This means exactly what it says! The range of these Hive Mind cards is effectively unlimited, though they cannot be played on reinforcements such as drop pods, Thunderhawk gunships etc. which are being held off-board until later in the game.

3. "In sight of a Tyranid creature": Any Tyranid creature can be nominated as being the 'spotter' for this card as long as it is able to move and/or attack (not knocked over by wounds and waiting to regenerate, or incapacitated by a psychic attack, for example). Instinctive creatures that are using an Instinct counter this turn may not be nominated as spotters because they are not fully synchronised with the hive mind. Other than this the normal true line of sight rules apply and range for the effect of the card is effectively unlimited.

Effect

Hive Mind cards always allow you to affect a brood or a single model, the intention being that the effect extends to everything on a single swarm card. However, it's worth noting that bio-Titans always count as single models even if they are part of a bio-Titan brood. Also note that certain Hive Mind cards can only be used to affect Tyranid infantry broods, this being broods made up of troop stands like Termagants, Tyranid Warriors, Genestealers etc.

Duration

The effects of Hive Mind cards only last for the turn in which they are played. So, for example, if you played *Acid Blood* on a brood it would only damage opponents in close combat during that turn and wouldn't last into the following turn. Obviously, the results of Hive Mind cards will endure, so models destroyed by Hive Mind cards stay dead.

CARD COMMENTARIES

Regenerate

The hive mind pours psychic energy into the wounded creature so that it can remove all of its Wound markers without having to roll. Note that this Hive Mind card will only ever affect a single Tyranid model. Though it is assumed that this card will be used on a creature with multiple wounds that can also regenerate (like a Dominatrix) it will also work on a creature that can regenerate but which does not have multiple wounds, like a Carnifex.

Acid Blood

The hive mind stimulates the creatures of the brood to alter the chemical balance of their blood, turning it into a potent acid on contact with air. As noted above, the effects of acid blood only last one turn but during that turn any model from the brood which is killed in close combat will inflict a hit with a -2 save modifier against all of its opponents (even opponents that did not get to fight in a multiple combat because the Tyranid stand was killed). The acid splash is treated as a shooting hit against Titans and other models which use a hit location template. Pick a location and roll the Aim dice to see where the splash lands.

Bio-Assassin

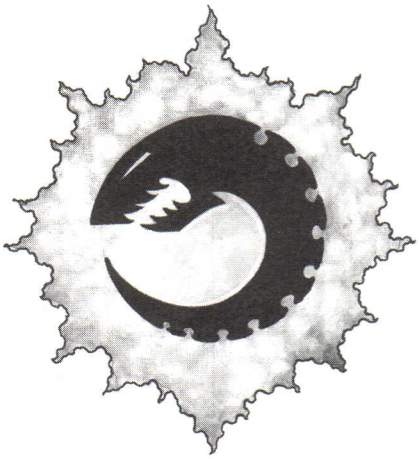
The Bio-assassin card represents an attack by a creature which has been genetically programmed to infiltrate the enemy battleline and destroy one of their leaders. Because the Bio-assassin card can be played at any time it can be used during the close combat segment in order to combine its attack with that of other Tyranid creatures in a close combat and create (or add to) a multiple combat situation.

Chameleon

This card represents a combination of a physical shift in surface colour or texture and psychic shielding to disguise a Tyranid infantry brood as part of its background. Because the brood is almost impossible to see at long range no enemy may shoot or target indirect barrages at it unless they are within 25cm or, in the case of indirect barrages, they have a spotter within 25cm. *Chameleon* can be played on a brood after the enemy has declared his intention to fire at it, but if this happens the enemy can retarget his firing unit against another visible target.

Psychic Barrage

Psychic Barrage cards represent powerful blasts of energy being directed against the planet's surface by orbiting bio-ships of the hive fleet. *Psychic Barrage* uses a normal barrage template as its area of effect and models must be at least half under the template to be affected. Because the attack is psychic no armour saving throws apply but psychic saving throws do.



A Titan or Gargant hit by a psychic barrage automatically suffers a damage roll to its head location, representing damage to its crew. In the case of Mega-Gargants and Emperor class Titans that fail their psychic saving throw, roll to hit every troop stand aboard but do not roll to hit the Titan/Gargant itself. Naturally robots and other models without living crews are immune to psychic barrage but daemons are vulnerable to it and Greater Daemons struck by a psychic barrage will be destroyed and may not expend Chaos cards to survive.

Pathogenic Slime

Pathogenic slime is a self-replicating corruptive agent that breaks down metal and flesh almost instantaneously. The Pathogenic Slime card represents the hive mind causing this substance to be excreted by Tyranid creatures or their symbiote weaponry. Pathogenic slime makes a single hit cause D6 hits instead. The slime will not affect power fields or void shields because it can't damage energy alone. If the slime is used against unshielded Titans or other models which use a hit location template, each hit after the first must be aimed at either the same hit location or an adjacent location to represent the corrupting spread of the slime.

It is possible that the Aim dice will cause the slime hits to scatter away from the chosen hit location or off the location template entirely. If the first hit scatters off the template then no further damage is done, the slime-bearing projectile didn't hit in the first place so it does no further damage. If the second or subsequent hits scatter so that they are not hitting areas adjacent to the initial impact point they still cause damage – this represents random splatters of pathogenic slime flung out from the impact point.

Overrun Assault

The hive mind impels one of its broods into combat with a mental command which drives them into a screaming fury of bloodlust. This card allows the single model or brood it is played on to engage enemy models in close combat during the movement phase and then fight them in the same phase. It is important to note that these combats are fought after all movement has been completed so your opponent has an opportunity to move in reinforcements if he is moving second. First Fire orders are no defence against the overrun assault because only snap fire shots can be taken in the movement phase.

Because of the impetus of the Tyranids' assault, models that kill their opponents and are not still pinned in close combat by another model may move again up to 5cm. Models which made an overrun assault during the movement phase may also fight during the close combat segment of the combat phase.

Hallucinogens

The hive mind influences a synapse creature to release a cocktail of airborne neurotoxins and pheromones combined with subsonics and empathic interference to disorientate and confuse the enemy. The Hallucinogens card is very potent because it allows you to select the orders for an enemy unit. Note that this card only affects a squadron or detachment, not a whole company. Most importantly it can only be used to select First Fire, Advance or Charge orders for the enemy detachment; Fall Back orders may not be chosen.

Energy Immunity

Energy immunity represents Tyranid creatures temporarily reforming their bodies to dissipate or absorb the energy of attacks. Energy immunity only gives a saving throw against shooting attacks, not close combat hits or psychic attacks. The energy immunity saving throw is not subject to saving throw modifiers so it will always work on a 4 or more on a D6. If the energy immunity saving throw is failed the creature can still take its armour saving throw (if any). The creature's armour saving throw is subject to saving throw modifiers as normal.

EPIC®

GAME SYSTEM

Space Marine and Titan Legions are Games Workshop's games of Epic battles. The fate of the galaxy hangs in the balance as gigantic armies of warriors, tanks and other war machines clash in apocalyptic conflict. The mighty Space Marine warriors, defenders of the human Imperium, struggle to hold off relentless attacks from rampaging Orks and the technologically superior Eldar. As the commander of a whole army, each player relies on tactical skill to defeat his opponent. Ultimate victory belongs to the best general and the finest of the galaxy's bravest warriors.

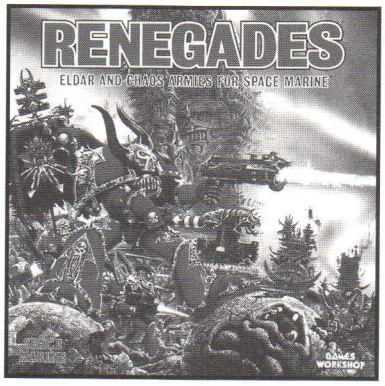
Titan Legions is a complete game containing everything you need to fight out the epic clash of gigantic war machines. This game contains hundreds of counters and dozens of models, including a massive Imperator Titan and two Ork Mega-Gargants. **Titan Legions** is an ideal introduction for or expansion to the Epic game system.

The **Space Marine** boxed game provides you with everything you need to fight huge Epic battles on the tabletop. Each player must use superior tactics and the galaxy's finest warriors to gain ultimate victory. The box contains plastic models and army cards for three enormous forces: Space Marines, Eldar and Orks, plus a gigantic Imperial Warlord Titan.

Armies of the Imperium describes the Space Marine and Imperial Guard armies that comprise the Imperium's fighting forces. This boxed set contains additional Epic game rules for a host of fighting machines, troop types, and special characters.

Rules for Space Marines cover the Ultramarines, Space Wolves, Dark Angels and Blood Angels Chapters in depth, while rules for Imperial Guard introduce the super-heavy tank formations and infantry companies of humanity's largest army.

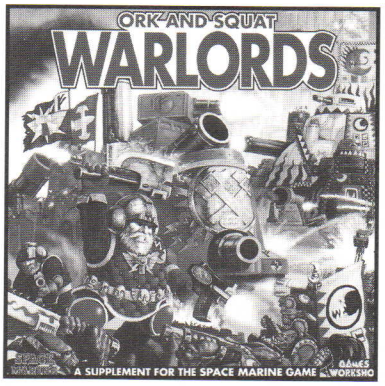
Also included in the box are Epic army cards for all the new troops and formations described in the rulebook.



Renegades describes the Chaos and Eldar forces of the 41st Millennium, and contains rules for using these armies in your games of Epic battles. The Eldar section covers the mighty fighting machines, troops and special characters of the Eldar Craftworlds.

The Chaos section contains rules for the forces of Chaos and covers the four major Chaos powers – Khorne, Slaanesh, Nurgle and Tzeentch – and their attendant daemons and minions. Also included are the Chaos Space Marines of the Chaos Legions.

Renegades contains Epic army cards for all the new Chaos and Eldar troops and formations described in the rulebook.



Warlords describes Ork and Squat forces of the 41st Millennium and contains rules for including them in your games of Epic battles. The Ork section contains expanded details of the Ork clans, new weapons and vehicles and the mighty Ork Gargants.

The Squat rules cover troops and special characters of the fiercely independent Squat home worlds including the fearsome Colossus super-heavy war machine.

The **Warlords** boxed set also includes new card templates, Gargant datacards, Mekboy kustom repair cards and over a hundred Epic army cards for the vehicles and troops described in the rulebook.

EPIC® TYRANIDS®

HIVE TYRANT

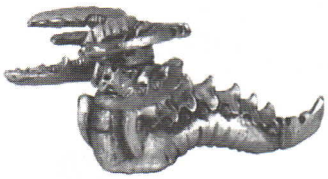
HIVE TYRANT
76804/1

CARNIFEX

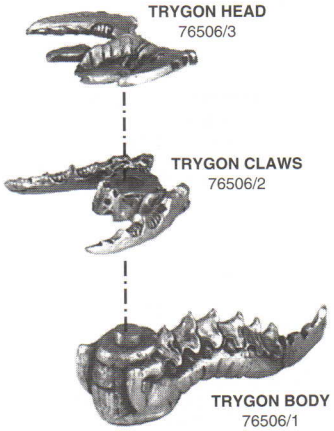
CARNIFEX
76805/1

TRYGON

A COMPLETE TRYGON
CONSISTS OF:
1 x TRYGON HEAD
1 x TRYGON CLAWS
1 x TRYGON BODY



EXAMPLE OF COMPLETE TRYGON



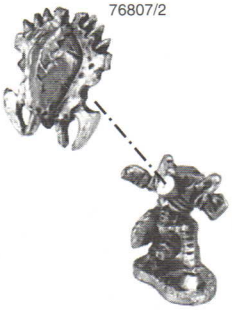
TRYGON HEAD
76506/3

TRYGON CLAWS
76506/2

TRYGON BODY
76506/1

ZOANTHROPE

A COMPLETE ZOANTHROPE
CONSISTS OF:
1 x ZOANTHROPE HEAD
1 x ZOANTHROPE BODY



ZOANTHROPE HEAD
76807/2

ZOANTHROPE BODY
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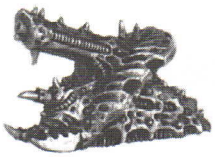
EXAMPLE OF COMPLETE ZOANTHROPE

EXOCRINE



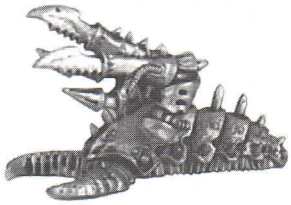
EXOCRINE
76808/1

Designed by Michael Perry and Dave Andrews

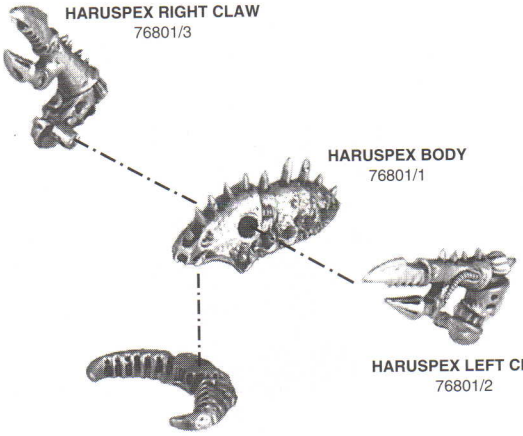
EPIC® TYRANIDS®

HARUSPEX

A COMPLETE HARUSPEX CONSISTS OF:
1 x HARUSPEX BODY
1 x HARUSPEX RIGHT ARM
1 x HARUSPEX LEFT ARM
1 x HARUSPEX MANDIBLE

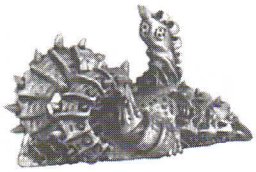


EXAMPLE OF A COMPLETE HARUSPEX

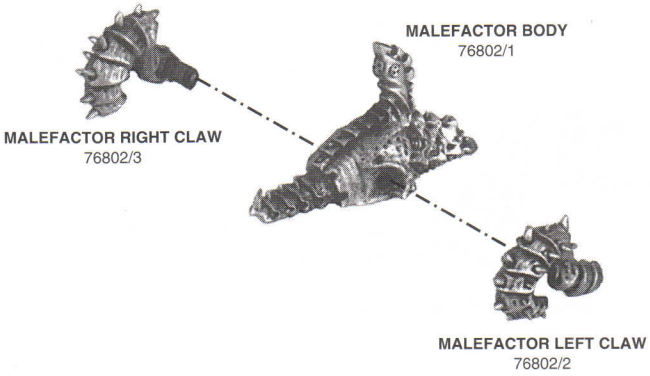


MALEFACTOR

A COMPLETE MALEFACTOR CONSISTS OF:
1 x MALEFACTOR BODY
1 x MALEFACTOR RIGHT CLAW
1 x MALEFACTOR LEFT CLAW



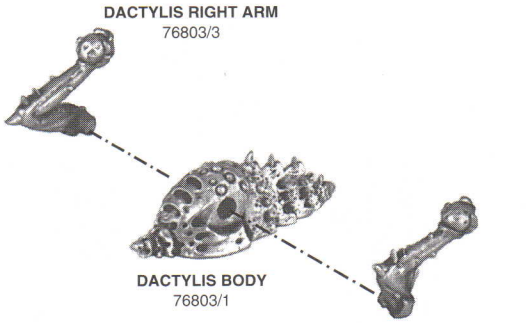
EXAMPLE OF COMPLETE MALEFACTOR



DACTYLIS

A COMPLETE DACTYLIS CONSISTS OF:
1 x DACTYLIS BODY
1 x DACTYLIS RIGHT ARM
1 x DACTYLIS LEFT ARM

EXAMPLE OF COMPLETE DACTYLIS



Designed by Dave Andrews

TYRANID DATA SHEET

Unit Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Biovore	10cm	4+	+1	Spore Mines	100cm	Special Marker/ 6 BP		-3	Vehicle, Instinct: Nest, Special rules.
Carnifex	10cm	4+	+7	Bio Plasma	50cm	1	4+	-2	Knight/Infantry, Enemy test morale in close combat, Instinct: Rampage, Regenerates.
Dactylis	15cm	2+	+4	Bile pods Spore cysts	75cm 15cm	3 barrage pts 2	 6+	-2 0	Vehicle, Instinct: Nest
Dominatrix	10cm	2+	+10	Bio-cannon Spore cysts	75cm 15cm	6 12	5+ 6+	-3 0	Super heavy, Command Unit, Psychic save 2+, Psychic powers, enemy test morale in close combat, Synapse, Wounds:4, Regenerate.
Exocrine	15cm	2+	+3	Bio-cannon Spore cysts	75cm 15cm	2 2	5+ 6+	-3 0	Vehicle, Instinct: Nest, +1 on damage rolls
Gargoyles	20cm	-	+1	Flamespurt	25cm	1	5+	0	Infantry, Skimmer, Ignore cover, Instinct: Hunt, Move 40cm forward after set-up.
Genestealers	15cm	-	+6	Claws	-	-	-	-	Infantry, Independent
Harridan	25cm	2+ all round	+5	Spore Cloud Bio-cannon	See below 50cm	12 barrage pts 4	 5+	0 -3	Super heavy vehicle, Flyer, Independent, 3 Wounds, carries 5 Gargoyle stands, place barrages when moving, move 50cm after set up.
Haruspex	15cm	2+	+7	Acid jets Frag spines	25cm 25cm	2 2 barrage pts	5+	-2 0	Vehicle, Instinct: Rampage
Hive Tyrant	10cm	2+	+10	Venom cannon	50cm	2	5+	-2	Knight/infantry, Command unit, Psychic save 4+, Psychic powers, Synapse creature, enemy test morale in close combat, Wounds:2, Regenerates.
Hormagaunt	10cm	-	+2	Claws	-	-	-	-	Infantry, Triple speed on charge, Instinct: Hunt
Lictor	15cm	6+ fixed	+4	Flesh Hooks	25cm	2	5+	0	Infantry, Move 30cm forward after set-up. Independent, Cannot be targeted from over 25cm away.
Malefactor	20cm	2+	+5	Frag Spines Spore cysts	25cm 15cm	4 barrage pts 3	 6+	0 0	Vehicle, Instinct: Rampage, Carries 2 infantry stands.
Mycetic Spore	Special	4+	-	None					Vehicle, Carries one model or stand
Termagants	10cm	-	+1	Flesh Borers	25cm	1	5+	0	Infantry, Instinct: Hunt
Trygon	20cm	1+	+8	Bio-Shock	D6x10cm	Template	3+	-D6	Super Heavy Vehicle, Instinct: Hunt, Uses special template
Tyranid Warriors	10cm	6+ Fixed	+5	Deathspitters	50cm	2	5+	-1	Infantry, Independent
Zoanthrope	10cm	5+ fixed	+1	Warp blast	50cm	1	5+/6+	-6	Dreadnought/ walker, Instinct: Nest, Psychic save 4+, Psychic Powers.

ORDERS

Tyranid broods cannot automatically be given an order counter like ordinary troops so their activities will be limited unless they are given direct commands by the hive mind. For the purposes of orders Tyranid creatures are split into three categories: Instinctive, Independent and Commanders.

Instinctive

Instinctive creatures will normally react to situations by reflex or natural impulse. Such creatures will act without co-ordination with the hive mind unless they are being directly controlled by it. The Swarm cards for Instinctive creatures are coloured red, blue or green to make them easy to pick out in the swarm structure.

Instinctive Tyranid creatures can only be given orders by playing Hive Mind cards. Some units act as nodes for the hive mind (such as Tyranid Warriors) and they are also able to control Instinctive creatures which are close to them. Instinctive broods must take a Hive Mind test when they are broken and revert to their instinctive behaviour if they fail. An instinctive brood which is already broken must take a Hive Mind test every time it is given an order counter and disregards the order counter if it fails the test. If instinctive creatures do not have an order counter with them for any reason they revert to their instinctive responses. The response a creaure will make is noted in its description and on its swarm card. The instinctive behaviour patterns are shown overleaf. Place one of the special **Instinct counters** with the brood to show what behaviour it is exhibiting.

Independent

These are self-aware creatures with drive, purpose and motivation. Independent Tyranid creatures are treated just like ordinary troops in the Epic game. They may be given either a first fire, advance or charge order counter in the orders phase.

Commanders

These are highly intelligent creatures who dictate the path of the hive mind on the battlefield. Tyranid commanders obey all the standard Epic rules for command units. They do not need to be given orders themselves, they always move as if on charge orders and shoot as if on first fire orders. Like other command units, commanders may only be shot at if they are the closest target of their type.

REGENERATE

When a regenerating creature fails its armour saving throw do not remove the model, place it on its side instead. The model does not count as destroyed for victory points. In the end phase roll a D6 for each regenerating model. On a roll of 1-3 the model is actually dead and is removed. If the roll is 4-6 the model recovers from its damage and is placed back on its feet.

MULTIPLE WOUNDS

Creatures with multiple wounds don't die the first time they are hit and fail their armour saving throw. Place a Wound marker next to the model each time it fails its armour save; when it has accumulated as many markers as it has Wounds it is killed. In close combat a creature with multiple wounds which loses will suffer 1 wound for each point it lost the combat by.

Regenerating and Multiple Wounds

A regenerating creature with multiple wounds will collapse when it has accumulated a number of markers equal to its wounds. The model is placed on its side and tries to regenerate in the end phase.

The creature can still be attacked while it is on its side: make saving throws as normal and place an extra Wound marker with the creature for each failed save. In the end phase roll to regenerate each Wound marker (including wounds from previous turns). Roll a D6 for each Wound marker: on a roll of 4-6 the marker is removed, on a roll of 1-3 the marker remains.

If, after rolling to regenerate, the number of Wound markers the creature is left with is equal to or greater than its number of wounds the creature dies. If there are fewer Wound markers than the creature has wounds it clambers back to its feet and is able to act normally again.

SWARM CASUALTIES

As broods are broken by taking casualties and individual creatures are destroyed, the number of Hive Mind cards a swarm generates is reduced. Swarm cards for broken broods and destroyed single creatures are deducted from the total number of cards in the swarm when you calculate how many Hive Mind cards it generates.

Also, unless a Swarm card is connected to the Dominatrix via a chain of **unbroken** swarm cards it does not count towards generating Hive Mind cards. Should the Dominatrix of a swarm be killed, none of the swarm's cards will count towards generating Hive Mind cards.

Multiple Swarms

If there is more than one swarm in your army add together the **total** number of swarm cards and work out the number of Hive Mind cards you get for them. The Hive Mind cards you get can be played on models from any of your swarms.

HIVE MIND CHART

Number of connected Swarm Cards	0	1-5	6-10	11-15	16-20	21+
Number of Hive Mind Cards	1	3	4	5	6	7

TYRANID SEQUENCE OF PLAY

ORDERS PHASE

1. Place face down order counters for Independent broods and broods 'sharing' Tyranid Warriors' or Harridans' order counters.
2. Play Hive Mind cards to place order counters face down for Instinctive broods within range of Synapse creatures.
3. Wait until your opponent has finished placing his orders.
4. Place Instinct counters face-up next to any Instinctive broods that do not have an order counter.
5. Roll a Hive Mind test for any Instinctive broods that have been given an order counter but are broken. If they fail the Hive Mind test remove the order counter and give them a face-up Instinct counter instead.
6. Roll for initiative.
7. Resolve any Mycetic Spores dropping in this turn.
8. Reveal order counters.

MOVEMENT PHASE

Whether you are moving first or second

1. Move Instinctive, Hunting or Rampaging creatures.
2. Move remaining Tyranid broods.

PSYCHIC PHASE

1. Total up the number of unbroken swarm cards still attached to the Dominatrix in your swarms and look at the Hive Mind Chart to find the number of Hive Mind cards you can draw.
2. Discard unwanted Hive Mind cards.
3. Draw Hive Mind cards to bring your hand back to the correct size.
4. Alternate using models with psychic powers, starting with the player who won the initiative.

COMBAT PHASE

The combat phase is resolved as normal.

END PHASE

1. Roll to remove Wound markers from regenerating creatures. Roll a D6 for each Wound marker: on a roll of 4 or more the marker is removed. Bio-Titans suffering some types of critical damage can also roll to recover from it.
2. Total up victory points. Tyranids score victory points when they break opposing units and score victory points a second time when they wipe out opposing units. Units which cannot be broken are worth double victory points when destroyed.

INSTINCTIVE BEHAVIOUR

Creatures which Rampage have blue Swarm cards. Rampaging creatures must move at double rate towards the nearest enemy models that are not already engaged in close combat. If a rampaging model moves into contact with any enemy models it will stop and fight them in close combat during the combat phase. Rampaging creatures will not make ranged attacks of any kind. Roll a D6 for any rampaging model that enters impassable terrain: on a 1-3 it is destroyed, on a 4-6 it moves into the terrain and keeps going. Roll again each turn that a rampaging model is in impassable terrain.

Creatures which Hunt have green Swarm cards. Hunting creatures move at their normal rate towards the nearest enemy model not already in close combat. Hunting creatures will move into close combat if possible and they will move around impassable terrain. If a hunting creature is not pinned in close combat during the combat phase it will shoot at the nearest enemy model in the advance fire segment.

Creatures which Nest have red Swarm cards. Nesting creatures will not move but will shoot at the nearest enemy model in the first fire segment of the combat phase.

Note that because Instinctive creatures react to the **nearest** enemy they will often be distracted by inconsequential enemy units and fail to co-ordinate their attacks. Do not make the mistake of assuming that Nest is just like First Fire orders. On First Fire orders you can choose your targets freely, on Nest you **must** fire at the closest enemy.

FORCE POINTS VALUE	MAX NO. OF DOMINATRIX
Up to 3000 points	1
3001 to 6000 points	2
6001 to 9000 points	3
9001 to 12,000 points	4
Etc.	Etc.

VICTORY POINTS

ACTION	VICTORY POINTS GAINED
Breaking enemy formation	VPs stated on army card
Wiping out enemy formation	VPs stated on army card
Destroying enemy which cannot be broken	Double the VPs stated on the army card
Holding objective marker	No VPs

SPACE MARINE™

EPIC CONFLICT IN THE WAR TORN UNIVERSE OF THE 41st MILLENNIUM

BY RICK PRIESTLEY

During the last few months the Games Workshop studio has been even busier than usual, designing new models, painting up new armies, trying out opposing forces on our games tables, making scenery, and feverishly writing and developing new army lists. All this toil is about to bear fruit in the form of the brand new, totally re-designed and substantially improved SPACE MARINE game together with new miniatures ranges and the first of a projected series of supplements covering epic scale forces of the Imperium, Orks, Eldar, Squats, and Chaos. This is great news for all players of our epic scale system, and even better news for those who have never played before and who now have the ideal opportunity to begin the epic scale gaming hobby.

Space Marine is the core game in the epic system: it provides the main game rules together with a selection of Space Marine, Ork and Eldar models as well as a Titan. It also contains full colour buildings, special scatter and aim dice, plus epic army list cards for the main combatants. In fact everything you need to begin playing Space Marine. The epic scale is particularly exciting as it provides a new and challenging aspect to the Warhammer 40,000 universe.

Epic scale models are individually small: a Space Marine or Ork is about 8mm tall while most tanks are about 20-30mm long. This enables you to represent large formations on the tabletop – whole squadrons of tanks, companies of infantry, lumbering war machines, drop-ships plummetting from the atmosphere and batteries of artillery to pound the enemy into submission. In this scale even a modest tabletop becomes an impressive battleground facilitating all sorts of majestic scenery – sweeping hills, roaring rivers, industrial complexes, soaring sky-scrapers, and sprawling Ork towns. Epic is, of course, the ideal scale for tanks, and probably the only scale in which you can represent large scale movements of armour. This calls for a wholly different approach than skirmish style gaming in a larger scale, and this is reflected in the game by the way in which the different armies are organised and function.

Players of the original Space Marine game will appreciate the totally different approach, which has avoided some of the more obviously unsatisfactory aspects which marred the original. The biggest difference is the new way in which the armies are structured and organised. The new Space Marine game uses a unique system of epic army cards to choose the forces. There are three types of card and each card represents either a large military formation (eg a company of Space Marines), a support unit (such as an infantry detachment or tank squadron) or a special character or unit (such as a Space Marine Chaplain or Ork Warboss).

Each card clearly indicates the troops it represents and their points value – all you have to do is choose cards up to the agreed value of your army. The number and types of card you're permitted to choose determine the overall 'shape' of the army, restricting rare troops and ensuring a realistic and balanced variety of troop types. For example, your force must always include at least one company type of card because these represent the main troop formations. For every company card you have you can include up to 5 support cards representing support units such as extra detachments of infantry, squadrons of tanks, batteries of artillery, and so on. Special cards are limited to one per company so that your army doesn't become unrealistically dominated by characters or oddball troops.

This system works extremely well – so well in fact I wish someone had thought of it earlier! This replaces the cumbersome and ultimately unrealistic army list system employed in the old Space Marine game, although if you have Space Marine armies already organised along the old lines you will have no trouble re-ordering your army into the new system. A further advantage of the new epic cards is that it is possible to condense many of the game details onto the cards themselves, making them an important game tool as well as a means of chosing your force.

While the front of each card contains the information you need to assemble the army, the rear of the card has details of the unit's **break point, morale value,** and **victory points.** The break point shows the number of casualties that the unit can sustain before its resolve and ability to fight on become impaired due to attrition and battle damage. Usually the break point is 50% of the unit's strength. A detachment of Space Marines reaches its break point when it has lost 5 models for example.

Once a unit is broken it must take a morale check, and may have to take further morale checks if it is attacked at close

quarters or by something really scary (like Chaos Daemons). The morale value is also indicated on the reverse of the card and shows the minimum number on a D6 required to pass the morale check. A unit which passes its morale check (ie rolls more than the number required) can fight on regardless of the casualties it has sustained. Space Marines naturally have a very good morale value, they only have to roll a 2 or more! Other troops are more fragile: Eldar and Orks are far less likely to sustain such attrition and survive. Units which fail their test must fall back and may be routed and destroyed if they fail a further test.

The victory points system is a further improvement on the original game and an idea which is obvious and appealing. To win a Space Marine game you have to accumulate a given total of victory points. The number varies depending on the size of game fought – the larger the game the more victory points you will need to win and the longer the game will last. You gain victory points by breaking enemy troops. Each epic army card is worth so many victory points to its enemy and these are awarded when the troops represented by the card are broken. This means it is possible to win the game simply by smashing the enemy's big formations to pulp, although you'll have to be very clever or very lucky to do it!

You also gain victory points by capturing objectives on the battlefield. These are represented by special counters called objective markers which are positioned on the tabletop by the players before the game begins. Each counter is taken as indicating a tactically important objective: high ground covering a pass, a road between towering cliffs, buildings commanding the view over a vital installation, etc. Alternatively, a counter can be used to mark a vital installation, a repair facility, space port, munitions factory, or some other strategically important objective.

To capture an objective all you have to do is move to within 15cm of the counter and be closer than any enemy. While you control the objective it's worth 5 victory points but be warned – if you move troops away from an objective it is likely to be recaptured by a nimble foe! The victory points system is an exciting way of establishing a winner and it provides a more satisfying overall battle than a system reliant on casualties alone.

It was especially rewarding to get the chance to revisit the Space Marine model range with a whole bunch of new and revised designs. The new range is huge and also includes some really exciting new models which have a pivotal part to play on the tabletop. Our expert sculptors have been hard at work producing new models for the Imperium, Orks, Eldar, Squats and Chaos. Some of these will be released immediately and the rest over the next few months as opportunity permits.

One of the most disappointing aspects of the original Space Marine game was the way all the tank models tended to play more or less the same way. To overcome this we've revised a few of the original models and the game rules for them. For example you'll soon see new models for the Basilisk, Manticore, Gorgon, and Capitol Imperialis. There are too many new designs to list, but they include a new type of 'Baneblade' super-heavy tank for the Imperium, Ork Mekboy Dragsters, Squig Catapults, Pulsa Rockets, and an assortment of really unusal Eldar vehicles. These include the as yet unnamed monofilament web-firing skimmer, the Wave Serpent which projects a force wave as it moves, and a gigantic distort cannon skimmer which tears at the fabric of space itself. We also have a new plastic set for the Eldar and a new set incorporating Stompas, dreadnoughts, and terminators, amongst others.

An entirely new venture in the epic scale are the Squat and Chaos vehicles. For the Squats ace modeller Norman Swales has designed an armoured land train complete with heavily armed carriages bristling with guns and missiles. On the high gravity and incredibly hostile Home Worlds where the Squats live these land trains are needed to move securely from one Squat Hold to another and, of course, make excellent battlefield weapons on any world. For Chaos we've decided to concentrate our initial efforts on the forces of Khorne – blood god of Chaos, great war monger, collector of skulls and lord of battle. Designer Dave Andrews has sculpted a gigantic cannon, three daemano-mechanic war machines and a vast idol-war engines for future release.

Obviously all of these new models won't be available at once, we'll have to finish developing the rules for them in our

GLADIUS
IMPERIUM

SPACE MARINE™

JOHN BLANCHE

own games first! Needless to say we'll have these and the other new models available in the shops just as soon as we can. This is especially good news for Eldar players because up until now the range of models available to them has been rather restricted. In the future, the number of Eldar vehicles will be increased substantially.

Mike McVey and his team of model painters have been frenziedly painting three new armies of epic Space Marines, Orks and Eldar. They're about to embark on an Imperial Guard army next, followed by Squats and Chaos once that's finished. Our epic scale Space Marines are Blood Angels, which makes a nice counterpoint to our large scale Warhammer 40,000 Blood Angel force. These look especially good painted in the Blood Angel red, as will be revealed in future White Dwarfs as we describe our armies and how we painted them.

The Ork force is basically a Goff Clan plus an Evil Sunz Clan at the moment, although we have a Snakebite Clan almost ready and we'll be adding other Clans soon. In Space Marine the Orks fight in huge Clan units called Mobs. You can reinforce the Mobs by making them bigger using support cards, but you can't ever have more Clans than the basic six. This is interesting because it means the bigger your army the bigger the Mobs will be, producing a sort of 'Ork steamroller' which is unmanoeuvrable and about as tactically subtle as a brick, but any foes foolish enough to get in the way had better watch out!

Orks have a bit of a problem when it comes to leadership because only Nobz can issue orders. Boyz Mobs left without orders will tend to mill around in an uncontrolled and rather ineffective way while the Boyz discuss what to do next and argue about 'which lot to bash first'. While the Blood Angels are really cool troops with plenty of commanders ready to spur them to greater effort, the Orks are much more of a 'point and yell *Waaargh!*' kind of force – brutal, hard, and well orky!

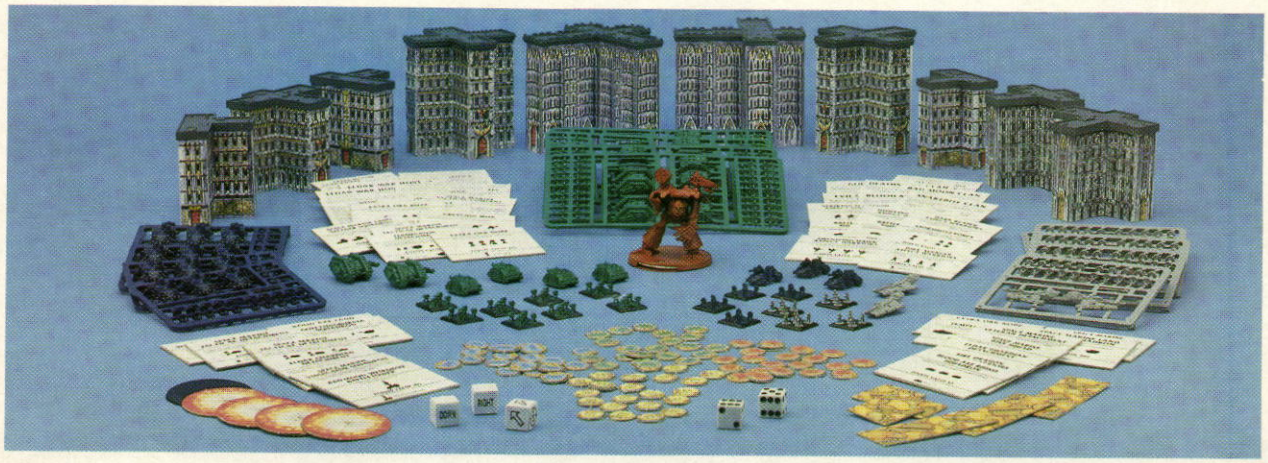
Naturally there is lots of entertainment to be had from commanding both forces and each has its own special troops which add character and potency to the armies. The Blood Angels currently have a Chaplain and a Medic, the first to whip the Space Marines into a close combat frenzy, the other to patch 'em up afterwards. The Orks have the Warboss himself plus a Weirdboy Battletower to add psychic support, Madboyz, and a unit of Stormboyz. Both armies have a selection of vehicles: Whirlwinds, Vindicators, Rhinos, Land Raiders and Land Speeders for the Space Marines; Battlewagons, Braincrushas, Lungburstas, and Gutrippas for the Orks.

Our third battle-ready army is the Eldar, although as we've only just completed these they have yet to see a tabletop as a finished full-sized force. We chose the Alaitoc Craftworld which gives us basically blue Guardians. Like the Blood Angels the Eldar force parallels our Warhammer 40,000 Craftworld army rather nicely. The force includes Aspect Warriors, Exarchs, Falcons, Tempests, Harlequins, Dreadnoughts, and Warlocks.

The Warlocks are especially important to the Eldar because they can cast predictive Eldar Runes enabling them to direct their troops in the most effective manner. This means that the Eldar player does not have to give orders to his troops until the opposing player has chosen and revealed his orders, consequently Eldar can react in the most favourable way.

This is a great asset to the Eldar player and does mean that the Eldar army plays entirely differently to the others. While Space Marine commanders tend to plan methodically and Ork commanders put all their thought into their initial set-up, the Eldar are ultimately flexible, able to change their plan of attack from turn to turn should they so choose.

Next month we plan to feature something of our new armies together with painting details from Mike. In following issues there will be new troops and rules described and new epic army cards for them, the first excerpts from a whole generation of game supplements which we shall be publishing for the new Space Marine game. Andy Chambers is preparing the first battle report which should reveal some interesting insights into Space Marine tactics and army selection. Meanwhile Golden Demon class winner and expert modeller Adrian Wild is preparing new scenery to augment our existing collection for the epic tabletop and the results should be spectacular indeed!



SPACE MARINE™

IMPERIAL TITAN WEAPONS

Over the last few weeks Jervis Johnson has been busy designing the Titan rules for Space Marine. As many gamers already have Titan models in their collections, we thought it well worth publishing our work in progress. Here we present the rules for the range of metal weapons and accessories as well as data sheets and cards for the Reaver Titan and Great Gargant.

BARRAGE MISSILE LAUNCHER

The barrage missile launcher is a one-shot support weapon. It fires a salvo of plasma warheads which vapourises the target area in a roiling sea of incandescent plasma. It is very useful for depleting void shields but also has a devastating effect against unshielded targets.

The barrage missile launcher may only be used once per game. Place the burst template anywhere in the Titan's line of sight and fire arc and roll for scatter as for a normal barrage attack. Once the template is in place roll a D6 to determine the number of *extra* templates. These may be placed so that they are touching the original template or each other, forming a compact mass or line where the missiles strike home. Targets covered by the barrage are struck for 8 barrage points with a -2 armour save modifier.

COLIN HOWARD

BATTLE CLAW

The battle claw is a crude but potent weapon similar in function to a power fist. If the Titan hits an enemy Titan in close combat it can choose to make a *grab attack* with its battle claw instead of rolling for damage as normal.

To represent a grab attack the attacker nominates which Titan location he is going to grab and both sides roll a D6. The attacking Titan then adds +1 to his total, and if his score is highest he has managed to grab the nominated location and rip it apart. The enemy Titan takes maximum damage (best result on the table). If the defender's total is highest he has slipped out of his attacker's grasp and no damage is caused. If the scores are equal the defender has slipped away but still sustains normal damage to the nominated location (D6 on the damage chart). If a Titan hits a building with a battle claw the building is destroyed unless it can roll its saving throw with a -4 modifier.

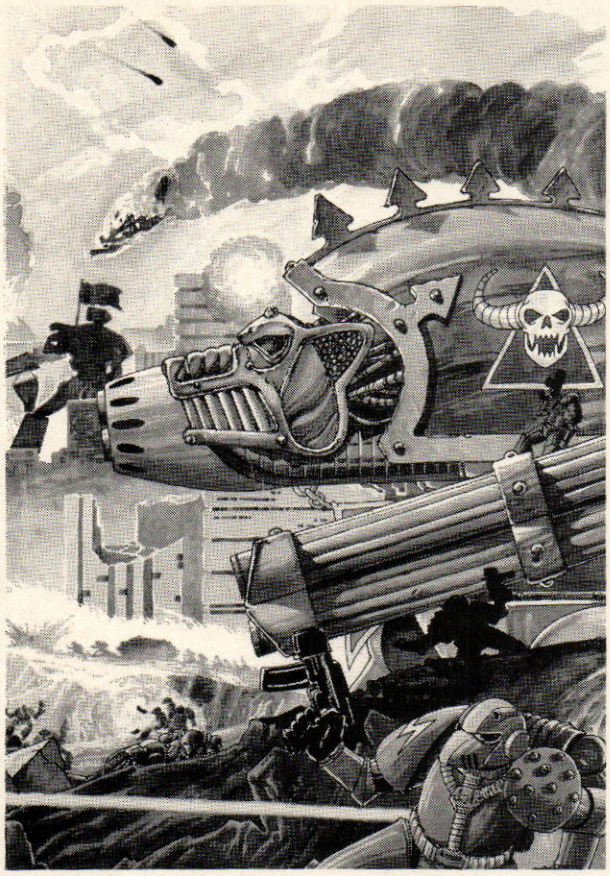
CARAPACE LANDING PAD

The carapace landing pad is used in conjunction with a recon Land Speeder. This Land Speeder maintains a direct comm-link with its parent Titan and scouts for targets, directing the Titan's barrages from a safe distance.

A Titan carrying a carapace landing pad receives a free Land Speeder stand which counts as a command unit for the purposes of orders, movement, etc. When using barrage weapons the Titan may make the attack using the recon Land Speeder's line of sight, enabling the Titan to fire at targets which it can't see but which are visible to the Land Speeder. Barrages fired indirectly in this way will *not* scatter, and always land on target, just as if they had been fired directly.

CARAPACE MULTI-LASERS

Warlords fighting in built-up areas are sometimes fitted with multi-lasers on their rear banner mounting points to protect the Titan against infantry assault. A Titan can mount up to two multi-lasers (one on each banner mounting point). Carapace multi-lasers are destroyed if the area of the carapace they are mounted on is damaged in any way. They have a range of 15cm and 2 attack dice each. A 5+ is required to hit.


KEVIN WALKER

CHAOS ENERGY WHIP

This close combat weapon is used by Chaos Titans. The triple whip lashes against the target causing light damage to Titans and scything through opposing infantry and vehicles. The whip also acts as a conductor for a massive electrical jolt intended to overload void shields and burn out circuitry in the opposing Titan.

The whip is used at the very start of the close combat segment, before any close combat is resolved. Roll a D6 for each enemy model in combat and on the score of a 4, 5 or 6 the model is hit by the whip – saving throws are at -1 where taken. An enemy Titan automatically loses 1D6 Void shields if hit. If the Titan has less shields than the number indicated any excess is added to the close assault factor of the Titan using the whip.

CHAOS TITAN TAILS

Chaos Titans have mutated into a hellish mixture of flesh and metal. Some of these monstrous creations carry weapons mounted on long, sinuous tails, and use them to crush and gouge their enemies.

A Titan fitted with a tail may add +2 to its close assault factor.

CORVUS ASSAULT POD

The Corvus assault pod was developed as an alternative arm mount for Titans, and allows the Titan to carry a detachment of Space Marine Terminators right up to a building and disgorge them directly into the defenders via a drop-down ramp.

The Corvus carries four stands of Terminators which are included in the Corvus for free. To manoeuvre the Corvus into position the Titan carrying it must end the movement phase touching the target building. The Terminators in the Corvus may then engage troops inside the building during the close combat segment of the combat phase. Terminators attacking a building in this manner add an extra D6 to their close assault factor that turn.

Damage to the Titan does not affect the Corvus or its occupants unless the arm mount itself is hit. If this happens treat the Corvus as a transport vehicle (saving throw 2+). If the Corvus is destroyed so are its occupants. If the Titan is destroyed the Corvus and all its occupants are destroyed too.

DEATHSTRIKE CANNON

A common Warlord variant is the replacement of the Titan's head with a 'Deathstrike' centerline cannon mount. The deathstrike cannon has a range of 200cm and fires a deadly barrage. Place the barrage counter as normal. It fires 10 barrage points with a -2 save modifier.

Carrying a deathstrike cannon reduces the Titan's move by half. On the hit location diagram the Titan's head will become a weapon mount, with a 2+ saving throw. The deathstrike has a very limited field of fire, and may only attack targets that are straight ahead of it (ie the weapon must be pointing straight at the target it is attacking).

FIRE CONTROL CENTRES

Fire control centres come in a variety of shapes and sizes. They are frequently combined with a centreline weapon mount but are also used in isolation. Fire control centres usually take the form of platforms or towers, packed with range-finding and targetting equipment.

A fire control centre occupies one carapace weapon mount and adds +1 to all hit dice the Titan rolls, including to hit rolls for barrages. Any hits on the weapon location where the control centre is mounted affect it, and it has a saving throw of 3+. Damage is rolled on the Head Location Damage Table.

HARPOON MISSILE

Like the vortex missile, the harpoon missile is a one shot-weapon. If the missile hits a Titan its barbed head becomes lodged in the Titan's body. Electrical surges produced by the missile short out the Titan's electrical systems and control circuits, removing control from its crew and passing it to the Titan which launched the missile.

A harpoon missile will hit automatically. A vehicle or infantry model hit by the weapon must make its saving throw with a -2 modifier or it is destroyed. A Titan with operational shields will lose only a single void shield to a harpoon attack, but a Titan with no shields is in deep trouble. Select a location and roll the hit location dice as normal. Make a saving throw with a -2 modifier for the location that has been hit. If the save is failed the harpoon has lodged itself in the target; if the save succeeds the harpoon has no effect.

A Titan that has been harpooned must roll 1D6 in each subsequent orders phase. On 1 the missile falls out or ceases to function, on a 2-6 the Titan comes under the control of the player whose Titan fired the harpoon. Control is complete, so the controlling player can even make the Titan attack its own side.

PLASMA BLASTGUN

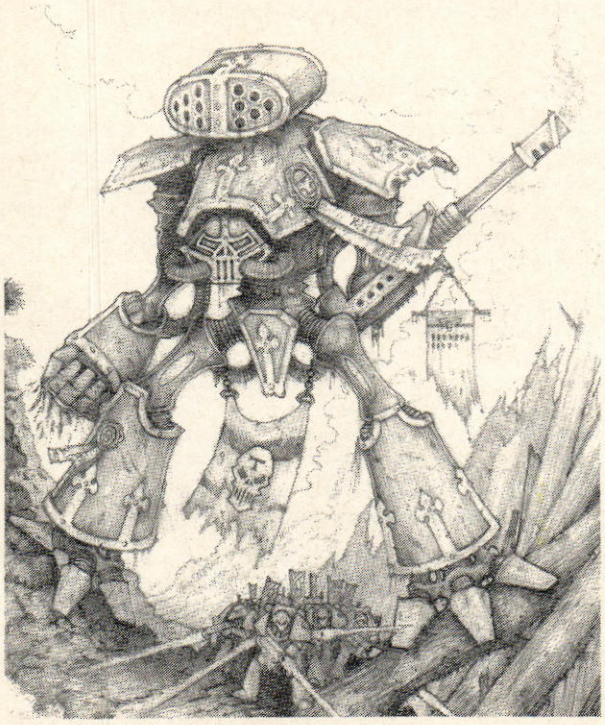
The plasma blastgun was specifically designed for the Reaver and Warhound Titans, which are unable to use the larger plasma weapons carried by the Warlord because their reactors are simply not big enough to power up these weapons.

The plasma blastgun works by siphoning off small amounts of plasma and storing them in special cooling chambers. The weapon can store 2 attack dice worth of plasma, and starts the game fully charged up. When the weapon is fired the plasma is used up, and the weapon can only replenish one dice worth of energy at the end of each turn. The only exception is Titans that have first fire orders, which are allowed to replenish *two* dice worth of energy.

POWER RAM

The power ram delivers a high velocity strike capable of punching through the thickest armour and inflicting major internal damage. More importantly, a single well placed blow with this powerful weapon can send an opposing Titan crashing to the ground.

In close combat against other Titans, a Titan using a power ram can knock its opponent over if it wins the close combat by six or more points. The Titan using the power ram can choose to knock the opposing Titan over so it falls over backwards. Any vehicles or infantry a Titan falls on are automatically destroyed, and buildings must make a saving throw with a -5 modifier. The Titan itself will be irreparably damaged by the fall and counts as destroyed. If the power ram is used against a building it hits automatically and the building must make a saving throw with a -5 modifier.



JES GOODWIN

POWER SAW

The power saw is a motorised saw blade capable of ripping apart the toughest close combat opponent. Titans which carry this weapon roll an extra D6 to resolve combat, add +2 to damage rolls against enemy Titans, and any building hit is destroyed unless it makes its saving throw.

TURBO-LASER DESTRUCTOR

The turbo-laser destructor is a highly effective anti-tank weapon. It has a range of 75cm and 2 attacks because it is rapid firing. It hits on a 3+ with -2 on the target's save.

VULCAN MEGA-BOLTER

The vulcan is a short ranged but extremely deadly form of heavy machine gun that fires a hail of bolter shells at anyone foolish enough to stray too close. It is extremely effective at breaking up massed infantry assaults, and has been known to gun down entire formations of infantry in a single burst. It has a range of 25cm but a massive 8 attacks, hitting on a 4+.

WARP MISSILE

The warp missile is a one-shot missile sometimes carried by Titans for dealing with heavily armoured targets. It contains a miniature warp drive which 'skips' the missile in and out of warp space when it is launched, materialising inside the target's shields and armour before a melta warhead detonates to complete the act of destruction.

Like the vortex missile, the warp missile is a one shot weapon and can only be used once per game. A warp missile will hit automatically. A vehicle, building or infantry model hit by a warp missile is automatically destroyed with no saving throw allowed. If a Titan is struck by a warp missile, ignore its shields and go straight to selecting a location for the hit. To represent the likelihood of the missile disappearing into warpspace or being deflected off-course roll the hit location dice twice. If a location is hit it receives no armour save, go straight to the damage table and roll for damage twice. This represents the cataclysmic damage caused as the missile materialises inside its target and detonates.

WRECKER

The wrecker is a large weighted ball swung at the end of a reinforced chain. Its primary purpose is to deliver crushing blows against buildings and fortifications, though its tremendous power and long reach also make it an effective, if inaccurate, close combat weapon.

Buildings struck with a wrecker suffer a -6 saving throw modifier. When fighting other Titans in close combat a Titan armed with a wrecker may make one free attack before close combat begins. The attacker chooses a hit location and rolls for deviation as normal. Once any shift in location has been established the hit location dice are rolled for the new location and the location adjusted a second time. The second roll is to represent the inaccuracy of the wrecker's wild swing. If a location on the enemy Titan is struck it is hit with a -6 saving throw modifier.

Against vehicles or infantry a Titan armed with a wrecker may automatically destroy one vehicle or infantry model in base to base contact before close combat commences. This represents it crushing some of its attackers with a hefty overarm swing.

INFERNO GUN

The inferno gun fires a jet of super-heated fuel to devastating effect.

To use the inferno gun you will need to photocopy or cut out the template shown on this page and glue it to some thin card. The template is positioned with the pointed end touching the firing Titan and the other covering the target. Any unit (friend or foe) that is under the template is hit on a roll of 4+ and must make a saving throw to avoid destruction. Modifiers for cover are ignored when you roll to hit because the flame laps round any cover.

NEW TITAN HEADS

The head of a Titan is its control bridge, and in the event of catastrophic damage it can be ejected to carry the Titan's bridge crew to safety. A wide range of variant heads is used by different Titan Legions, some mounting heavier weapons or fitted with various devices, although the vast majority are purely decorative and require no special rules. The exceptions are listed below.

Close Combat. Many of the commonest Titan head variants feature some form of fearsome close combat weapon such as steel-fanged jaws or a lashing tongue. A Titan carrying this type of head adds +3 to its close assault factor against close combat opponents. Unfortunately it also reduces the saving throw on the Titan's head by one point

Weapon Head. Other Titan head variants emphasise extra firepower at the expense of protective armour. A Titan fitted with a weapon head reduces its saving throw by one point but gains an extra attack. This has a 25cm range, 5+ to hit, and -1 save.

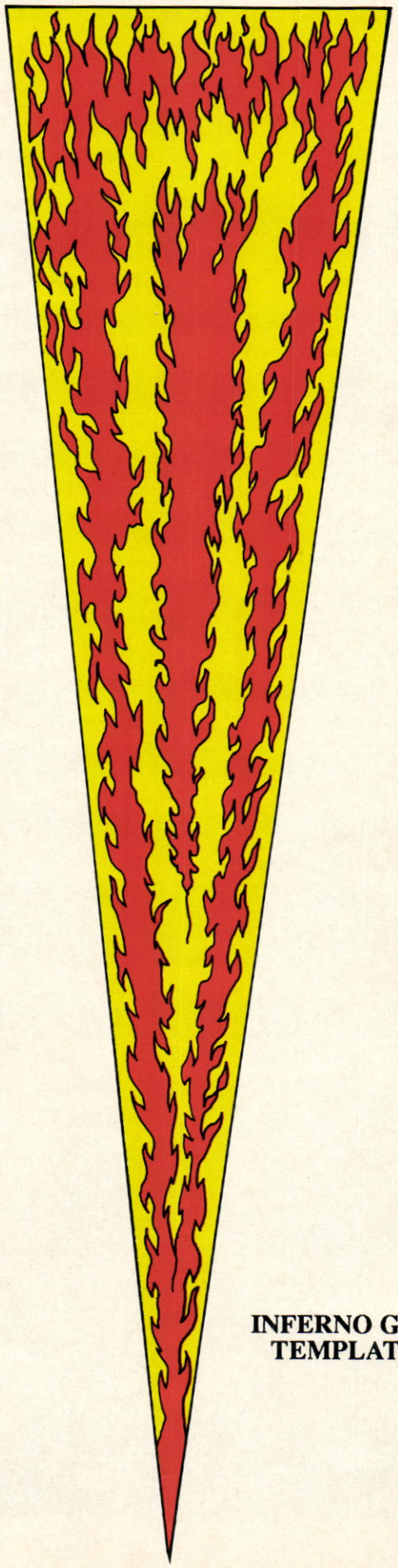
TRIDENT

The trident is a specialised weapon system employing a rocket-propelled grappling claw to seize its target, which is then dragged towards the Titan by an attached chain and power winch. Because the grappling claw is so massive and relatively low velocity that void and power shields do not stop it.

The trident has a range of 25cm and hits on a 3+. If the trident is being used to attack another Titan, it goes straight through the target's shields. Choose a location for the hit and then roll the hit location dice as usual. The trident has no effect on infantry at all, though it can be used to attack vehicles.

As the trident closes on its target and the Titan which fired it takes up the slack both players roll 2D6, adding their close assault factor to the score. The player using the trident is allowed an extra D6 if he is on first fire orders to show that he is properly braced. If the Titan using the trident beats his opponent's dice roll it rips off the part it was gripping automatically. Vehicles are destroyed, while Titans take the maximum damage possible in the location hit.

If the scores are drawn the trident loses its grip and does no damage. If the Titan using the trident loses the tug of war his opponent breaks the chain attaching the power winch to the trident, rendering the weapon useless for the rest of the battle. Unless the trident's chain is broken it is quickly wound back into position by winch and is ready to be fired next turn.



INFERNO GUN TEMPLATE

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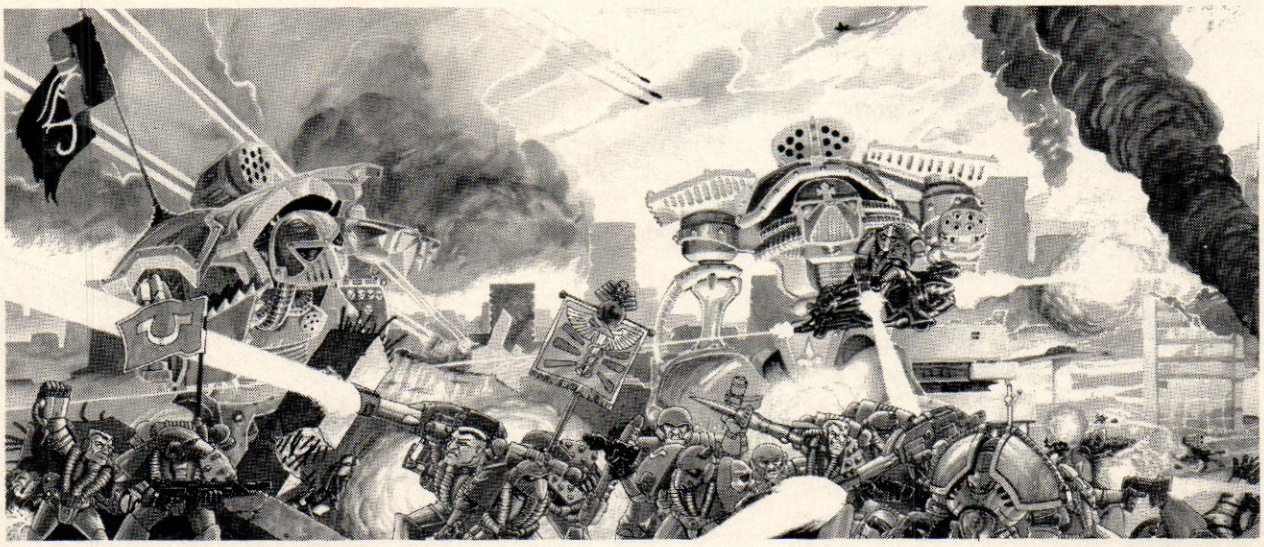
IMPERIAL TITAN WEAPON DATA

Weapon	Range	Attack Dice	To Hit Roll	Target's Save Mod.	Notes
Barrage Missile Launcher	Unlimited	8 BP's	–	-2	Place D6 extra barrage templates when fired. One shot weapon.
Battle Claw	Close combat weapon. Roll off against opponent – causes maximum damage				
Carapace Landing Pad	Used as platform for Recon Land Speeder				
Carapace Multi-lasers	15cm	2	5+	0	
Chaos Energy Whip	Close combat weapon. Enemy models hit on 4+, before combat.				
Chaos Titan Tail	+2 to CAF				
Combat Head	Close combat weapon. Adds +3 to Titan's CAF.				
Corvus Assault Pod	Carries 4 Terminator stands. +D6 CAF in attack turn.				
Deathstrike Cannon	200cm	10 BP's	–	-2	Barrage weapon
Fire Control Centre	Adds +1 to all to hit rolls. Has save of 3+				
Harpoon Missile	Unlimited	–	Auto	-2	Takes over target Titan if save is failed. One shot weapon.
Inferno Gun	Special	Special	4+	0	Uses inferno template.
Plasma Blastgun	50cm	2	3+	-4	Must recharge after use.
Power Ram	Close combat weapon. Opponent knocked over if you win by 6+ points.				
Power Saw	Close combat weapon. Adds D6 to close combat score.				
Trident	25cm	1	3+	–	May pull bits off target.
Turbo-Laser Destructor	75cm	2	3+	-2	
Vulcan Mega-Bolter	25cm	8	4+	0	
Warp Missile	Unlimited	–	Auto	–	Ignores shields. Roll twice on hit location template. One shot weapon.
Weapon Head	25cm	1	5+	-1	
Wrecker	Close combat weapon. Get free strike before combat is resolved				



KEVIN WALKER

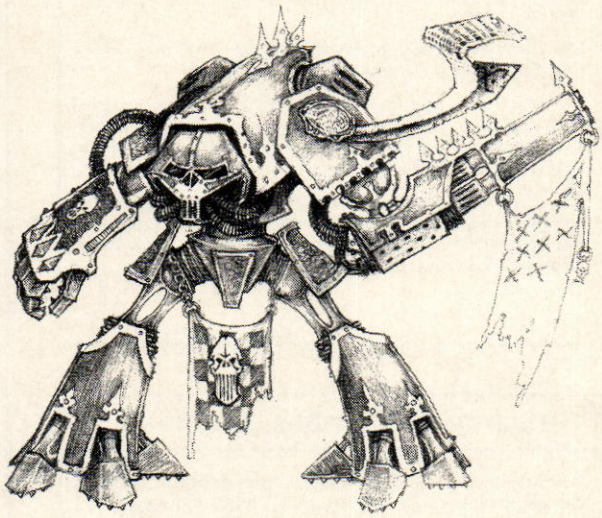
REAVER TITAN

Move	Close Assault Factor
20cm	+12

The Reaver Titan has 4 Void Shields and capacity to mount 3 Weapons

Note down the details for the weapons mounted on your Titan model in the spaces given below.
A Reaver cannot mount either a Plasma Cannon or Plasma Destructer as it unable to provide enough power for these weapons. It can mount a Plasma Blastgun.

Record shield loss using the Reaver Titan's shield wheel.



JES GOODWIN

WEAPON	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES

HIT LOCATION TEMPLATES

FRONT

	WEAPON 2+	
WEAPON 2+	HEAD 1+	WEAPON 2+
WEAPON 2+	LEGS 2+	WEAPON 2+
LEG 2+		LEG 2+
LEG 2+		LEG 2+

SIDE

WEAPON 2+	WEAPON 2+	WEAPON 2+
PLASMA REACTOR 3+	WEAPON 2+	HEAD 1+
	WEAPON 2+	WEAPON 2+
	LEG 3+	
	LEG 2+	

REAR

	WEAPON 2+	
WEAPON 2+	PLASMA REACTOR 4+	WEAPON 2+
WEAPON 2+	LEGS 2+	WEAPON 2+
LEG 2+		LEG 2+
LEG 2+		LEG 2+

IMPERIAL TITAN DAMAGE TABLES

CARAPACE DAMAGE TABLE - Roll D6

1-2 The Titan's void shield generators are damaged, and shut down temporarily. Until the void shield generators are repaired they may not be used.

3-4 The Titan's void shield generators shut down and may not be used any further in the game.

5 The Titan's void shields are in danger of overloading and you must shut them down before they explode! Roll a D6 – on a 5 or 6 the shields are safely shut down. On a 1-4 the shields explode as described below.

6 The Titan's void shields overload and explode causing massive internal damage. The Titan is destroyed but remains standing. Any units within 2D6cm are hit by flying debris and must make an unmodified save to avoid damage.

REACTOR DAMAGE TABLE - Roll D6

1-2 The Titan's plasma reactor has been breached and shuts down. The Titan grinds to a halt and may not move or fire until the damage is repaired. No other damage may be repaired until the plasma reactor comes back on line.

3-4 The Titan's plasma reactor has been breached and the crew desperately struggle to keep the damage under control. Attempt to repair the damage in the next repair phase. If you fail there is a reactor meltdown and the Titan is destroyed (see the next result for the effects of a meltdown). If you succeed the reactor comes back on line and the Titan may move and fire as normal.

5-6 The Titan's plasma reactor has been destroyed, and the Titan is vaporised in a spectacular meltdown. The Titan is removed from play (replace it with a model crater if you've got one). All units within 3D6 cms suffer an automatic hit, and must make an unmodified save to avoid damage.

HEAD DAMAGE TABLE - Roll D6

1-2 The Titan's mind impulse units have been damaged. Until the damage is repaired the Titan's CAF is halved, and it may only move or fire if you first roll a 4+ on 1D6 (roll the D6 just before you move or fire).

3 The shot punches through to the bridge, killing vital crew members. The Titan's CAF is halved for the rest of the game.

4 The shot rips through the head and causes an explosion in the crew compartment, injuring several of the crew. The Titan's CAF is halved for the rest of the game, and it may only move or fire if you first roll a 4+ on 1D6 (roll the D6 just before you move or fire).

5-6 The shot rips through the head and crew compartment, and triggers massive internal explosions within the Titan. The Titan crashes to the ground as a result of this spectacular KO! Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or stands units that are fallen on are destroyed.

WEAPON DAMAGE TABLE - Roll D6

1-2 The weapon has been damaged by the attack, and may not be used again until it is repaired.

3-4 The weapon has been destroyed and may not be used again in this battle.

5 The weapon is blown clean off the Titan and scatters 2D6cm in a random direction. Any vehicles or stands underneath the point where it lands are destroyed.

6 The weapon is blown off the Titan as above, but there is also a flashback to Titan's hull. Roll a D6 to see what was affected by the flashback:

1-2	Carapace
3-4	Reactor
5-6	Head

Then roll the D6 again and refer to the appropriate Damage Table to find out what damage is caused.

LEG DAMAGE TABLE - Roll D6

1-2 The leg is damaged, forcing the Titan to walk with a pronounced limp. The Titan's move rates are halved and it may not enter difficult terrain.

3-4 The Titan's leg has suffered extensive damage, and it is very likely that it will give way if the Titan attempts to move. Roll a D6 in each ensuing repair phase, subtracting 2 from the roll if the Titan has charge orders, or 1 from the roll if it has advance orders. On a roll of 0 or less the leg snaps

If the leg snaps the Titan will crash to the ground and is destroyed. Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or stands fallen on are destroyed.

5 The Titan is completely crippled by the damage to its legs. It may not move or turn for the rest of the game.

6 The leg is blown apart and the Titan collapses to the ground. Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or stands fallen on are destroyed.

HIT LOCATION

HIT LOCATION/SHOOTING

Roll to hit the Titan as normal. If you hit, refer to the location templates overleaf. Nominate the target area. Roll the pair of **aim dice** and move the location hit as indicated up, down, left or right. If the shot lands in a location area take any appropriate save. If the save fails refer to the appropriate damage table. If your shot lands on an empty square or outside the grid it has missed.

CLOSE COMBAT

If beaten in close combat the enemy chooses a location and damage is worked out from the appropriate damage table. Shields have no effect in close combat and saving throws are ignored.

GARGANT WEAPONS

BATTLE CANNON HEAD

Adding a gun to the Gargant's head means that fewer armour plates can be fitted, and those that are used are thinner. Because of this the saving throw for a battle cannon head is 1 point lower than that shown on the hit location template on the Gargant data sheet. The cannon head has a range of 75cm and needs 4+ to hit at -2 save.

BATTLE CANNON TURRET

The battle cannon turret has a range of 75cm and needs a 4+ to hit and a -2 save.

GATLING CANNON

The gatling cannon is rapid firing cannon with a range of 50cm and 8 attack dice. A 5+ is required to hit, and saves are at -1. Because of the huge amounts of ammunition used by the gatling cannon, no more than one of these weapons may be mounted on a Gargant at once.

GORK & MORK HEADS

Gork and Mork are the two great Gods of the Orks. Gargants are gigantic representations of Gork and Mork so it is quite common for them to have specially-made heads to make them look more life-like.

Gork and Mork heads emphasise the idol-like nature of an Ork Gargant. If they are fitted, then any Orks within 25cm may ignore morale tests – no test is required for the unit.

GUTBUSTER CANNON

The Gutbuster is a huge cannon which protrudes from the Gargant's belly. The weapon can fire a array of ammunition. At the start of the game the Gutbuster is loaded with one shot of the player's choice. After firing it takes a full turn to reload, and so the Gutbuster may not be fired in the next combat phase.

Ball rounds are like immense cannonballs. To use the ball round you will need to make a special round template. This has a 3cm diameter, and can be made from stiff paper or card. Place the template over your target and then roll for scatter like you would for a barrage. Anything under the template is hit and makes a saving throw with a -4 modifier. The ball will then roll another 4D6cm in a straight line along the line of fire. Anything that is rolled over is hit automatically and must make a save with the -4 modifier, including any buildings. The ball will plough though any operating shields on a Titan that it hits, knocking them all down one after the other. Should it hit the leg of a Titan model the save is taken with a -4 save modifier.

Chainshot consists of two or more medium sized projectiles linked together by heavy chains. When it is fired the chainshot spreads out and spins like bolas. It is only used for entangling the legs of Imperial and Eldar Titans, and causes no damage to any other type of target! It will only work against Imperial Titans if they have no operating void shields at the time that it hits. When chainshot scores a hit against an eligiable target it automatically causes damage to the target's legs. No hit location or saving rolls are needed, simply roll on the Leg Damage Table, adding +3 to the dice roll. For obvious reasons their must be a clear line of fire from the gutbuster itself to the target's legs, any intervening terrain will block the shot.

High Explosive rounds are huge cannon shells packed with hundreds of pounds of explosive. They have a 12cm diameter of effect, fully twice as large as a normal barrage attack! You can make your own template from card, or use the barrage template and measure out from the centre. High Explosive is very effective against infantry and light vehicles, but not against armoured targets, so there is a +1 save. The +1 save modifier means just that, the opposing player can add +1 to the dice when he makes his armour saves.

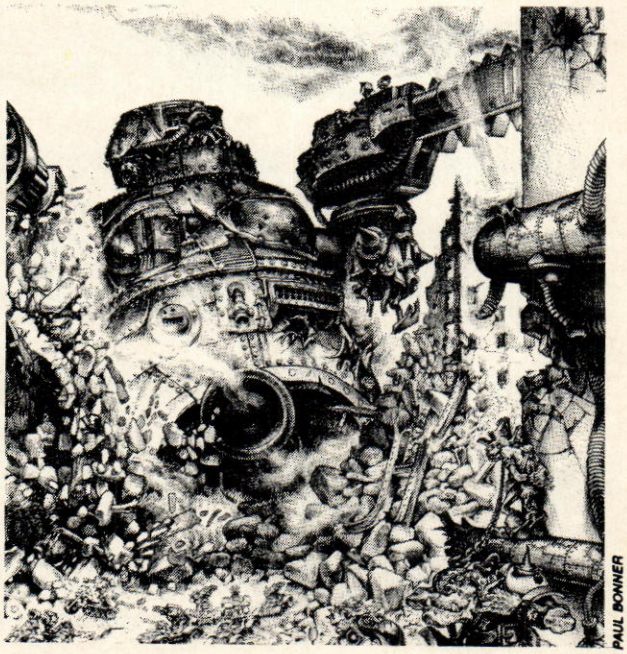
OBSERVATION TURRET

The Ork in the Observation head is able to add +1 to all to hit rolls against one target fired at that turn. This applies to all weapons fired at that target by the Gargant.

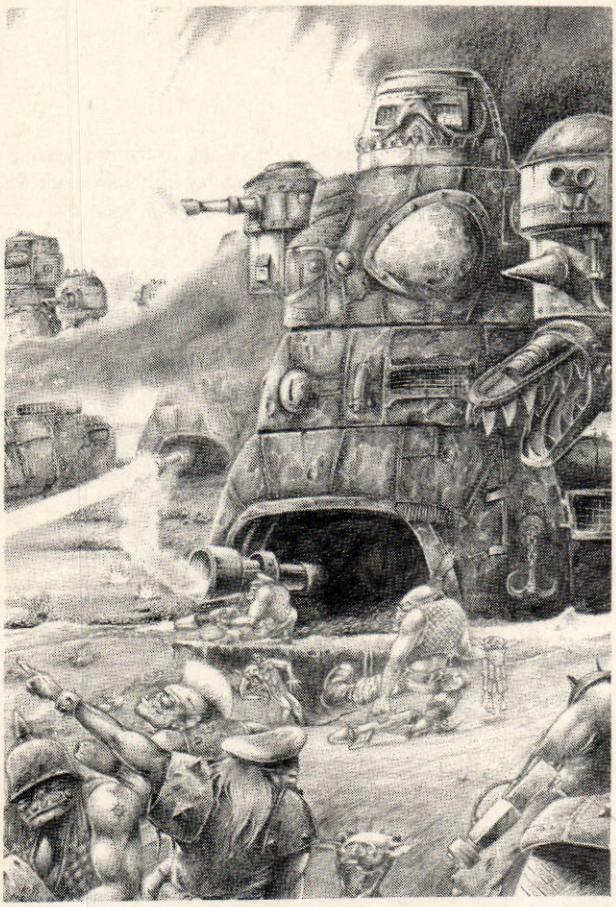
RIPPER FIST

The ripper fist is a motorised saw blade capable of ripping apart the toughest close combat opponent. Titans which carry a ripper fist roll an extra D6 to resolve combat, add +2 to damage rolls against enemy Titans, and any building hit is destroyed unless it makes its saving throw.

There is a huge cannon mounted on each side of the saw blade, so the ripper can be used to make ranged attacks as well. However, the weapon can't be used to make ranged attacks *and* close combat attacks in the same turn.



PAUL BONNER



ADRIAN SMITH

SCORCHER TURRET

The scorcher fires a burst of flame. It has a range of 35cm, 2 attack dice, and hits on a 3+.

The scorcher is especially effective at winkling out infantry that are in cover. To represent this ignore any modifiers for cover that would normally apply to the to hit roll.

SLASHA ATTACK GUN

The Slasha attack gun is a weapon which fits onto the smaller Slasha Gargant. It has a high rate of fire and shoots a heavy shell. The gun has a range of 50cm, 5 attacks, hits on a 4+ and saves are at -2. Like the gatling cannon, the Slasha attack gun needs huge amounts of ammunition, so only one of these weapons may be mounted to a Gargant at once.

SNAPPER

The snapper is a ferocious mechanical jaw. When it opens a high-pressure steam pipe spouts boiling fluid and masses of steam. In close combat the Snapper has the same effect as a power fist and power claw (as described for Imperial Titans), and is able to pull - or rather bite! - pieces off its opponent if it wins.

The snapper can also fire a blast of super-heated steam, for which you'll need to make a template. The template is a triangle 15cm long and 15cm wide at the end. The narrow end of the template is placed against the snapper's mouth. Any models under the template will be hit on a roll of 2+, ignoring modifiers for cover, and must make a saving throw to avoid destruction.

ORK GARGANT WEAPON DATA

Weapon	Range	Attack Dice	To Hit Roll	Target's Save Mod.	Notes
Battle Cannon Head	75cm	1	4+	-2	Armour save reduced by -1 point for the Gargant's head.
Battle Cannon Turret	75cm	1	4+	-2	
Gatling Cannon	50cm	8	5+	-1	No more than 1 per model.
Gork & Mork Heads	Any Orks within 25cm ignore morale tests.				
Gutbuster:					
Ball	100cm	Ball	3cm Template	-4	Ball template skids 4D6cm.
Chain	75cm	1	3+	_	Only affects Titans
Explosive	100cm	8 BP's	8 BP's	+1	12cm Barrage template.
Observation Turret	Adds +1 to any to hit rolls versus *one* target.				
Ripper Fist	50cm	2	4+	-2	Close combat weapon. Adds D6 to combat dice score.
Scorcher Turret	35cm	2	3+	0	Ignore to hit modifiers for cover.
Slasha Attack Gun	50cm	5	4+	-2	No more than 1 per model.
Snapper	Roll off against opponent in close combat. Fires using template. 2+ to hit.				

GREAT GARGANT

Close Assault Factor

+15

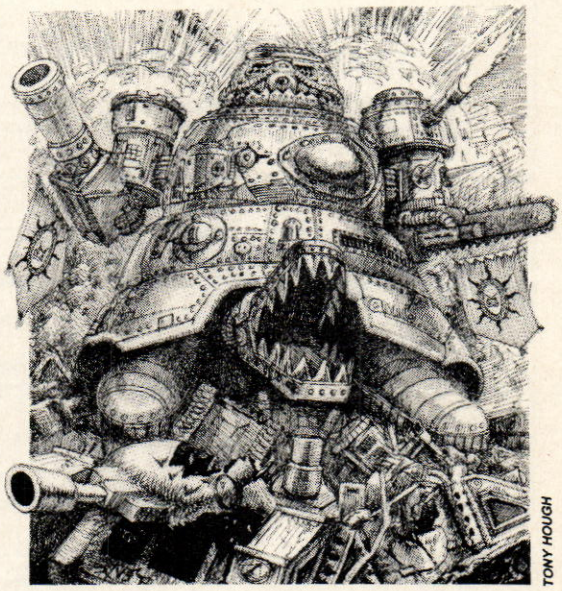
Movement

A Gargant's move is determined by it's orders. These are as follows:

Orders	Effect	Fire
Charge	Must move between 11-15 cm. towards the nearest enemy formation	The Gargant may not fire
Advance	May move up to 10cm but this does not have to be towards the nearest enemy formation as in a Charge.	The Gargant may fire in the advance fire segment
First Fire	No move or turn	The Gargant may fire in the first fire segment

Power Fields

The Gargant is protected by 6+ (1D6) Power Fields

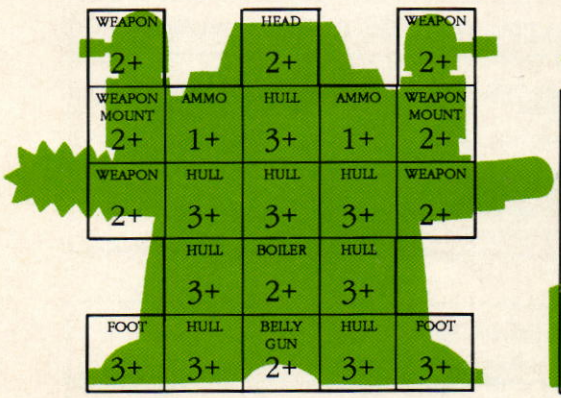


TONY HOUGH

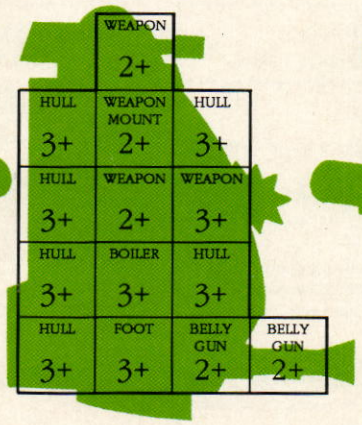
WEAPON	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES

HIT LOCATION TEMPLATES

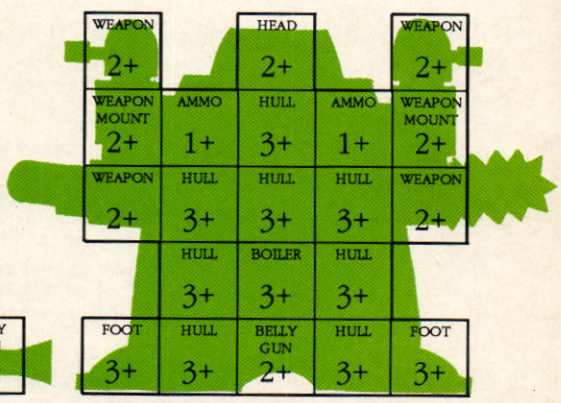
FRONT



SIDE



REAR



ORK GARGANT DAMAGE TABLES

BOILER DAMAGE TABLE - Roll D6

1-2 A minor fire breaks out.

3-4 The boiler is hit and starts to lose pressure. The Gargant's move rates are reduced by 50% from now on.

5 The boiler is destroyed. The Gargant can no longer move.

6 The boiler explodes and starts a major fire. The Gargant is no longer allowed to move.

FOOT DAMAGE TABLE - Roll D6

1-3 The foot is damaged but carries on working normally. A minor fire breaks out.

4-5 The foot is destroyed. If one foot is destroyed the Gargant is only allowed to turn in place. If both feet are destroyed the Gargant may not move at all.

6 The foot is blown apart in a massive explosion that starts a major fire. The Gargant may no longer move or turn, even if the other foot is undamaged.

BELLY GUN DAMAGE TABLE - Roll D6

1-2 Some ammunition explodes starting a minor fire.

3-4 The gun is destroyed and exploding ammunition starts a minor fire. The gun may not be used for the remainder of the battle.

5 The gun is destroyed and exploding ammunition starts a major fire. The gun may not be used for the remainder of the battle.

6 The belly gun's magazine explodes starting a major fire. The belly gun is destroyed, and each adjacent location must roll for damage on the following table:

1-3	No Effect
4-6	Roll on the Locations Damage Table

Apply damage normally to each location that is affected.

HULL DAMAGE TABLE - Roll D6

1-5 Internal explosions start a minor fire.

6 A massive explosion rips a huge hole in the hull and starts a major fire.

MAJOR FIRE TABLE - D6

Roll for each Major Fire on this table at the start of the End Phase.

1-2 The fire is brought under control and put out.

3 The fire is getting out of control. The Gargant is not allowed to move next turn, but may fire normally.

4 The fires are out of control. The Gargant may not move or fire its belly gun next turn, and any other weapons that are used suffer a -1 to hit modifier due to the clouds of smoke.

5 Internal explosions wreck the Gargant destroying it and leaving it a smoking blackened heap. Any units within 2D6cm are hit by flying debris and must make an unmodified saving throw to avoid damage.

6 A massive explosions rips the Gargant apart. Remove the model from the table (you may replace it with a crater model if you have one). Any units within 4D6cm are hit by flying debris and must make an unmodified save to avoid damage.

HEAD DAMAGE TABLE - Roll D6

1-2 Several of the bridge crew are injured and a minor fire breaks out.

3 The Kaptin is killed. The Gargant must follow the same orders next turn while the bridge crew 'elect' a new Kaptin.

4-5 The head is destroyed and a minor fire breaks out. The Gargant must follow the same orders as it used last turn, and any weapons mounted in the head may not be used for the remainder of the battle. After the next turn, roll a D6 before changing the Gargant's orders:

1-3	May not change orders
4-6	May change orders normally

6 The head is blown clean off the Gargant, starting a major fire. The Gargant must follow the same orders as it used last turn, and any weapons mounted in the head may not be used for the remainder of the battle.

After the next turn, roll a D6 before changing the Gargant's orders:

1-3	May not change orders
4-6	May change orders normally

MAGAZINE DAMAGE TABLE - Roll D6

1 Some ammunition explodes starting a minor fire

2-3 A large explosion starts a major fire.

4-6 The magazine detonates starting a major fire. Each adjacent location must roll for damage on the following table:

1-3	No Effect
4-6	Roll on the locations damage table

Apply damage normally to each location that is affected.

WEAPON MOUNT DAMAGE TABLE - Roll D6

1-2 The weapon mount suffers damage that starts a minor fire.

3-5 The weapon mount is badly damaged. Any attached weapons must roll on the weapon damage table table to see what happens to them.

6 The weapon mount is blown off the Gargant, starting a major fire, and any attached weapons are sent flying 2D6cm. Decide randomly where the weapons lands - any vehicles or infantry underneath are destroyed.

WEAPON DAMAGE TABLE - Roll D6

1-2 The weapon is damaged but keeps on functioning. A minor fire breaks out.

3-4 The weapon is destroyed and may not be used for the rest of the game.

5-6 The weapon is blown off the Gargant, starting a minor fire. Decide randomly where the weapon lands - any vehicles or infantry underneath are destroyed.

MINOR FIRE TABLE - Roll D6

Roll for each Minor Fire on this table at the start of the End Phase.

1-2 The fire is brought under control and put out.

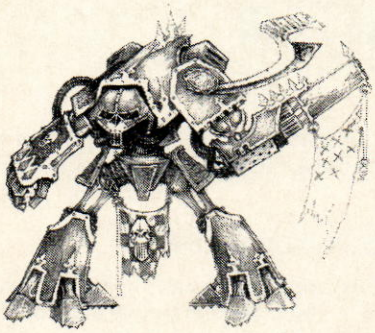
3-5 The fire is kept under control but not put out.

6 The fire is out of control and becomes a major fire. Roll on the Major Fire table.

REAVER AND GARGANT DATA CARDS

SPECIAL CARD

REAVER TITAN



POINTS VALUE 500

REAVER TITAN

The Reaver Titan is an extremely fast and manoeuvrable fighting machine. It fights as a single unit which cannot be broken and so does not need to take a morale check. Victory points are awarded to the opposing player once the Titan is destroyed.

VICTORY POINTS 5

Victory points are awarded once the Titan is destroyed.

SPECIAL CARD

GREAT GARGANT

POINTS VALUE 850

GREAT GARGANT

A Great Gargant is a towering war machine of awesome destructive power. Shaped in the image of the Ork war gods, it personifies the Waa-Ork. Each Gargant fights as a single unit which cannot be broken and so does not need to take a morale check. Victory points are awarded to the opposing player once the Gargant is destroyed.

VICTORY POINTS 9

Victory points are awarded once the Gargant is destroyed.

To make up your data sheets, first cut out or photocopy the cards on this page. Fold each card along the dotted line and glue the two halves together on the inside. You can then use these cards as normal in your Space Marine games.

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SPACE MARINE™

A GUIDE TO PAINTING YOUR EPIC SCALE FORCES

BY MIKE McVEY

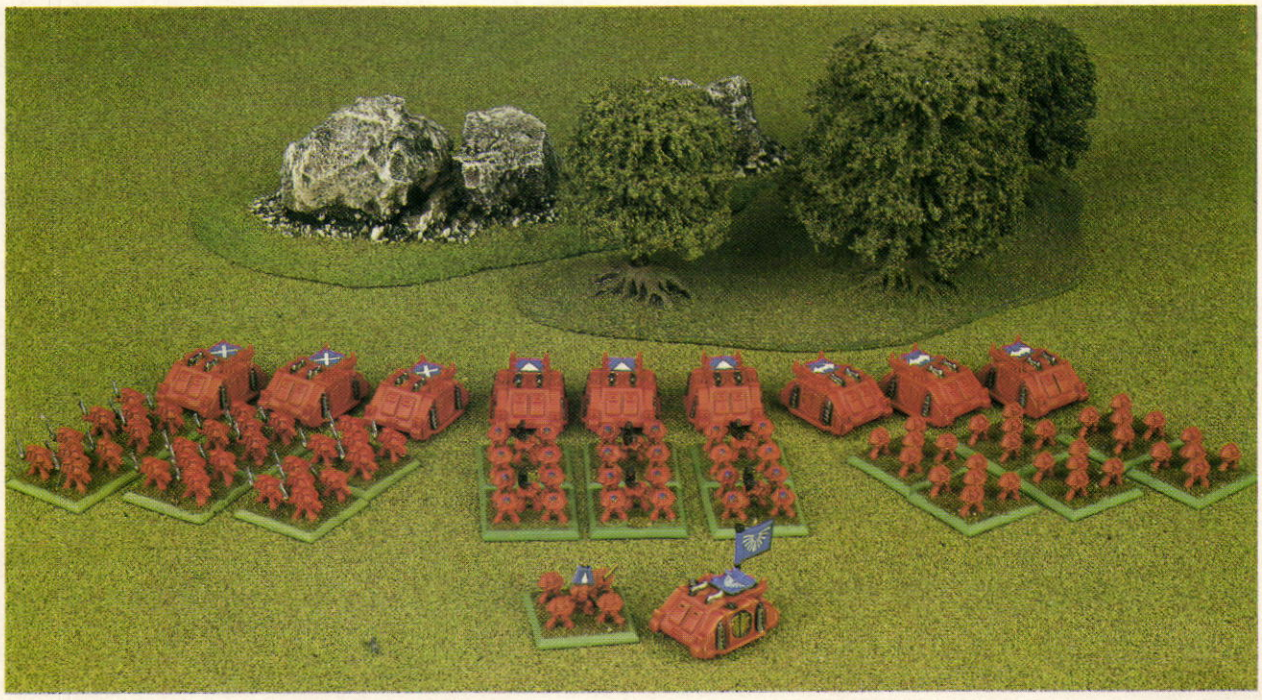
A properly painted epic scale army is surely one of the most magnificent sights on the gaming table with masses and masses of troops, squadrons of tanks, whole batteries of artillery and awesome Titans. Collecting and painting an entire army is quite a task but if you go about it in the right way you can create a spectacular gaming army quite quickly.

To paint your epic models you'll need a selection of Citadel Colour paint and a couple of brushes – a small size 0 or 00 brush for detail and a larger 1 or 2 for painting bigger areas. If you have an old brush this will come in handy for applying undercoats and painting bases but this isn't absolutely necessary. As with any painting or modelling work it is essential to sit yourself comfortably at a well lit table or other work surface and make sure you have plenty of elbow room. Put a good layer of newspaper on the table to protect it against inevitable paint and water spills and arrange your paints, brushes and models so they are conveniently to hand.

You'll need something to mix the paint on – an old white dinner plate is ideal or you can use a ceramic tile, a piece of plasticard, or a proper paint palette from an art shop. Whatever you use it must be white so that you can properly judge the colours of the paint you mix. Citadel Colour paints are water soluble so you can clean your brushes with water. Always keep a jar or old mug of clean water on your table to rinse out your brushes, and change it frequently because discoloured water will affect the paint colours. Some people like to keep two jars of water – one for ordinary paint and a separate one for metallics such as silver and gold. Metallic paint contains a suspension of fine metallic flakes which will quickly pollute your other paints if you accidentally get dirty water in your paint pots. Use as many jars of water as you find convenient.

It is important to keep your water, brushes, and general working area as clean and tidy as possible. Absorbent kitchen roll or tissues are ideal for wiping brushes and general cleaning purposes.

Make sure that you have plenty of light when you are painting. Natural daylight is best, but if you are painting under an electric light make sure it is bright enough. Lastly, and most importantly, before you begin to paint just check you have everything to hand and relax! Painting is not just a way of producing a gaming army, it's an enjoyable activity in its own right and something you should always look forward to.



Blood Angels No 2 Battle Company – colour light blue

PREPARATION

Citadel Miniatures make epic scale models in plastic and metal. Both types are painted in the same manner so you needn't worry about what the models are made of too much. However it is worth saying a bit about how to prepare the models for painting.

PLASTIC MINIATURES

Epic infantry models are moulded in plastic and mounted five to a base on the special epic bases. It is easiest to glue the individual models onto their base before you start painting. Carefully remove the models from the retaining sprue and clean off any little bits of plastic which joined the model to the sprue. Do the same for the base itself, as there is nothing uglier than seeing these bits of excess plastic left on the base once the models are painted. To remove unwanted plastic or metal you can use either a file or a modelling knife, but whatever you use always be extremely careful and treat tools with respect. Most importantly, make sure the model is properly supported on the table before attempting to cut or file, and always make any knife cuts away from yourself.

Once the infantry models are cleaned up they can be glued to their bases using a suitable glue such as polystyrene cement or superglue. You will find that the models are designed to fit snugly into the holes in the bases even without glue, but we recommend fastening them in permanently. Once the glue is dry the base is ready for its first coat of paint: the undercoat.

METAL MINIATURES

Metal models must also be cleaned up before you can start painting them. There may be a slight casting line round the model where the two halves of the mould meet. This is an unavoidable result of the casting process and can easily be removed using a file or a knife. You may also find excess stands of metal attached to the castings: these are where the mould has been vented to let air out. These can also be removed with a knife or file and any remaining blip of metal cleaned off the model. If your chosen model has a separate turret or other components these must be glued into place using superglue. We do design the turrets of most tanks so that they can be rotated, and you can always decide to leave them loose if you like. We have found that loose turrets get lost easily or become mixed up, so we usually glue ours in, but it's entirely up to you.

There is no need to put vehicles or tanks on bases – they just wouldn't look right – but there are some exceptions – models which do need to be mounted on bases such as bike models, Rough Riders, Ork Boarboyz, some artillery pieces, Robots and Dreadnoughts. In the case of bikers, Rough Riders and Boarboyz these models are mounted two to a base to make a special troop stand. Because the models don't fit into the five holes on the epic base you'll have to fill in the holes either before or after you've glued the models in place. We find that it's easiest to glue a square piece of paper over the base, or use a piece of tape to blank off the holes before you fasten the models on top. Alternatively you can fill in the holes once the models are in place using a mixture of glue and sand, plasticine or modelling putty.

Artillery pieces such as the Eldar Anti-grav Lascannon and the Vibro Cannon are mounted onto a base together with two crew models. The crew models are fitted into the holes as normal and the remaining holes filled in before gluing the artillery piece into position. Robots, Dreadnoughts, Land Speeders and Eldar Vyper Jet Bikes have their own small moulded plastic base but you can improve stability by fastening them to a normal epic base. We have found this really does help to stop the models falling over and it makes them look better too. Cover or fill in the holes in the base as before. Of course, filling in exposed holes isn't really essential and not doing so certainly doesn't stop you using the army, but it does help to make the models look their best. There is, of course, no obligation to use the Citadel plastic bases to mount these models on – a perfectly acceptable alternative is to make your own bases from card or plasticard in which case you won't have any holes to fill!

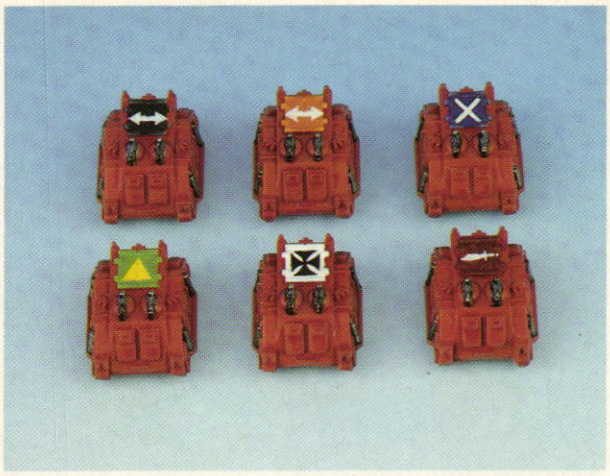
KEVIN WALKER

PREPARING TO PAINT

On the whole it is best to paint a whole unit at the same time: a squadron of tanks, squad of bikes, or a detachment of Space Marines for example. This way you won't get bogged down painting too many models and you will be able to complete units and get them into action as soon as possible. Once you've chosen your first unit and prepared the models by basing or gluing the component parts you are ready for the undercoat. It is best to undercoat the whole unit at once to save time. You will find that if you temporarily fasten the whole unit to a strip of card you can handle the models more easily as you paint. Blu-tak or a dab glue is ideal for fixing the models to the card.

UNDERCOAT

The purpose of the undercoat is to cover the metal or plastic surface with a layer of white paint so that you can paint colours cleanly over the top. If you don't do this you'll find the colour of the metal or plastic will show through the finished paint. The ideal undercoat is Citadel Primer – which is designed to adhere firmly to the model's surface. You can use Skull White instead, but be careful not to rub the paint off as it doesn't stick to the surface so well.



Top row left to right: *No 6 Tactical Company, No 4 Battle Company – Tactical detachment, No 5 Battle Company – Assault detachment*

Bottom row left to right: *No 3 Battle Company – Devastator detachment, No 1 Veteran Company (note Teminator symbol), No 10 Scout Company (note Scout symbol)*

To apply the undercoat put some Primer or Skull White onto your mixing surface and thin it down with a little water. A fairly thin coat is required, thick enough to cover the surface but not so thick that detail is obscured. Using your larger brush paint the entire model including the base. Once you've undercoated the whole unit clean your brush and mixing surface and let the models dry thoroughly, preferably overnight. It is important to let the undercoat dry properly before applying more paint, otherwise the two coats will mix together producing a terrible mess. Don't worry if your undercoat doesn't leave an even coat of pristine white at this stage, it will inevitably be slightly patchy as the paint falls into crevasses. This doesn't matter much because the next coat of paint will stick to the undercoat and cover it cleanly so long as there are no bare patches of metal or plastic.

It is usual to undercoat with primer white paint, but sometimes it's more appropriate to use black instead. For instance, when you want the final model to be black or if you want a metal finish for a gun barrel or tracks. If you want a basically black model then use an undercoat of diluted Chaos Black. Otherwise use a white undercoat but once the undercoat is dry paint the tracks/etc black and let this coat dry before you continue. This means you will be able to paint over the tracks with a metal colour later – there is no point trying to paint a metal colour over white as the white will just show through and you won't get a solid metal colour

COLOUR

Epic scale infantry are really too small to worry about painting every detail of military uniform, there is simply no point. Of course if you're an expert painter and you want to paint every rank mark and badge on an epic scale Terminator that's up to you, but for most people a more basic scheme will prove effective enough. Infantry and other small pieces are painted in the same way, but vehicles and larger models are dealt with slightly differently so we'll leave those till later.

Begin with your chosen unit and paint all the models in their basic uniform colour using whichever brush size you find most convenient. A large brush is acceptable for most models as it allows you to work fairly rapidly but you may need to use your small brush to get to any hard-to-reach bits. Make sure that the paint isn't so thick that the details are obscured – thin down the paint if necessary by mixing in a little water on your palette.

The colour you use will obviously depend on which army you are painting. Our examples show the Games Workshop Studio Blood Angel army and the basic uniform colour is, of course, Blood Angel Orange. Naturally you apply whatever colour is appropriate for your unit. In the case of other main Space Marine Chapters this is Ultramarine Blue for Ultra Marines, Spacewolf Grey for the Spacewolves and Salamander Green for the Dark Angels.

Once the paint is dry you have basically painted the models and all you need do before using them in battle is paint the bases. If you wish you can add further detail either before or after you base the models. This is entirely a matter of personal choice: if you would like to add in the extra detail then it will certainly make your army look all the better. On the other hand if you'd sooner get on with the rest of your force your models will look perfectly fine in just the single uniform colour. The most effective way of making an army look its best is to finish off the bases. Many people like to move straight onto basing so that they can either use the force right away or add in extra detail later.

BASES

The way you finish your bases will determine how good your army looks – this is as true in epic scale as it is for larger Warhammer 40K or Fantasy Battle armies. If you rush the bases the army will look rough no matter how carefully painted the models are. On the other hand, if you give all your force a really neat base of the same green colour this will make even the most simply painted army look impressive. It is therefore quite important to take your time and make the bases

Chaplain and Medic Command Units

The Chaplain and Medic both represent powerful characters, so extra attention has been given to their paint schemes. Their shoulder and knee pads have been picked out with red and white and skull and blood drop symbols have been painted onto their back banners.

Both of the Rhinos have been fully shaded and highlighted. The side doors have been painted Blood Red and a black blood drop added. The top doors and banners display the skull and dagger device for the Chaplain and the geneseed helix for the Medic.

Blood Angels Land Speeder squadron

as neat as possible, ensuring that any empty holes have been filled and that the base edges have been cleaned up properly.

Paint the bases with Goblin Green. This is the best colour to use for all bases regardless of scale. It is neither too dark or too light, nor so strongly coloured that it drowns the models themselves. All of the Games Workshop armies have Goblin Green bases and our gaming tables and scenery are all matched so that any army can be used without it looking odd in any way. When painting the base be careful to avoid splashing paint onto the models. Use a small brush to get in between the models and around their feet if this helps. If you slip don't worry – you can always go back and paint over again with the base colour.

APPLYING FLOCK TO THE BASES

Once you have painted the bases for the whole unit put the models aside to dry. You can simply leave it at that if you want, but your army will look better if you also 'flock' the top of the base. Flock is a special scenic material used by modellers to represent grass, and it consists of fine sawdust or other fine material dyed a suitable colour. You can buy flock in most hobby shops and you'll also find it stocked by your local Games Workshop store. By putting a layer of flock onto the top surface of the base you will cover over the joins where the models have been glued on and you'll also get a pleasantly varied texture rather than a uniform green.

To apply flock you'll need some green flock and some PVA glue – a water soluble glue often used for woodwork and modelling purposes and readily available from hobby shops or DIY stores. Make sure your bases are thoroughly dry before attempting to apply flock, otherwise things will get very messy indeed! Begin by squeezing a small quantity of PVA glue onto your mixing palette and adding a little water to thin it down. Then take your oldest paintbrush and paint the glue onto the upper surface of the base, being careful not to get glue on the models or the sides of the base. Once you have painted the base with glue dip the entire model into the flock. The flock will stick to the base and any excess can be shaken off. Make sure that you haven't stuck the flock to the models. If you find you have accidentally glued flock onto a model or base edge then use the brush to flick it away while the glue is wet. The glue will dry transparent and so will do no harm but your models will look very odd if they appear to have grass growing from their legs.

Work through your unit until all the bases have been flocked. When you have finished basing the entire unit clean your brush thoroughly in water. The glue will not harm the brush but it is still a good idea to use your oldest brush for basing as this will save wearing out your best ones. After doing any basing it is always a good idea to clean up your working area, change your water, and clean your mixing palette – this way you won't end up with glue and flock all over the table and you'll be able to continue painting safe in the knowledge you that won't be getting glue or flock into your paints. You may find it helpful to empty a little flock onto a clean sheet of paper and then dip the glued bases into this, shaking excess flock back onto the paper. When you have finished basing you can return unused flock to the bag and throw away the sheet of paper, leaving your work surface neat and tidy.

Your painted models are now ready to grace the tabletop. Check that you haven't missed any bits or accidentally glued flock where it doesn't belong and touch in any mistakes. You may find the edges of the base are not quite as solid a green as they might be, so be prepared to repaint with one more coat of Goblin Green. Because you are handling the models as you paint them you often find the base edges get slightly tatty – now's the time to neaten everything up.

VARNISHING

When you have painted your models it's a good idea to protect them from wear and tear by varnishing them. We have found that modelling varnishes sold in aerosols are ideal for this. You can use a matt or a gloss finish, though a matt finish looks more realistic. Take your models outdoors to varnish them, and put them in a box lid or on a big sheet of newspaper to contain the spray. Always use a light coat of varnish so you can paint more details on later if you want, at which point you can always revarnish them.

MARTIN MCKENNA

DETAILING

You can add detail either before or after you do the bases but there is nothing to stop you going back and adding more detail at any time. It often happens that models get worn after many games and paint rubbed away so that a certain amount of 'maintenance work' is required in any case. This is an ideal opportunity to add in those extra details you never quite got round to the first time. You are not obliged to do this of course. Some players dislike to touch their armies once they have been painted, preferring to retain the patina of battle complete with scuffs and scars that the army has acquired as a reminder of its long campaigning life and many victories.

When we talk of detailing we shall be looking at our Blood Angels, but the same comments apply to other forces too. In the case of other Space Marine Chapters you can use exactly the same system but appropriate colours for company markings as shown on the charts. With other forces there will be some different details to paint – the most common of which are hands and faces of course.

A Space Marine Chapter is divided into companies, each consisting of three detachments of 30 troops (ie 6 troop stands). In addition, the company includes an HQ unit comprising the Captain, his subordinate officers and bodyguard. Depending on the type of company the three detachments may be all Tactical (a Tactical Company), all Devastator (a Devastator Company), all Assault (an Assault Company) or one of each (a Battle Company).

Regardless of their type and rank, all the Space Marines in a company bear the company's colour on their right shoulder pad plus a special badge which indicates whether they are Tactical, Assault, or Devastator. In reality this badge might be a complex design on a coloured field, although this is often simplified by the troops in action to a much more basic symbol or even just a coloured field. There is no way you can paint a complex design onto an epic scale shoulder pad and it wouldn't even look good if you could. The sensible option is just to paint the shoulder pad in the appropriate colour to show the company. The models themselves make it obvious whether the troops are Tactical, Assault or Devastator Marines in any case.

If you look at our Blood Angel number 6 Tactical Company you will see it has black right shoulder pads throughout – this is because black is the company colour. We could have extended this throughout the entire army, painting number 9 Devastator Company with yellow pads, number 5 Battle Company dark blue, and so on, but we wanted to press on and get into action so we decided not to. Of course we can always go back and colour in the shoulder pads of the other companies when we have more time. The nice thing about being able to identify each and every model in a company is you'll be able to monitor their performance from battle to battle. Some companies will do well, others will gain a reputation as unlucky, or particularly brave, or perhaps one company will come to be regarded as not quite so reliable! Watching the character of the army unfold as it fights battle after battle is rather enjoyable in itself.

We chose to add further detail to the Space Marine HQ stands. Because these represent important individuals and because the models are different it is appropriate to spend a little extra time on them. Of course, we could have added more detail to all the army and may still do so later.

The most obvious elements to pick out are the weapons. Start off by taking your finest brush and painting the boltguns and the commander's sword Chaos Black, then let the paint dry thoroughly. If you like the result leave it at that! If you want to go a stage further paint over the weapons with Boltgun Metal or Chainmail metallic paint, which gives a nice metallic gleam to the weapon. The secret is to take care and use your finest brush. As you are using metallic paint make sure that you clean your brush properly as you don't want to get metallic paint flakes mixed into your other paints.

The commander model in the HQ unit wears a black cloak. When Blood Angel commanders have cloaks these are usually black, this being a uniform feature of the Chapter. It also helps to make the model look even more distinctive.

We also painted the heavy weapons on the Devastator detachments, but this time we stopped at the black paint stage. This makes a good contrast – red against black – and the black colour is perfectly appropriate for a weapon. Not all weapons are black or even metallic of course, and Orks especially like to paint their heavy weapons red. This is done exactly the same way with a small brush and a measure of care. If your base colour is so dark that you can't paint a good red over it either use two coats or paint the weapon white first, repainting red over it once the white is thoroughly dry. It is very difficult to paint red and other light colours, notably yellow, over very dark colours or black, so it is always a good idea to paint the area white first as this will allow the true colour to show.

In most armies there will be some elements of equipment or other detail that you will want to paint in a distinctive colour. If you have an Imperial Guard army their uniforms are usually grey but it's a good idea to paint the face and hands of the models flesh even if you do nothing else. The same is true for Orks. Although their basic uniform colour varies from Clan to Clan, faces and arms can be painted green – or blue in the case of the Death Skull Clan, as these superstitious Orks paint themselves blue as a token of good luck!

We are not really concerned with details of other armies in this article, but the same techniques apply as were used to provide the extra details on the Blood Angels. This is really just a question of taking your smallest brush and painting the areas concerned in the appropriate colour. For example, in the Blood Angels all Devastator Marines wear a blue helmet. This is a hallmark of the Chapter's uniform so it seemed

Blood Angels Bike squad

Blood Angels No 9 Devastator Company – colour yellow

worthwhile taking the extra time to colour the helmets using Enchanted Blue. Blood Angel Assault Marines wear a distinctive yellow helmet, you'll see this in the army photo.

If the colour you want to apply doesn't cover the basic coat very well then paint the area white first, let this dry, and then repaint in the colour you want. If you want a metallic effect and your basic coat is white or very pale then paint the area black first, just as described for weapons. The most important rule is to be as careful and neat as you can.

BANNERS

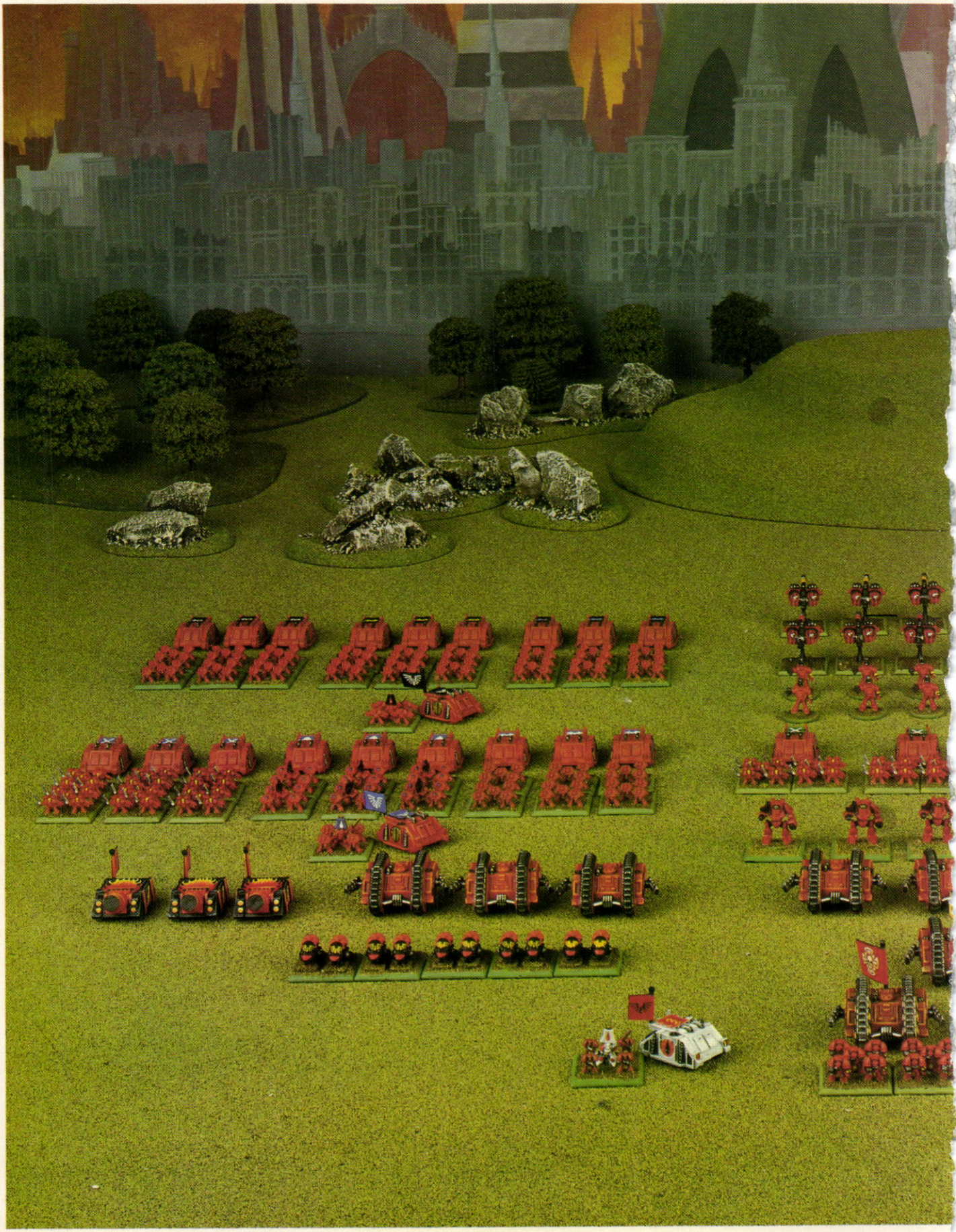
Banners are important in the Space Marine game because they help to identify the HQ stands of the different companies. In the case of Space Marines each company HQ unit has its own banner which has the background in the company colour and the Chapter's device on top of that. In reality this image might be individually decorated and therefore somewhat more complex than the standard 'rule' suggests, but while it would be appropriate to attempt further detail on a large scale Warhammer 40,000 model, it isn't necessary in epic scale.

We have actually used two sets of models to represent company HQ units: the basic Space Marine models from the boxed game with a banner pole fastened to the base, and the Space Marines from the Epic Space Marine set with special commander model. In the case of the commander model his back banner is painted as a company banner. The symbol of the Blood Angels is a winged blood drop but this is reduced to a single blood drop on the commander's banner which is too small to take the full symbol. The normal colour for the blood drop is red, but where the company background colour is also red the blood drop becomes white.

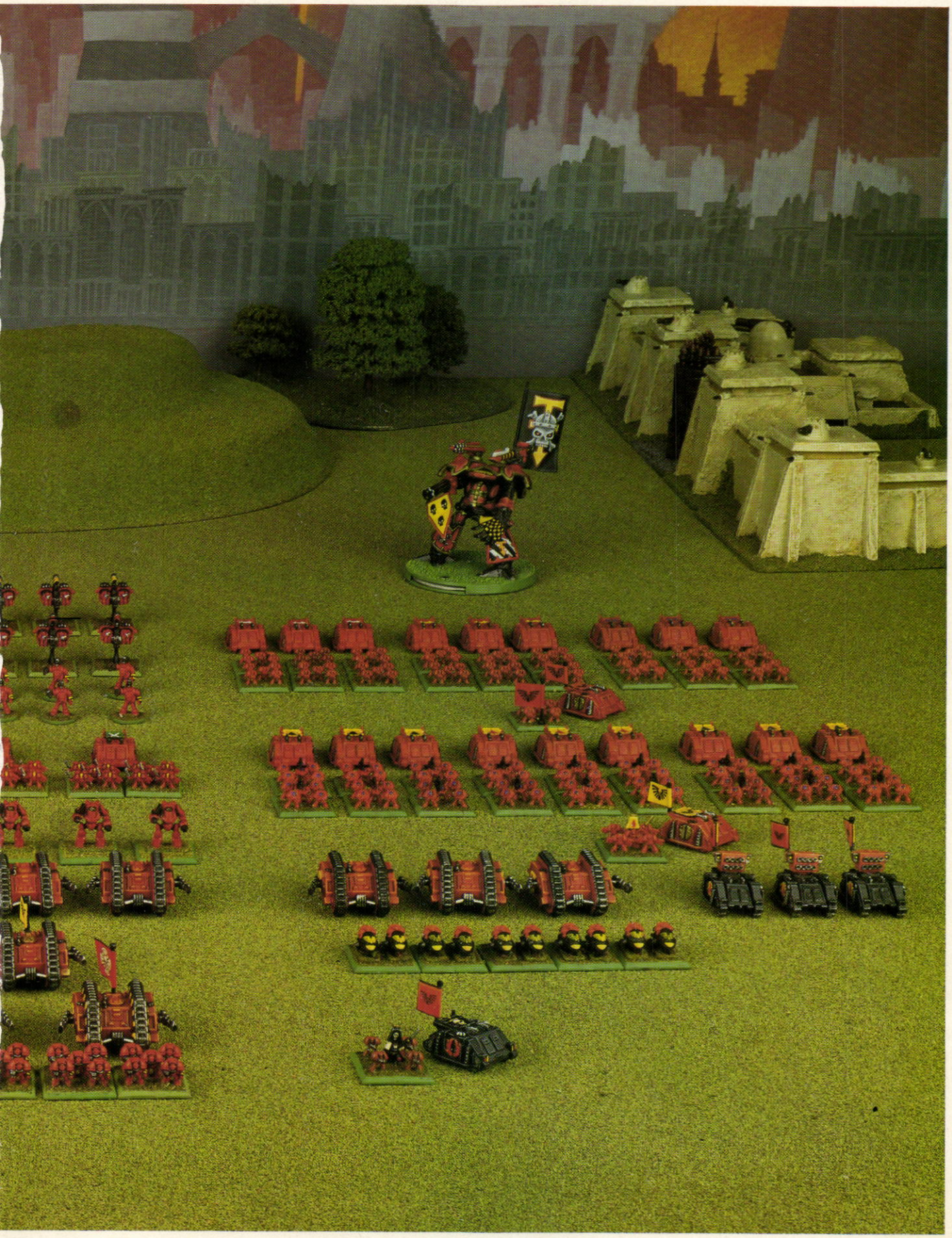
There is no reason why you shouldn't add wings to the symbol if you feel happy doing so, but really there is no need. It is generally the case that Space Marine Chapters use many versions of their symbol from the simplest to the most complex with especially simple versions common on the field of battle. To paint the blood drop use a little red paint on the tip of your brush and carefully make a triangle shape to represent the blood drop, then round off the bottom of the triangle to make the drop shape itself. Add a little spot of yellow or orange to the bottom to the drop to make it glisten.

You can also make banners from paper, and this is the usual way of making banners for Ork Warbosses, vehicles, and other special models where you want a bigger banner than those provided with the models. You can also represent a Space Marine HQ unit by fastening a banner pole and banner to an ordinary Space Marine stand, which is how we did our number 7 Tactical Company HQ. The banner is made from a piece of paper approximately 20mm long by 8mm wide. Apply PVA glue to one side of the paper ribbon and fasten it round the banner pole, squeezing the glued sides together firmly. This produces a roughly square flag about 8mm by 8mm, the remaining length is taken up by the pole.

Once the banner is dry undercoat it white and then colour it in the appropriate company colour – red for our no. 7 Tactical Company. Once the company colour is dry paint on the company symbol or use a transfer from the Citadel Space Marine transfer range, like we did. These transfers are really useful and make any banner look neat and professional. All you need to do is wet your chosen transfer and, once the backing has softened, carefully lift it from the sheet. You can use a brush to tease the transfer from its sheet and into place. Be sure to get the transfer aligned straight in its chosen location. Because we have used a transfer the Blood Angel symbol has its full set of wings and as the company colour is red we've used a white transfer.



The Blood Angels Space Marine Army

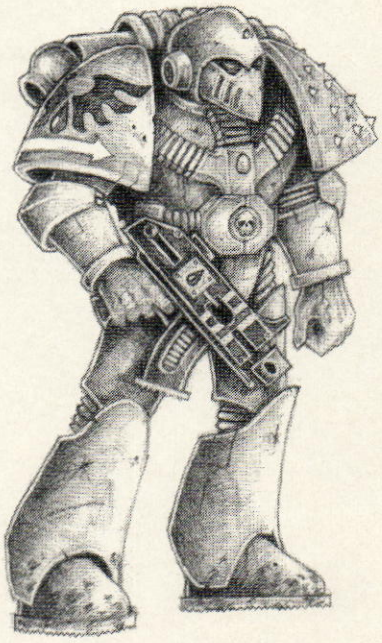


SPACE MARINE CHAPTER PAINTING CHARTS

The following charts summarise the painting details for the Blood Angels, Ultra-Marines, and Dark Angels. We've not included Space Wolves at this stage because their organisation is a little different.

BLOOD ANGELS

COMPANY	TYPE OF COMPANY	COMPANY COLOUR
1	VETERAN	SKULL WHITE
2	BATTLE	ENCHANTED BLUE
3	BATTLE	GOBLIN GREEN
4	BATTLE	HOBGOBLIN ORANGE
5	BATTLE	MOODY BLUE
6	TACTICAL	CHAOS BLACK
7	TACTICAL	BLOOD RED
8	ASSAULT	SALAMANDER GREEN
9	DEVASTATOR	SUNBURST YELLOW
10	SCOUTS	DARK RED (Red mixed with a small amount of black)



JES GOODWIN

Blood Angel armour is Blood Angel Orange – a fiery red colour, and this is the basic uniform colour for the entire Chapter. The company colour is the basic colour for the banner displayed on the HQ Units. The banners show the Blood Angel winged blood drop symbol in red, but this can be reduced to a simple blood drop or missed out altogether.

Number 7 Tactical Company's colour is red so the blood drop symbol changes to white. The company colour can also be the colour of the right shoulder pad, although the Blood Angels often miss this feature out altogether. Blood Angel Devastator Space Marines have blue helmets and Blood Angel Assault Space Marines have yellow helmets.

Blood Angels No 6 Tactical Company – colour black

The normal company strength is 10 but this can be increased by adding more companies which will then have different colours. During the Chapter's history additional Scout, Battle, Tactical, Assault and Devastator Companies have been created to take part in prolonged conflicts. These are allotted a new colour and maintained for as long as required. Once the need to maintain a large force is gone these extra companies are amalgamated into each other and into the basic ten companies to replace casualties and natural deaths. Additional companies have no recognised colour variations, these are simply made up as required or an existing colour is used but with a broad contrasting coloured band across the top.

ULTRA-MARINES

COMPANY	TYPE OF COMPANY	COMPANY COLOUR
1	VETERAN	SKULL WHITE
2	BATTLE	GOBLIN GREEN
3	BATTLE	ENCHANTED BLUE
4	BATTLE	HOBGOBLIN ORANGE
5	BATTLE	BLOOD RED
6	TACTICAL	CHAOS BLACK
7	TACTICAL	SALAMANDER GREEN
8	ASSAULT	WORM PURPLE
9	DEVASTATOR	SUNBURST YELLOW
10	SCOUTS	MOODY BLUE

Ultra-Marine armour is Ultramarine Blue, a rich blue colour, and this forms the basic uniform for the whole Chapter. The Veteran Company is distinguished by its famous white helmets. The company colour is the basic colour for the banner displayed on the HQ Units. The banner shows the Ultra-Marine omega symbol in white, although this can be dispensed with altogether on the banners if you wish. The first Veteran Company has a white banner, so in their case the Ultra-Marine symbol is black rather than white. The same black symbol can be used optionally by the 4th Battle Company (orange) and 9th Devastator Company (yellow) where the ordinary white symbol doesn't show against the background colour. Ultra-Marine Space Marines can also bear the company colour on their right shoulder pad in the same way as Blood Angels, although this is optional.

The normal company strength is 10 but, as with the Blood Angels, this may be increased when necessary by adding more companies. In the case of the Ultra-Marines the tradition is that additional companies have a banner in which the left vertical half is white and the right half is green for number 12, blue for 13, orange for 14, red for 15, and so on, reflecting the main colours of companies 2, 3, 4, 5 etc. If more companies are required a new series is started with the right half of the flag vertically divided with white rather than the left. Should even more be needed the white half becomes a broad stripe down the centre of the basic colour, then a double stripe, then three, etc.

In fact it is extremely rare for any Marine Chapter to grow so big – the genetic replication of Space Marines is a slow and painstaking process and can only be conducted at a steady rate using genetic material from existing Space Marines. If a Chapter sustains heavy casualties in battle it can take many years to rebuild to a full 10 companies, let alone to expand further. Companies number 11, 21, 31 etc adopt a grey basic colour divided with white as described, the colour of number one company being white already.

Chapter Banners of the Space Marine Ultra Marines and Dark Angels

DARK ANGELS

COMPANY	TYPE OF COMPANY	COMPANY COLOUR
1	DEATHWING	SKULL WHITE
2	RAVENWING	CHAOS BLACK
3	BATTLE	GOBLIN GREEN
4	BATTLE	HOBGOBLIN ORANGE
5	BATTLE	BLOOD RED
6	TACTICAL	ENCHANTED BLUE
7	TACTICAL	WORM PURPLE OR GREY
8	ASSAULT	MOODY BLUE
9	DEVASTATOR	SUNBURST YELLOW
10	SCOUTS	SALAMANDER GREEN

The Dark Angels are slightly different to the other two Chapters described above in that they have a slightly different mix of company types: one less Battle Company and a new type of company called the Ravenwing. This is a mobile mounted company riding fast vehicles, bikes and speeders. The basic uniform colour of the Dark Angels is Salamander Green, a rich dark green colour, but there are two exceptions. The Deathwing is the name of the Dark Angel's Veteran Company and wears all white armour; the Ravenwing wears all black armour.

The company colour is optionally used for the right shoulder pad, but the company banners are all black except for the Deathwing's, which is white. Each company HQ unit's banner has the Dark Angel's symbol, a winged dagger, in its own company colours except that the Deathwing has a black symbol, the Ravenwing a white symbol, and the Scouts have an unwinged dagger in either white, yellow, or red. These badges are not always used – they are optional and you may prefer to miss them off as indeed the Dark Angels themselves will sometimes do in combat. Shoulder pads can also be painted with company colours if desired.

If the Dark Angels need to add more troops they do not create new companies but simply add new detachments to the existing companies.

JOHN BLANCHE

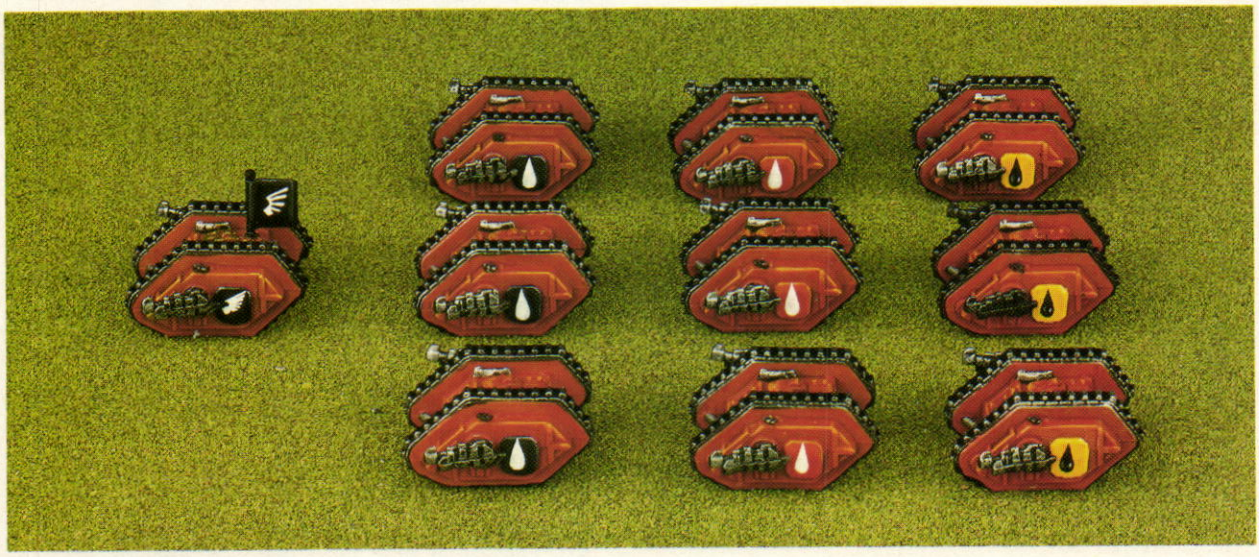
VEHICLES

In the Epic battle game vehicles and tanks are amongst the most important pieces and it is therefore appropriate that they should be painted with the same degree of care you would lavish on a 28mm Warhammer 40,000 or Fantasy Battle model. Of course, that doesn't mean every vehicle has to be a masterpiece of the painter's art. As with a 28mm scale army the majority of your models should be painted simply and neatly, if only so you can spend the time and effort making the larger and more rewarding models look even better. As with the infantry, you can always paint the basic colours on first so that models can be brought to battle as soon a possible, and add extra detail later.

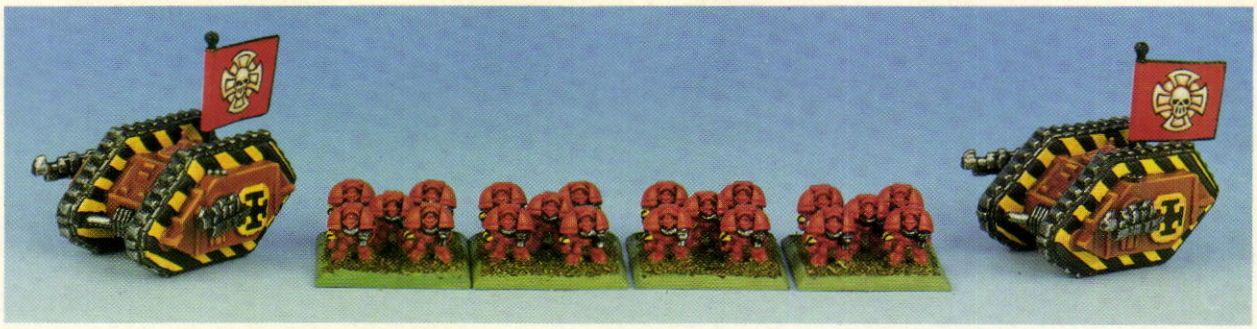
Probably the first vehicles to paint are the troop transports for your infantry – Rhinos, in the case of our Blood Angels. You might prefer to paint these at the same time as the Space Marine troop stands or you can do them separately, it's up to you. Begin by painting one unit at a time. Clean up plastic pieces and metal castings and glue any components together using superglue. Once the glue is dry undercoat the models white and put them aside to dry. As most vehicles have metallic tracks or wheels which will end up black it is a good idea to undercoat these areas black once the white undercoat has dried. The undercoated model is therefore basically white, but with the tracks and any other appropriate bits painted black.

Once the undercoat is thoroughly dry you are ready to put the basic colour over the white, but check first to make sure the undercoat has covered all the model and there are no patches of bare metal showing through. If there are, touch them in and let them dry if necessary. Apply your basic colour using a large size brush, in our case Blood Angel Orange. When this is dry you can paint the tracks and any metal areas. To paint the tracks put a little Chainmail onto your palette and use your small brush to paint in the track links. If you leave the identations between the tracks black the result is very effective. When you have completed the tracks remember to clean your brush thoroughly to avoid getting metallic paint into your other paints. Change your painting water if necessary. At this stage the model can be considered painted and able to take its place on the battlefield, but you can add further details and insignia if you wish.

On a model the size of a tank it is possible to apply shading and highlighting to good effect. In real life the fall of light on any complex surface creates dark shadows and bright highlights. This is represented using dark colours to paint in shadowed areas and light colours to emphasise highlights; the contrast between the two produces a highly realistic professional finish. The most effective way to shade a vehicle model is to apply a wash of Citadel Colour Ink using a colour which is slightly darker than the paint itself. We used Red Ink for our Blood Angel Rhinos, for example. This technique can also be used with paint instead of ink if you add a little water to the paint first, until it is about the consistency of milk. Paint



Blood Angels Land Raider Company



Blood Angels Company No 1 – Terminators with Land Raider transports

the ink or thinned down paint over the basic colour. It will run into the detailed crevasses such as grills and plate edges producing instant shadow. Enough of the ink is left on the raised areas to intensify the colour slightly, although this effect tends to disappear once the ink is dry. Be careful not to get the ink onto your painted tracks. If you do either wipe it away with a brush or piece of tissue. You can use the same technique to shade the slightly larger infantry models such as Terminators, although it doesn't really work so well with smaller troops as they tend to look blotchy.

DRYBRUSHING

Washing with ink creates shadows and highlights together, as the ink will run off the raised areas leaving them lighter than the recessed areas, but you can emphasise the contrast further by drybrushing to produce further highlights. Drybrushing is the opposite to ink washing as the idea is to coat all the raised areas of detail with a fine dusting of light coloured paint. The procedure does require a little patience and practice to work effectively, and you may prefer to leave this detail stage for now. Our Blood Angel Rhinos have been left at the ink wash stage and look fine. Before attempting to drybrush make sure that any paint or ink washes are completely dry, otherwise the effect will be ruined. It is best to leave the models to dry overnight just to be sure.

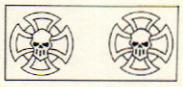
For those not familiar with drybrushing techniques begin with a light shade of your basic colour. Mixing a little white into the basic colour will produce a lighter shade but it is better to use a proper lighter shade of paint as too much white can make the finish look very chalky. If your basic colour is red or a predominantly red colour then adding white will make it look pink, so add yellow to lighten the colour instead. Having mixed your light shade wipe your brush to make sure it is thoroughly dry. Next put a little paint on the brush, then wipe most of it away on a tissue leaving just a slight residue on your brush. To highlight the model gently stroke the tip of the brush over the surface. The paint will adhere to the raised detail and makes it look lighter.

This technique does require care to master. If the brush carries too much paint or is too wet the result will look smeary and unattractive. For the best results you'll need a very dry brush indeed, so that the paint is almost dusted onto the surface. This technique is actually very hard on brushes – the bristles will fray very quickly and the brush becomes useless for ordinary painting. If is therefore a good idea to use your oldest brush for drybrushing or alternatively buy a brush with stiffer bristles specially for drybrushing.

Whether or not you decide to ink wash or drybrush, there are still some areas of detail that benefit from special attention. Some of the plastic vehicles have crew or riders moulded onto them such as our Blood Angel bikers and Land Speeders. Because the vehicle and crews are the same colour they tend to merge together. To make the crew stand out, use your smallest brush with a little black paint and paint around the crews or riders. In the case of the Land Speeder there is a convenient inner cabin area which can be painted black. You can also add engine details to vehicles by painting exhausts and exposed engine areas black. If you wish these can be painted over with Chainmail or Mithril Silver in the same way as described for the weapons on the infantry models. Little touches like this will really help to bring models to life.

A final refinement is to add the markings which identify the vehicle's company and squadron. Every army has its own organisational system and obviously these dictate which marking can be applied to your force. We don't have room to describe the insignia for Imperial Guard, Ork, Eldar, etc in this article, but you can see some examples in our Blood Angel Army.

BLOOD ANGEL ARMY FLAGS AND COMPANY BANNERS



Company No1 Terminators
Blood Red background with Bleached Bone symbol

Medic
Blood Red background with Sunburst Yellow symbol

Chaplain
Blood Red background Bleached Bone skull

Whirlwind
Blood Red and Sunburst Yellow background with Enchanted Blue divide

Vindicator
Blood Red and Enchanted Blue background with Sunburst Yellow lightning flash

Land Raider Command Vehicle

Rhino Command Vehicle

Permission to photocopy for personal use.

Blood Angels Vindicator and Whirlwind squadrons

The Blood Angel Rhinos carry a square in their company colour across the rear hatch area. As the rear hatch is square this defines the area nicely and makes it easy to paint. If the colour is quite light you will have to paint the square white before repainting with the proper colour, otherwise the paint won't cover properly. If you wish you can leave it at that, and you'll be able to identify which vehicles belong to each company. If you want to go one stage further you can paint the Tactical, Assault, Devastator, Veteran (Terminator) or Scout markings onto the Rhinos which correspond to those detachments. HQ Units have the Chapter symbol instead – we used a transfer for this. You will notice that not all the markings on the Blood Angels Rhinos are white: the variant colours are designed to distinguish between the otherwise identical detachments of the Devastator, Assault, and Tactical Companies. In Battle Companies there is no need for this as each detachment has a different symbol.

All the markings were painted using white paint and a steady hand. Even markings which were going to end up blue, red or yellow were initially painted white to provide a good base for the final colour. There is no secret to painting a straight line, just take your time and don't overload your brush with paint.

As you apply the paint draw the brush back in the direction of the bristles so that the tip stays in a stable position. If you try and push the brush or draw it sideways the tip will bend about and make the line wiggly. Once the symbol is dry you can repaint the final colour if necessary. You'll find a thinned solution of paint is all you need to colour the white. In the case of a red symbol you will need a couple of coats to ensure the symbol doesn't look pink because of the white showing through. If you mix a little yellow into the red this will help to eliminate any pinkness.

If you look at our Blood Angel army you will see that many of the other vehicles have a colour scheme unique to their squadron. In the case of bikes the bike itself is black with details of engine casing in Chainmail. The bike has a large fairing which is ideal for the Chapter badge, the winged blood drop. We used a transfer although an alternative would be to paint the blood drop itself. Each bike squadron is identified by a distinctive coloured nose section. This was painted white initially and then repainted in a distinguishing colour once the white base coat was dry. The Land Speeder squadrons are distinguished by the colour of their weaponry.

The Vindicator and Whirlwind squadrons introduced support units to our army. In Space Marine Chapters the general rule is that these units get their own colour schemes and markings which are distinct from the general Chapter colours and markings. The Whirlwinds, for example, are basically black with a red missile launcher. The Chapter badge is shown in black on a white circle on one side of the Whirlwind. This is the standard Chapter identification for a vehicle support unit, although the background colour and Chapter badge colour vary depending on the colour of the vehicle itself. The white circle is painted over the round side hatch. Use a fine brush and a thin coat of white to draw in the basic shape, and then repaint the white until you can no longer see the black. It may take several coats to achieve this because the black will show through the white very easily.

The Chapter badge is a simple blood drop symbol in red painted over white. The other side of the vehicle shows the badge of the specific squadron. The general rule for Blood

SYMBOL COLOURS

COMPANY COLOUR	DETACHMENT 1	DETACHMENT 2	DETACHMENT 3	HQ
DARK COLOUR	BLUE	WHITE	YELLOW	WHITE, YELLOW OR RED
LIGHT COLOUR	DARK BLUE	BLACK	RED	BLACK or RED

Angels is that the badge consists of a square background divided diagonally into two coloured triangles. The bottom triangle is always Blood Angel Orange, the Chapter's own colour. The top triangle is a distinguishing colour unique to that squadron, yellow in the case of the Whirlwinds. The diagonal divide takes the form of either a straight coloured bar or a symbol, which can also be used on its own or as a decorative feature on the vehicle. In the case of the Whirlwinds the dividing feature is a simple blue bar.

The Vindicators have the same system of markings with Chapter badge on one side and a squadron badge on the other. The Chapter badge is a transfer applied over a white circle. The Vindicator squadron badge has a blue top triangle divided by a lightning flash. Painting detail like this needs a very steady hand but it is entirely optional. When we painted our Vindicators we decided to go for a super-detailed unit just to show what can be done. To emphasise the entire frontal area the Vindicators are painted with flames which makes them look really spectacular. This individual look is often used by Blood Angel support squadrons and it makes the units stand out from the Space Marine Companies on the battlefield. To paint the flames the design is painted in white. Once this is dry the flames are painted in using Go Fasta Red and Bad Moon Yellow, graduating the colours to emphasise the flame effect.

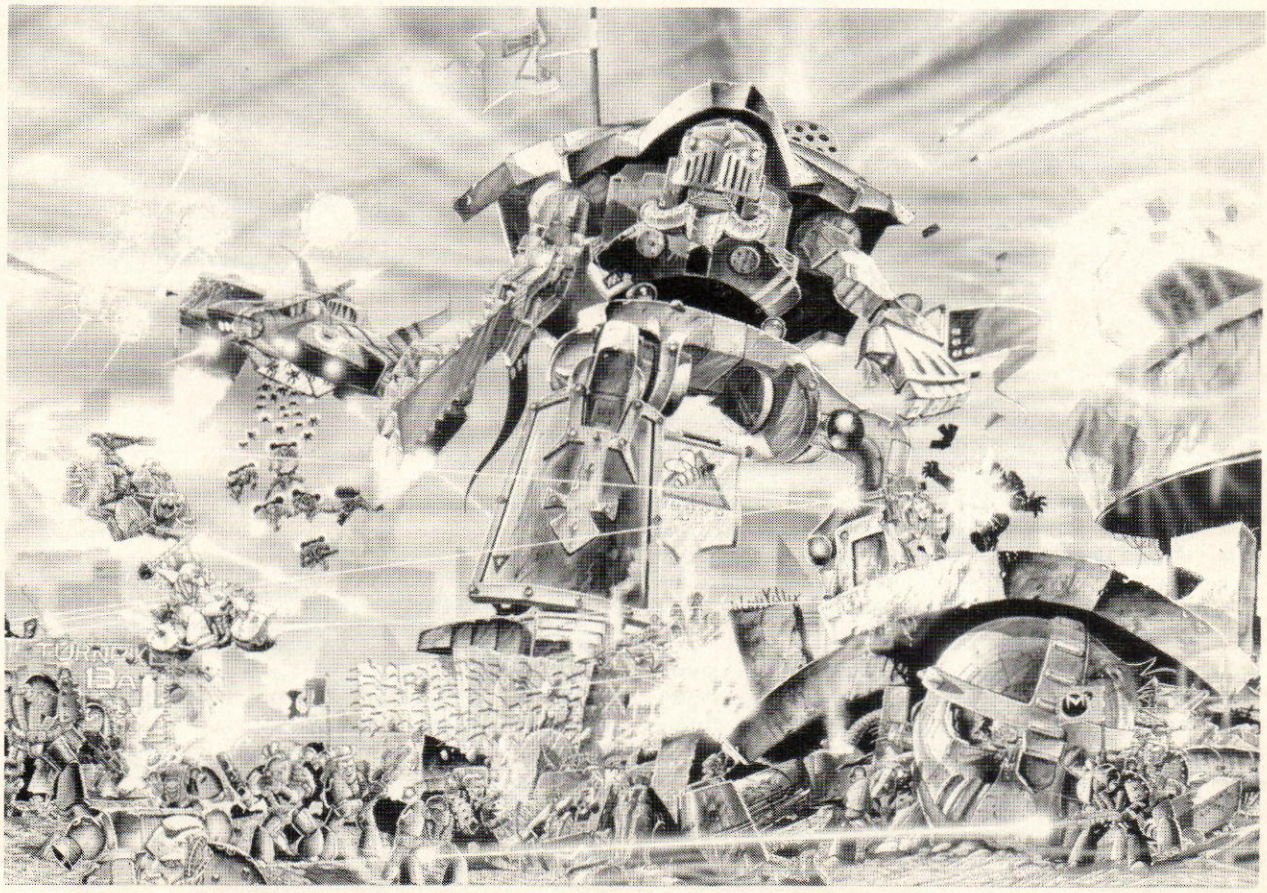
Support units also differ from the Rhinos in that each vehicle has its own square flag which shows the Chapter colour and symbol on one side and the squadron badge on the other. You don't have to make your own banners of course, but it's well worth the effort. The banner pole is made from a pin with the point removed and painted black. The banner is made from a ribbon of paper in the same way as the Space Marine HQ banners.

THE WARLORD

The Warlord Titan belongs to the Iron Skulls Legion of Titans. Titan Orders can form independent armies in their own right, or smaller Titan forces may be dispatched to fight alongside Space Marines or Imperial Guard. Our Warlord belongs to such a force, the Titan and its crew have been sent to support our Blood Angel Marines. We may decide to add more Titan Legion troops later, either in the form of support troops or more Titans, and eventually we'll take the Titans aside and produce an entire Iron Skulls army. Meanwhile our Titan looks and performs more than adequately, providing a pivotal part of the army on the battlefield.

Titans are ancient and revered machines, each one totally individual in its detailed construction and colour scheme. Some of the Titans are so old that they took part in the Horus Heresy itself, and every one has fought in thousands of battles over the last ten thousand years. These old warriors are all known by their own names, and their histories and various details of their modifications provide a constant source of heroic legend amongst the adepts of the Adeptus Mechanicus and the Technicians of the Titan Legions.

Although the colour schemes of each Titan are unique, Titan Legions usually stick to a few distinctive colours, which makes any exceptions look all the more striking! For example, our Warlord is Warlord Tricranium the Great, better known to the Titan crews as Old Three Skulls. Like most of the Iron Skulls he is painted in red, yellow, gold and black. We have made an Iron Skulls banner for Old Three Skulls, and he has his own special weapons banner showing his badge of three black skulls on a yellow background.



KEVIN WALKER

Old Three Skulls – Warlord Titan from the Iron Skulls Legion

We assembled the Titan model from its component parts, using a modelling knife to trim away the plastic moulding marks. At this stage the weapons were left off to make the Titan easier to paint, otherwise the weapons make it difficult to reach into the recesses of the model. The weapons were painted separately and glued into place when the Titan was complete.

The first stage in painting the Titan was to apply a white undercoat to the entire model. Although a black undercoat would normally be used for the metallic areas, on this occasion a slightly different technique was used to produce the metallic effect.

Starting with a white undercoat a slightly thinned coat of Chainmail was painted on where the finished effect was intended to be metal. Once dry a special mix of Brown and Blue Ink was prepared on the palette and thinned down slightly with water. The dry silvered areas were painted with the mixture and allowed to dry. This ink wash intensified the colour and produced a dull metallic sheen rather than a silvery glint. The fact that the silver takes very poorly over the white undercoat doesn't matter as the ink wash will make the surface look more solid. This technique is especially effective over large and highly detailed areas.

Once the ink had dried the metal surface was carefully drybrushed firstly with Chainmail and then more lightly with Mithril Silver to bring out the highlights. The overall effect is very pleasing and well worth the extra effort on a model of this size. On a smaller model this wouldn't have worked at all and the better option would have been a black undercoat followed by Chainmail paint – a technique which could have been used on our Titan too, of course.

Before continuing to paint the red areas any splashes of paint or ink on the undercoat were painted over with white and allowed to dry. The basic colour for the red areas was Blood Red with highlights painted in with Blood Angel Orange graduating into Skull White. These highlights could have been drybrushed in, but on a large model a better result is achieved by actually painting in the highlight and blending it properly.

Leave the base coat to dry then add the highlight. While it is still wet use a second brush to fade the edge out. Note that you are not blending wet colours together but drawing out the paint to produce a blended effect. With Old Three Skulls we used white to highlight the red because we were going to apply a Yellow Ink glaze later, otherwise the white would look too pink. Without the ink it would have been more appropriate to use a yellow highlight, adding white to the yellow for extreme highlights and raised detail.

Once the highlights were dry a mixture of Red and Yellow Ink was applied very thinly over the areas of red paint. This technique is called glazing, and its effect is to intensify the colours and make them really glow. The important thing to remember is to use much less ink than you would for a shading wash: the idea is to apply a thin, even coat without the ink running into crevasses in the model. Of course, with a wash the idea is exactly the opposite – you want the ink to run into the crevasses so more ink is used.

Once the ink was dry details were painted in. The gold banding round the armour is Shining Gold with a little Brown Ink added to darken it slightly. You'll find that the Citadel inks and paints are fully intermixable in this way and the ink is especially useful for tinting a metallic colour. To paint the black and white checks round the Vortex Torpedo first paint the area white. When the white is thoroughly dry take your finest brush and thin down a little black paint. Using the extreme tip of the brush and not too much colour paint a grid pattern over the surface. Obviously this requires a steady hand and a brush with a good point, so it is important to take your time and be as neat as you can. The grid must be as straight as possible. Once you have painted the grid it is simply a matter of colouring every alternate square black.

The Titan's banners are made from paper and are painted flat before they are attached to the model. Painting banners is a whole matter in itself, and one which we don't have time to go into here, but the procedure is basically the same as for painting the model.

Our Titan has been given a textured base rather than the flock bases used for the infantry troop stands. An area as large as this is difficult to flock without it looking furry so we prefer to do a fully painted base. This is done by using PVA glue and sand. The upper surface of the base is painted with PVA glue and then dipped into a shallow tray of sand in the same way as when applying flock to troop stands. Once the glue is dry, and the excess sand gently brushed away, the base is painted Goblin Green and, when this is dry, drybrushed with Bilious Green. The sand texture takes to the drybrushing technique very well and you'll find it is possible to lighten the overall shade by progressive drybrushing.

A combined Orky force of Snake Bites, Goffs and Bad Moons assault a Blood Angels Space Marine border fortress.

SPACE MARINE™

ALAITOC CRAFTWORLD VS THE BLOOD ANGELS

AN EPIC BATTLE REPORT BY ANDY CHAMBERS & JERVIS JOHNSON

When Jervis and I started putting together armies for Space Marine, it seemed a natural progression to take the forces we'd already painted in 28mm and create Epic armies using the same colour schemes. These armies would also provide the opportunity for us to continue our bitter battles between the forces of the Alaitoc Craftworld and the Blood Angels Space Marines. For those of you who missed it, our last battle report in WD 141 detailed the narrow defeat of Jervis' Alaitoc forces by the Blood Angels under my command.

With the arrival of the new, improved Space Marine rules, Jervis and I both jumped at the chance to escalate our struggles on the Warhammer 40,000 battlefield up to the maximum mayhem quotient of Epic scale!

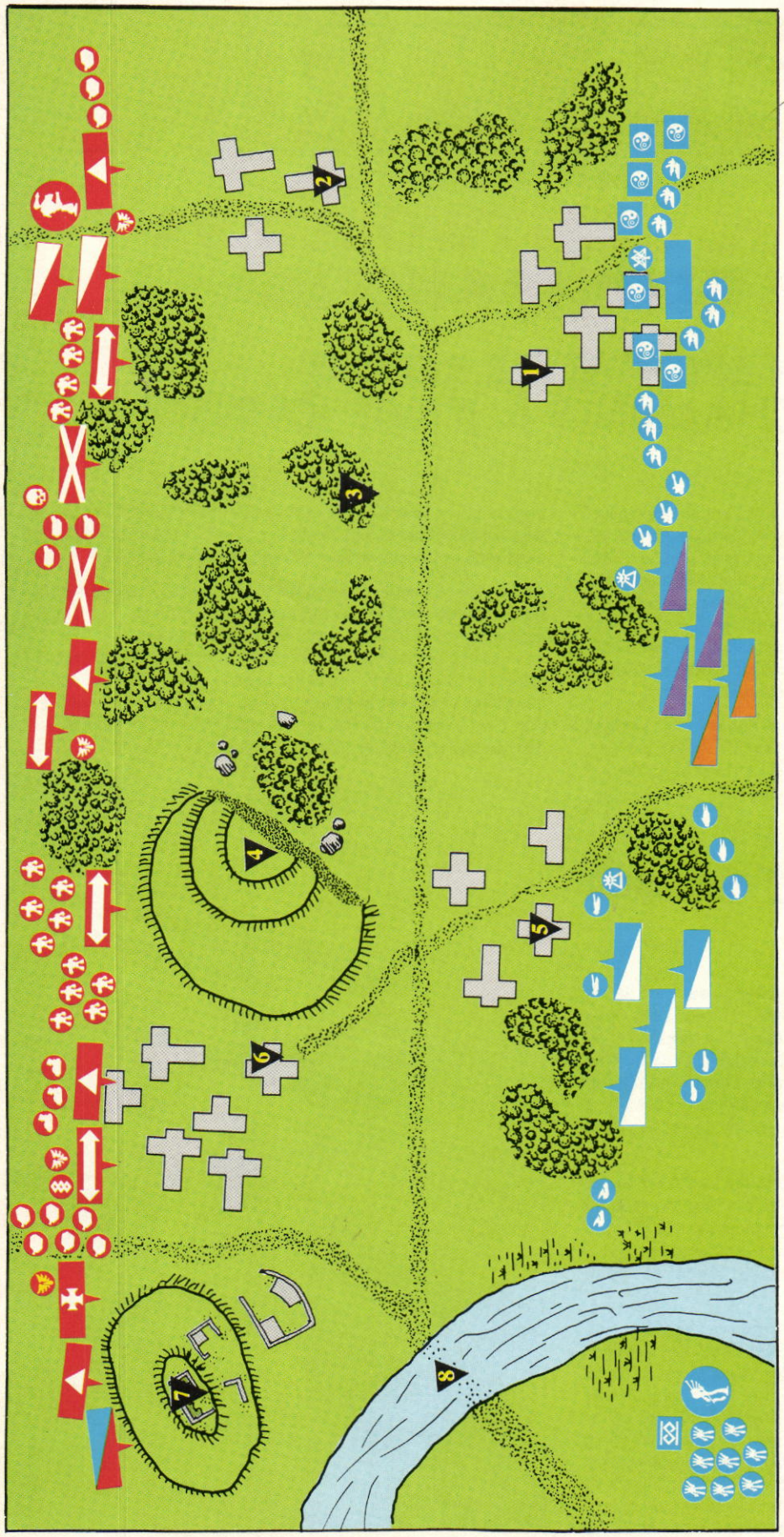
We wanted to make this a truly apocalyptic struggle so we decided to play the game with 6000 points a side. This comprised the entirety of Jervis' Alaitoc force and almost all of the Blood Angels. Under the new rules, Space Marine games are played until one player gains a preset number of points and achieves victory. Points are awarded for controlling objectives and breaking enemy units. In this game we would be playing to 55 victory points.

Once again we played the game here at the studio on one of our 8' x 4' tables, setting up the terrain using the random system included in Space Marine. The game itself took a full day to play to its conclusion and was a challenging one for both us, if only because of the mammoth forces we had to control.

In the battle Jervis used several of the new and exciting models that have been developed for the Eldar. Over the last few weeks, we've both been feverishly working on rules for these and we were eager to try them out. These new models consisted of an Eldar Avatar, the living embodiment of the shattered Eldar war god Kaela Mensha Khaine; two Warp Hunters, large grav-tanks built around huge distortion cannon and able to tear a gaping hole in the fabric of reality; a pair of Wave Serpents, special Eldar assault carriers which create a rippling bow-wave of energy that can be used both for protection or as a weapon and finally two Prism Cannon, which concentrate and intensify the power of several smaller units such as lascannon into a single, devastating blast.

As in previous battle reports, we used a polaroid camera to take pictures throughout the game and kept notes on the moves and casualties for later reference. I then used these to re-shoot the photos for this article with proper lighting and cameras. Unlike previous battle reports, we've written up the events of the battle from a neutral standpoint, confining our own commentaries to the sections on planning, deployment and our post-battle conclusions.

WAYNE ENGLAND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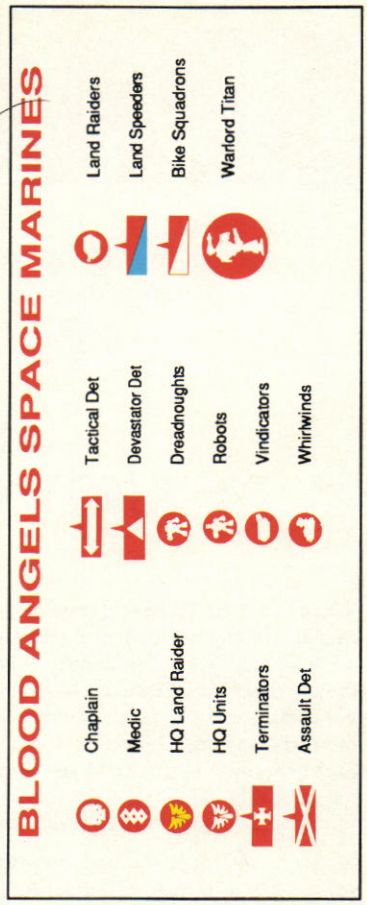
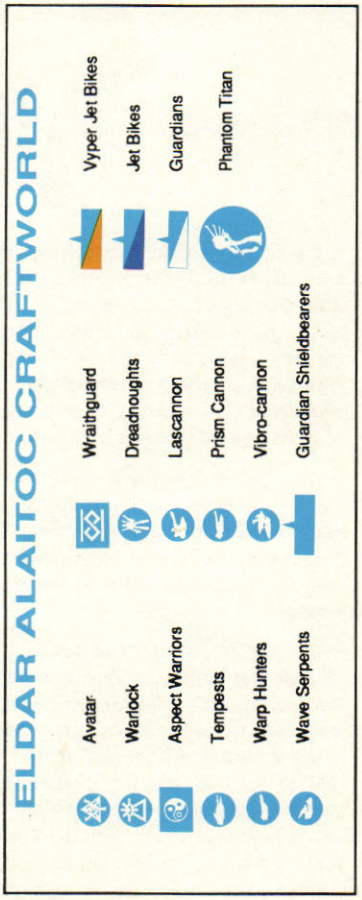

BLOOD ANGELS SPACE MARINES
Chaplain
Tactical Det
Land Raiders
Medic
Devastator Det
Land Speeders
HQ Land Raider
Dreadnoughts
Bike Squadrons
HQ Units
Robots
Warlord Titan
Terminators
Vindicators
Assault Det
Whirlwinds


ELDAR ALAITOC CRAFTWORLD
Avatar
Wraithguard
Vyper Jet Bikes
Warlock
Dreadnoughts
Jet Bikes
Aspect Warriors
Lascannon
Guardians
Tempests
Prism Cannon
Phantom Titan
Warp Hunters
Vibro-cannon
Wave Serpents
Guardian Shieldbearers

THE ELDAR PLAN

(JERVIS JOHNSON)

As we were playing a 6,000 point game my choice of which units to take was simple – I've only got a 6,000 point Eldar army so I took the lot! Now all I had to do was come up with my master plan...

After winning the deployment dice roll, I was presented with my first tactical decision: which table edge should I choose for my set-up? The most obvious edge to take was the top one. This half of the table contained five objectives and had plenty of cover. However, a large proportion of my force (the Jet Bikes, Vypers and Aspect Warriors) are at their best in close combat. My favourite tactic for these troops is to move them into dense terrain in the opponent's half of the table, from where they can employ their 'hit and run' close combat attacks without being gunned down as they move about.

With this in mind, I wanted to try and move them into the top-right quarter of the table, where the thick woods and large buildings would provide them with excellent cover. This would also and block off most of Andy's lines of sight, cutting down the amount of incoming fire they would take. Therefore I plumped for the bottom edge of the table as my set-up zone.

For the reasons described above, I planned to use the Jet Bikes and Aspect Warriors on the right flank while the rest of my army would go in on my left where the more open terrain would suit their style of fighting.

When formulating your plan, it is vitally important to pick out which objectives you want to try and capture. Doing this in advance makes it easier to decide how best use your forces to achieve your ends. In order to win the game you really need to capture at least five objectives and probably six. Don't go for all eight – you'll just stretch yourself too thin and get gunned down early in the game. I usually pick five 'primary' objectives that I'll attempt to capture and hold at all costs, plus one or two 'secondary' objectives that I'll have go at if the circumstances are right.

I decided to place the Phantom and Wraithguard on the extreme left, where they could advance and capture objective 8. The War Host would capture objective 5 and then dismount to occupy the nearby buildings and woods. These forces would be supported by the bulk of my other 'long range' specialists – Tempests, Prism Cannon Guardians and Warp Hunters – plus the Harlequins, mounted in the new Wave Serpents. Most of these troops would be used to enter a firefight with whatever forces Andy had in the area, hopefully blowing enough of them away so that my Harlequins would easily capture objective 6 once they reached it.

I placed my Vypers towards the centre of my line. From here they could charge quickly into the woods on Andy's side of the table (capturing objective 3 in the process), or be redirected to my right or left flanks if needed. I also placed a Warlock and some Lascannon here, to provide a bit of long range firepower in the centre of the table.

The Aspect Warriors were placed behind the buildings on the right, along with all my Vibro-cannon and a small group of dismounted Guardians. The Guardians would be used to hold objective 1, while the Vibro-cannon would provide supporting fire and make Andy think twice about occupying any of the buildings around objective 2. I then planned to use the Aspect Warriors to work their way forwards through the woods and capture objective 2. Once this was safely in my hands, the Aspect Warriors would swing left and try to capture objective 3 if the Jet Bikes had not already done so.

My plan was now complete. I had five 'primary' objectives (counters 8, 6, 5, 1, 2) and one secondary objective (counter 3). I would quickly seize the objectives on my half of the table, use the Harlequins to capture objective 6 supported by the bulk of my Guardians. The Aspect Warriors were set to capture objective 2 and the Jet Bikes, if the circumstances were right, to take objective 3. I hoped that this the plan would also allow me to use each troop type to their best advantage, emphasising their strong points and minimising their weaknesses.

ARMY STRENGTHS & WEAKNESSES

It's important in Space Marine to keep in mind the strengths and weaknesses of *all* the units in your army. The Eldar are particularly interesting in this regard because each type of unit is quite specialised. However, it is possible to split the units into three broad categories; 'fast attack' units (Jet Bikes and Vypers), Aspect Warriors (including the Avatar, Exarchs and Harlequins) and Guardians (War Hosts, Tempests, Phantom Titans, Vibro-Cannon and other supporting units).

The Jet Bikes and Vypers make excellent 'fast attack' units. They are highly mobile and can be on top of your opponent before he knows what's hit him. Their close assault factor of +3 also makes them extremely good in close combat. On the other hand, they are very vulnerable to enemy fire and next to useless sent against infantry that are in woods or buildings.

The Aspect Warriors are awesome close assault troops, a match for even the dreaded Terminators. However, they are also very vulnerable to enemy fire and because they are not as fast as the Jet Bikes you must take care to move them up under cover. This means that they are very poor at fighting in open terrain.

The rest of the Eldar units are just about the opposite of the Jet Bikes, Vypers and Aspect Warriors. They excel in long range fire-fights, but suffer badly if the enemy manages to close in. For this reason you should get them into a good firing position as early as possible and then stick them on first fire orders so that they can blast away at the enemy to best effect.

STEPHEN TAPPIN

SPACE MARINE PLAN

(ANDY CHAMBERS)

Having six thousand points meant I would be able to field nearly the entire Blood Angels army. I therefore set about picking my force safe in the knowledge that for once I wouldn't have to compromise my choices due to lack of points.

I started by selecting my company cards. I always prefer to field as many full companies as possible. The higher break point of these larger formations means they can survive casualties for much longer before having to check morale or give away any precious victory points to the opposition.

Of course when a company breaks, all of its detachments have to check their morale (not all of its stands like it says on the playsheet) and your opponent gets a whole bunch of victory points, something which could swing a whole battle. But the principle is that by the time your own companies are close to breaking, your opponent's formations should already be in little pieces on the floor.

The first two companies I chose were a Space Marine Tactical company and a Battle company. The Tactical company is reasonably cheap and supplies plenty of excellent Space Marine Tactical squads. The Battle company's mix of Tactical, Assault and Devastator Space Marines makes it an ideal formation for all occasions.

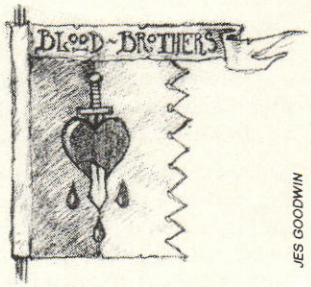
As I would be up against Eldar and their plethora of skimmers, I wanted plenty of Devastator stands to threaten the Falcon Grav-tanks when they started to make pop-up attacks. (Skimmers on first fire orders can make a special pop-up attack, rising up from behind cover to shoot in the first fire phase and then dropping out of sight again before the advance fire phase.) Hence the third company I selected was a Devastator company. Although expensive, the firepower of eighteen Devastator squads is quite phenomenal.

JES GOODWIN

The fourth and final company I chose was a Land Raider company. Though the Land Raider company is rather brittle, with a break point of only five, Land Raiders are actually very tough tanks, with good firepower, armour and speed. These attributes, combined with the fact that they are relatively cheap at 600 points for a company of ten, makes them a very good buy. I knew that the Eldar would be using a Titan and the Land Raiders would be one of the few things in my army that could hope to penetrate a Phantom Titan's tough armour.

I now turned my attention to the support cards. Each full company in my force entitled me to use five support cards, so with four companies I could potentially purchase up to twenty cards! Obviously I didn't have anywhere near enough points to obtain all of these, but I could try and cover some types of units I didn't have at company strength.

First of all I wanted some Whirlwinds. The indirect barrage support they can provide would come in very handy wherever I deployed them. Vindicators are a personal favourite of mine, so I took a squadron of them for old times' sake, though their monstrously potent gun demands the respect of any opponent. I also took an extra detachment of Space Marine Assault troops as their high close assault factor and jet-packs make them extremely good at storming objectives. Naturally, I couldn't fight such a major battle without taking some elements of the veteran no. 1 company along so I also bought a Terminator detachment.



JES GOODWIN

In an attempt to stop some of the inevitably numerous Eldar Jet Bikes swarming all over me, I took a single squadron of Land Speeders. In a similar vein I also took two squadrons of Bikes, slightly less mobile than Land Speeders but cheaper. It is incredibly easy to get both Bikes and Land Speeders killed quickly by charging rashly into the heart of the enemy. On the other hand, if used well, they can be devastating. In another of my recent battles, a squadron of five Land Speeders single-handedly destroyed a Reaver Titan by just outmanoeuvring the Titan and hitting it repeatedly with their potent Multi-Meltas. Two rounds of combat and the Reaver was a bubbling pool of plasma!

Another personal favourite of mine are Dreadnoughts and robots. I find them really handy for close support of infantry both in attack and defence. Though walkers aren't as tough as tanks, they are cheap, fairly numerous and tough enough to bolster up infantry. Although their limited programming can be frustrating, robots also have the advantage of only breaking once they've been completely wiped out. I therefore took a single Dreadnought detachment and two detachments of robots.

The total points value of my company and support cards so far was five thousand points, leaving me one thousand points to spend on up to four special cards (one per company). I already knew exactly what I wanted from the special cards: a Warlord Titan plus the Blood Angels' Chaplain and Medic. Total cost exactly one thousand points!

There's no way I would fight a battle this large without taking at least one Titan. All that yummy firepower, concentrated in one place and protected by void shields and hefty armour is just too useful too ignore. The Chaplain and Medic are relatively cheap and supplement the troops they accompany with a handy +1 close assault factor or 5+ saving throw respectively. So, with my forces all selected it was time to come up with a plan.

After examining the terrain and the positions of the objectives my initial thought was to mass my forces exclusively in the more open terrain on my right flank. The thing that made me

uncomfortable about the centre and left was the relatively close terrain. The assortment of highly potent Eldar assault troops in Jervis' army – Striking Scorpions, Howling Banshees, Harlequins and Exarchs – are all virtually untouchable in close combat and would have plenty of cover to advance through. On top of this, his Jet Bikes would doubtless be dogging my every move and making the woods in the centre a very dangerous place to be.

Massing on my right would prevent me having to play hide-and-seek with Jet Bikes and Vypers amongst the woods in the centre and probably give me enough forces to overrun objectives 4, 5, 6, 7 and 8 relatively easily. The problem with this plan was that it would leave my left flank open to attack from whatever Eldar forces were left unchallenged on the rest of the table. I could leave a portion of my forces to guard the left, but that would reduce the amount of troops I had to attack objectives 5 and 8, potentially pushing my casualties up to an unacceptable level. The other problem with massing my forces exclusively on the right was the simple fact that it would be physically hard just to deploy them all efficiently in such a limited area.

So, after scrapping my first idea I decided to try a slightly more conservative deployment which stretched across the whole table, but still massed a significant portion of my forces on the right. The idea was to try and 'pin' the Eldar to prevent them redeploying forces against my main attack up the right flank. I would launch this attack as soon as I had weakened the Eldar defenders enough to move forward without taking horrendous casualties as I crossed the open ground.

It was still important for me to place a strong force on the right as three objectives lay easily within my reach and a fourth, objective 8, would be a relatively easy acquisition. Even if I decided not to attack objective 5 it would be essential to keep a strong grip on the area and deny these objectives to the Eldar.

The holding forces in the centre and left would advance and grab objectives 2 and 3 and then push forward to grab objective 1 if resistance turned out to be weak. If the holding forces came under too much pressure they would withdraw and try to inflict maximum casualties and slow the Eldar down while I put in a counterattack elsewhere.

The main advantage of this plan was that if the Eldar deployment proved to be completely incompatible with my fiendish plans I would be able redeploy troops fairly easily. This would allow me to exploit weaknesses and cover gaps, instead of tying my fate inextricably to the action on the right flank.

You can see my overall position on the deployment map and a few points are worth noting. First of these is the placement of the robots in the centre. These robots were programmed with capture orders so they would advance up the hill and then go onto first fire orders and guard the objective. In this way, they would form a strong 'hinge' for my advance on the right and protect the objective at the same time.

The second is the placement of the assault troops in the centre. This was done for two reasons: to have them in a position to move and reinforce either flank and to make use of their jump packs to overcome the difficulties of moving through the heavily wooded area. Finally, I tried to place my devastators in areas where they could not only get into cover in the first turn, but also have reasonable fields of fire, thus allowing them to stay on first fire orders throughout the rest of the game.

JES GOODWIN

ARMY STRENGTHS & WEAKNESSES

The Space Marine army definitely benefits from having quality infantry. Even tactical squads have a close assault factor of +2 and a morale value good enough to turn opponents green with envy. In addition, these splendid troops come complete with Rhinos, whose high speed makes them invaluable for advancing forces onto objectives early in the game. Excellent specialised types of infantry also abound, with Assault troops, Devastators, Veterans and the much-feared Terminators available to fulfil any required task. The Space Marines have some excellent battle tanks in the Land Raider and Vindicator, both of which have a reasonable speed, solid armour and good firepower.

The Space Marines also have some good light equipment. Land Speeders and bikes are useful for their high speed and close combat ability, though they can be a little fragile. Barrage support is furbished by Whirlwinds, Mole Mortars and Thudd Guns.

Nonetheless the Space Marines' biggest strength is its infantry and consequently they are best used in terrain which affords plenty of cover.

The greatest failings of the Space Marines are their lack of heavy artillery and powerful, super heavy tanks, such as those used by the Imperial Guard. The nature of the Space Marines as a rapid deployment force makes it impossible for them to lug such hefty pieces of kit around the galaxy. Inevitably they can sometimes run into heavily armoured opponents, like Titans, which they have great difficulty dealing with. Hence it's always wise to include a Titan or two with a Space Marine force to handle the big stuff.

ALAITOC ELDAR CRAFTWORLD ARMY

1 Avatar

1 Harlequin Troupe
(4 Harlequin stands)

2 Warlocks
(each with 1 Warlock & 1 Falcon Grav-Tank)

1 Striking Scorpian Aspect Warriors
(4 stands)

1 Dark Reaper Aspect Warriors
(4 stands)

1 Howling Banshee Aspect Warriors
(4 stands)

1 Swooping Hawk Aspect Warriors
(4 stands)

1 Dire Avenger Aspect Wariors
(4 stands)

1 Fire Dragon Aspect Warriors
(4 stands)

1 Tempest Squadron
(3 Tempests)

1 Warp Hunter Squadron
(2 Warp Hunters)

1 Wave Serpent Squadron
(2 Wave Serpents)

1 Wraithguard detachment
(4 Wraithguard stands)

2 Dreadnought detachments
(each with 4 Dreadnoughts)

1 Anti-Grav Lascannon Battery
(3 Lascannon stands)

2 Prism Cannon Batteries
(each with 1 Prism Cannon and 3 Lascannon stands)

3 Vibro-Cannon Batteries
(each with 3 Vibro-Cannon stands)

1 Guardian Shieldbearer detachment
6 Guardian stands)

2 Vyper Jet Bike Squadrons
(each with Vyper 5 stands)

3 Jetbike Squadrons
(each with 5 Jet Bike stands)

4 Guardian detachments
(each with 6 Guardian stands and 3 Falcons Grav-Tanks)

1 Eldar Phantom Titan

Total Points: 5950

BLOOD ANGELS SPACE MARINE ARMY

1 Chaplain
(1 Chaplin stand and 1 Rhino)

1 Medic
(1 Medic stand and 1 Rhino)

1 HQ Land Raider

3 HQ Units
(each with 1 Command stand and 1 Rhino)

1 Terminator detachment
(4 Terminator stands and 2 Land Raiders)

2 Assault detachments
(each with 6 Assault stands and 3 Rhinos)

4 Tactical detachments
(each with 6 Tactical stands and 3 Rhinos)

4 Devastator detachments
(each with 6 Devestator stands and 3 Rhinos)

1 Dreadnought detachment
(4 Dreadnoughts)

2 Robot Detachments
(each with 5 Robots)

1 Vindicator Squadron
(3 Vindicators)

1 Whirlwind Squadron
(3 Whirlwinds)

3 Land Raider Squadrons
(each with 3 Land Raiders)

1 Land Speeder Squadron
(5 Land Speeder stands)

2 Bike Squadrons
(each with 5 Bike stands)

1 Warlord class Titan

Total Points: 6000

TURN ONE

The Eldar won the initiative and forced the Space Marines to move first. The Blood Angels rumbled into the buildings and ruins on their left and advanced into firing positions according to plan. The forces in the woods and the buildings on the right deployed poorly, some impeded by the need to manoeuvre around the dense terrain and some slowed to a crawl by only having advance orders.

The only exception to this confusion was the Blood Angels Assault troops who quickly negotiated the woods with the aid of their jump packs and seized objective 3. The Devastators on the right advanced to objective 2 but only managed to deploy two squads onto the objective, the rest dismounting into the building behind. The Space Marine Bike squadrons wheeled away further to the right, deviating from their intended route to avoid the massed Eldar firepower ahead of them.

The Eldar moved decisively against the Blood Angels weakly deployed forces. On the right Exarchs pounced on the Space Marine bikes while Vyper Jet Bikes swept into the woods to attack the Space Marine Vindicators and Rhinos. On the left and right Eldar Guardians moved forward to occupy both towns. The Wraithguard with the Eldar Phantom in their midst strode forward along the left bank of the river towards the ford and objective 8.

During the combat phase a sharp exchange of fire on the left resulted in the destruction of one of the Terminators' Land Raiders by an Eldar Tempest and the demise of three Eldar Dreadnoughts, smashed by the Devastators' missile launchers. On the right the Exarchs demonstrated their crushing superiority in close combat and easily swept away four of the Space Marine bike squads. They then exhibited the one failing of such superlative troops by losing one of their squads to fire from the Land Raiders which had advanced behind the bikes, waiting for just such an opportunity.

The Space Marines' Titan and Devastators rained fire upon the approaching Eldar, wrecking three Vibro-cannon and killing a squad of Dark Reapers. One of the Devastator squads on objective 2 was destroyed by return fire. Close assaults by the two squadrons of Eldar Vypers in the woods destroyed the entire Vindicator squadron without a casualty as well as two of the Assault troops' Rhinos for the cost of one Vyper.

ELDAR ALAITOC CRAFTWORLD

- Avatar
- Harlequins
- Warlock
- Aspect Warriors
- Tempests
- Warp Hunters
- Wave Serpents
- Wraithguard
- Dreadnoughts
- Lascannon
- Prism Cannon
- Vibro-cannon
- Guardian Shieldbearers
- Vyper Jet Bikes
- Jet Bikes
- Guardians
- Phantom Titan

BLOOD ANGELS SPACE MARINES

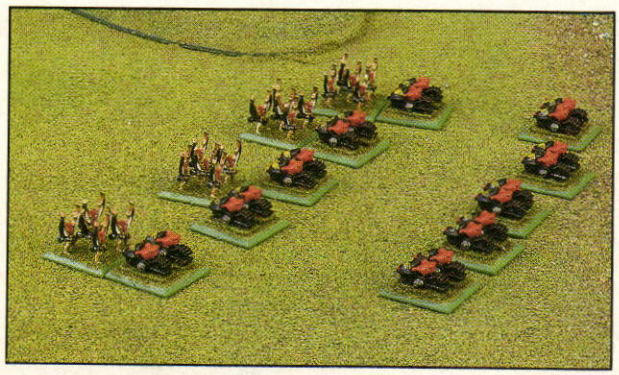
- Chaplain
- Medic
- HQ Land Raider
- HQ Units
- Terminators
- Assault Det
- Tactical Det
- Devastator Det
- Dreadnoughts
- Robots
- Vindicators
- Whirlwinds
- Land Raiders
- Land Speeders
- Bike Squadrons
- Warlord Titan

The opposing forces advance to seize their turn one objectives on the right flank

TURN 1 TACTICAL NOTES

CLOSE COMBAT

The Space Marines lost quite a lot of squads and vehicles in close combat on the first turn. This is because close combat in Space Marine is particularly deadly. Close combat occurs when squads or vehicles on charge orders end their movement in contact with enemy units. Both players roll dice and add their unit's close assault factor to the roll. The player with the lowest total loses the combat and is destroyed – no saving throw! As you can see, assault troops with jet packs, Bikes, Jet Bikes and Rough Riders - which all have high close assault factors and move fast, can be tremendously effective if they're used in the right way.



Eldar Exarchs ambush the Space Marine Bike Squadron

Many people throw their specialist close combat troops into a fight without much thought about the consequences. This usually results in the troops being gunned down by enemy fire in a number of ways. Vehicles or squads on first fire can shoot at close combat opponents before the combat is resolved and this can account for a lot of would-be attackers. If they manage to survive this fire and the subsequent close combat, they can still be atacked. Nearby enemy units on advance orders (or units which have first fire orders but have waited until the advance segment) can fire on enemy close combat troops after they've killed their opponents and should always do so unless they want to be next!

One way to avoid having your close combat troops shot at in this way is to use them to 'ambush' enemy units. This means that you pick out and attack small groups of enemy troops who are on their own, unsupported by other forces and preferably on advance or charge orders so they can't shoot back! The attack by the Eldar Vyper squadron on the Space Marines' Vindicators in turn one is an excellent example of a close combat 'ambush' attack.

TURN 1 VICTORY POINT TOTALS

Alaitoc Craftworld: 15 VP

Blood Angels : 26 VP

TURN TWO

The Space Marines won the initiative and forced the Eldar to move first. On the left the Wraithguard continued to advance and started to cross the ford. Meanwhile the Wave Serpents pushed forward along the right-hand bank, their distortion fields rippling like a bow-wave before them. On the right two squadrons of Jet Bikes which had transferred across from the Eldar centre engaged the surviving Space Marine Bikes while the Exarchs pushed on to attack the Land Raiders.The Swooping Hawks charged the handful of Devastators holding objective 2, but in the heat of battle Jervis forgot to give orders to the Vypers deployed in the woods, so they were unable to move and wouldn't be able to fire until the advance segment!

Taking advantage of this oversight, vengeful Space Marine Assault troops, led by the Chaplain, leapt on the milling Vypers and engaged them in close combat. Further to the right, Blood Angel reinforcements advanced to support the beleaguered Devastators while the Titan and the Dreadnoughts manoeuvred through the woods to the left of the contested buildings and the Battle company's HQ charged into the combat at objective 2. On the left the Space Marine forces halted to engage the Eldar on first fire, with the exception of two detachments of Land Raiders which advanced out of the town and onto the hill on the extreme left in an attempt to engage the approaching Wraithguard and avoid the oncoming Wave Serpents.

In the combat phase a ferocious firefight broke out on the left. The Space Marine Land Raiders fired on the Eldar Phantom but were defeated by its holo fields, only a single strand of the criss-cross web of lascannon fire struck home to damage one of the Phantom's wing-mounted weapons. Eldar Falcons and Tempests executed their special 'pop-up' attacks, rising above cover to lash at the Space Marines' Land Raiders, almost wiping out one squadron and badly damaging another.

The Blood Angels' Devastators replied by downing a squadron of Falcons, a Warp Hunter and two of the Tempests before the remainder sank out of sight again. The Terminators mowed down four squads of Spirit Warriors as they splashed through the ford and the Eldar Guardian squads around objective 5 punished a Space Marine Tactical detachment for remaining positioned on the hill without cover.

In a roiling melee in the centre the Vypers were almost wiped out, though not without cost to the Assault squads attacking them. On the right the Exarchs lost another stand to the Land Raider's fire before they ripped one of the Land Raiders to pieces in close combat. At objective 2 the combined fire of the Devastator squad and the Company HQ succeeded in killing only a single Swooping Hawk squad and the Blood Angels were destroyed in the subsequent close combat, leaving the objective firmly in Eldar hands. The Eldar Warlock on the right succeeded in paralysing the Space Marines' Titan with a Psychic Lock and the remaining Eldar troops started pouring fire into the helpless Titan, downing most of its void shields.

ELDAR ALAITOC CRAFTWORLD

- Avatar
- Harlequins
- Warlock
- Aspect Warriors
- Tempests
- Warp Hunters
- Wave Serpents
- Wraithguard
- Dreadnoughts
- Lascannon
- Prism Cannon
- Vibro-cannon
- Guardian Shieldbearers
- Vyper Jet Bikes
- Jet Bikes
- Guardians
- Phantom Titan

BLOOD ANGELS SPACE MARINES

- Chaplain
- Medic
- HQ Land Raider
- HQ Units
- Terminators
- Assault Det
- Tactical Det
- Devastator Det
- Dreadnoughts
- Robots
- Vindicators
- Whirlwinds
- Land Raiders
- Land Speeders
- Bike Squadrons
- Warlord Titan

Eldar Wraithguard storm across the river into the teeth of Blood Angels' fire – and die!

WAYNE ENGLAND

TURN 2 TACTICAL NOTES

FIGHTING IN BUILDINGS

Fighting close combats in buildings poses special problems. A clever opponent will move into the building to use its 'to hit' modifier to minimise the effects of defensive first fire. The easiest way to avoid this is to space the defending stands throughout the building to prevent attackers moving inside.

In the attack by the Swooping Hawks on objective 2 the Devastator squad and the HQ stands only killed one of the Swooping Hawk squads in spite of rolling a total of four attack dice (the HQ stand could also shoot in the first fire segment because it didn't move at more than its normal rate of 10cm). This was because Jervis sensibly moved inside the building increasing the score the Blood Angels needed from a 5 or 6 to a 7 (a roll of 6 rerolled and scoring 4, 5 or 6).

TURN 2 VICTORY POINTS TOTAL

Alaitoc Craftworld: 29 VP

Blood Angels : 29 VP

TURN THREE

The Eldar won the initiative and forced the Blood Angels to move first. The Space Marine Devastators on the right withdrew from the buildings into the woods, abandoning objective 2 completely. One detachment of Assault troops moved up to support the weakened Blood Angel right flank and a squadron of Land Speeders also arrived having transferred from the left. The remaining Space Marine Assault troops moved in to tackle the two surviving Vypers. On the left a Space Marine Tactical company launched an attack against the Eldar Guardians in the buildings, supported by the Devastators and the robots, which had finally reached the crest of the hill and objective 4.

The Eldar Jet Bike squadrons on the right swooped on to attack the Land Raider squadron while the Exarchs moved in to secure objective 2. The Striking Scorpions then charged in to finish off the handful of surviving Marine Bikes. A third squadron of Jet Bikes careened in to extricate the beleaguered Vypers and grab objective 3, left unattended by the Space Marine Assault troops. The surviving Eldar Prism Cannon swept out of the firefight on the left and moved across to try and reach the Space Marines' now vulnerable Warlord. On the right, the Eldar Phantom Titan waded to the midpoint of the ford establishing tight control of objective 8.

On the right, the Jet Bikes attacking the Land Raiders suffered sufficient casualties from the Land Raiders' first fire to finally break the entire company. They then failed their morale check and were subsequently hammered by the Land Raiders in close combat. In the centre only one of the Vyper units broke, and although the remaining Jet Bikes and Vypers were badly battered by the Blood Angels' Assault troops, they inflicted sufficient casualties to break the Space Marine's Battle company. Fortunately for the Blood Angels only the Assault detachment failed its morale check.

On the left the Guardians switched their attention to picking off the Tactical squads which were storming towards them, but with only limited success. The Devastators surrounding objective 6 supplied some lethal supporting fire to their tactical brethren, downing four more Falcons and another Warp Hunter. A Land Raider was destroyed by the surviving Falcons, breaking the Land Raider company and causing the Land Raiders on the extreme right to go onto fall back orders when they failed their morale check.

Both the Phantom and the Warlord Titans fared badly on this turn. The Space Marine Warlord had its shields knocked down again and the Avatar hurled his Suin Daelle damaging the Warlord's mind impulse unit. The Titan was then caught in a hail of fire as numerous shots from the Dark Reapers and Guardians gathered around objective 1, splattered off its heavy armour. The Phantom tried to dodge and weave through the combined fire of Terminators, Devastators and Land Raiders, but the pattern was too complex and inevitably the Phantom was hit. The Terminators struck first and damaged

ELDAR ALAITOC CRAFTWORLD

- Avatar
- Harlequins
- Warlock
- Aspect Warriors
- Tempests
- Warp Hunters
- Wave Serpents
- Wraithguard
- Dreadnoughts
- Lascannon
- Prism Cannon
- Vibro-cannon
- Guardian Shieldbearers
- Vyper Jet Bikes
- Jet Bikes
- Guardians
- Phantom Titan

BLOOD ANGELS SPACE MARINES

- Chaplain
- Medic
- HQ Land Raider
- HQ Units
- Terminators
- Assault Det
- Tactical Det
- Devastator Det
- Dreadnoughts
- Robots
- Vindicators
- Whirlwinds
- Land Raiders
- Land Speeders
- Bike Squadrons
- Warlord Titan

Blood Angels No 6 Tactical Company push forward to assault the town

the Phantom's holofields allowing the other Space Marine units to attack it more easily. The Phantom then suffered a crippling leg hit and its Power Fist was blown off in a gout of flame.

In the end phase the Space Marine Titan succeeded in repairing its damaged mind impulse unit but was still unable to shake off the Warlock's psychic lock.

TURN 3 TACTICAL NOTES

DESIGNATING TARGETS

When rolling attack dice you're supposed to designate the targets for all your dice before you measure range or roll. In particularly big games things can bog down with endless pondering about how to split up attack dice. To save time Jervis and I usually just indicate one or more target detachments and assume that each dice is being rolled against a separate target. In cases where there are more dice than targets, we specify where the extra dice are going to attack before we roll. When the Devastators fired on the Falcons in turn three, I picked the Falcons and the Warp Hunter as targets and specified two dice against each. I was lucky enough to score at least one hit on each and Jervis was good enough to have his usual misfortune and fail all his saving throws, destroying all four Falcons and the Warp Hunter!

CONCENTRATION OF FORCE

Concentration of force means exactly what it says - concentrate your troops so that you can apply the maximum amount of firepower against only a part of the enemy line. Lets take a hypothetical example. Two players have 10 Space Marines each. One spreads out in a long line right across the table. The other concentrates his men on one flank. Only 3 of the opponent's Marines are in range and can fire causing, say, 1 casualty. All 10 of the second players Marines can shoot, and they cause 3 casualties, wiping out their opponents. By concentrating his force the second player has overwhelmed part of the enemy line and caused a 3-1 kill ratio!

Of course, concentration of force will be affected by other factors.

Sticking your troops shoulder to shoulder can be dangerous if your opponent has area effect weapons, for example, or you may have to spread out in order to capture widely separated objectives. However, you should aim to concentrate your force as much as you possibly can.

TURN 3 VICTORY POINTS TOTAL

Alaitoc Craftworld: 49 VP

Blood Angels : 32 VP

TURN FOUR

The Space Marines won the initiative and made the Eldar move first. To the Blood Angels' horror the hitherto-ignored Wave Serpents lunged forward and disgorged four troupes of brightly patterned Harlequins, who leapt forward to attack objective 6. The Devastator detachment was caught badly off balance, unable to defend itself, as it had been preparing to advance in support of the Space Marines' own attack.

In the centre the remaining Eldar Jet Bikes pulled back to surround objective 3 in an attempt to hold it for another turn, while the Swooping Hawks leapt across to aid the Jet Bikes by engaging part of the surviving Blood Angels Assault detachment. On the right the Howling Banshees and Striking Scorpions followed the Exarchs through the cover of the buildings towards the woods. The Fire Dragons also moved up into the buildings, trying to work their way round the immobilised Warlord Titan.

The Blood Angels pressed on with their attack against objective 5 on the left, storming in and engaging some of the defenders in close combat. On the right the Devastators provided covering fire as the Tactical detachment withdrew deeper into the woods. The Land Speeder squadron which had been moving across to reinforce the faltering right, was diverted to strafe the Eldar Jet Bikes surrounding objective 3. The Blood Angels also threw in the Chaplain and the single Assault squad which could extricate itself from the Hawks to engage the Jet Bikes in close combat.

The Eldar Guardians and Dark Reapers lashed the Warlord with fire again, scoring several hits. Although all the shots were aimed at the Titan's plasma reactor most were deflected by the reactor's armoured housing or flew wide, smashing into the Warlord's arms and destroying both its Gatling Blaster and Power Fist. A flashback from the Gatling Blaster then caused a temporary reactor shutdown to the Warlord and to add insult to injury the wreckage of the Power Fist span off and landed squarely on one of the Dreadnoughts nearby.

The Space Marines slackened their fire against the crippled Phantom as they lent more supporting fire to the attack on the town. Even so, the Phantom had its Pulse Laser blown off by the Terminators, who had narrowly avoided being fried by it on the two previous turns. The Blood Angels assaulting the town got off with remarkably light casualties, although the Tactical company's HQ was gunned down by Eldar first fire as it close assaulted a building. On the right the Devastators picked off some of the Aspect Warriors gathering in the buildings, but the Eldar still refused to be distracted and concentrated most of their fire on the hapless Warlord. The Space Marines retook objective 3 with a combination of Assault troops and the Land Speeders' lethal melta fire, wiping out the Jet Bikes and most of the Swooping Hawks in the process. But, in their moment of success, a distant battery of Eldar grav-mount lascannon blasted the surviving assault squads and killed the Chaplain.

ELDAR ALAITOC CRAFTWORLD

- Avatar
- Harlequins
- Warlock
- Aspect Warriors
- Tempests
- Warp Hunters
- Wave Serpents
- Wraithguard
- Dreadnoughts
- Lascannon
- Prism Cannon
- Vibro-cannon
- Guardian Shieldbearers
- Vyper Jet Bikes
- Jet Bikes
- Guardians
- Phantom Titan

BLOOD ANGELS SPACE MARINES

- Chaplain
- Medic
- HQ Land Raider
- HQ Units
- Terminators
- Assault Det
- Tactical Det
- Devastator Det
- Dreadnoughts
- Robots
- Vindicators
- Whirlwinds
- Land Raiders
- Land Speeders
- Bike Squadrons
- Warlord Titan

A Blood Angels' Devastator Detachment from No 9 Company moves up in support of No 6 Tactical Company

On the left the Harlequins easily took objective 6 and killed the Medic and Devastator company HQ, though two Harlequin troupes were subsequently killed by fire from the remaining Devastators. The robots' autocannon finally found their mark and killed the Eldar Warlock who was rather foolishly standing closest in the building opposite. The Space Marines assaulting the town around objective 5 broke one detachment of Eldar Guardians and captured two of the buildings. The Space Marines Rhinos also overran a battery of lascannon in the streets and destroyed it.

In the end phase the Warlord finally shook off the psychic lock which had stopped it moving or firing for the past three turns. Unfortunately it failed to repair its reactor damage and remained helpless!

TURN 4 TACTICAL NOTES

MOVING INTO CLOSE COMBAT

When the Blood Angels made their desperate counter-attack against objective 3 the Assault squad could theoretically have simply jumped past the Jet Bikes and got closer to the objective. Why didn't they?

Close combat is one of the most complicated things you will do in a game of Space Marine, and it calls for a certain amount of common sense on your part when you interpret the rules.

Returning to our example, we say that when you enter close combat you should move straight into close combat by the shortest route. After all, this is only logical. The only exceptions to this are when your prospective opponent has already been engaged by another model or when you attack squads in a building. We also rule that models have to be able to actually physically touch their opponent - stacking models on top of each other is not allowed!

TURN 4 VICTORY POINTS TOTAL

Alaitoc Craftworld: 54 VP

Blood Angels : 41 VP

TURN FIVE

The Eldar player won the initiative and opted to move first. On the right the Aspect Warriors held back and stayed amongst the buildings until the Warlord had been safely dealt with. On the left flank, part of the Guardian War Host charged back to defend objective 5, the remaining Guardians going onto first fire. The handful of remaining Eldar Dreadnoughts crossed the river.

The Blood Angels threw all they could muster into the town, with the handful of surviving tactical squads charging objective 5. The Land Speeders sped up the centre, the Devastators which had advanced out of the woods on the previous turn, charged into the town and even the Whirlwinds moved onto the hill to give direct barrage support. On the right the Tactical detachment moved into the woods surrounding objective 3, with the Devastators once again covering their retreat.

The combat phase opened with the Eldar Dark Reapers hammering at the Warlord again. Their missiles scored four hits, three of which struck the reactor. The Warlord's battered armour finally collapsed under this weight of fire, the reactor split open and the mighty Titan was vapourised in an all-consuming plasma meltdown. To everyone's horror the ball of white fire expanded to engulf a massive area; scouring clean the nearby buildings and woods of both Eldar Aspect Warriors and Blood Angels Devastators!

The Terminators cut down the last of the Eldar Dreadnoughts on the river bank. The Space Marine Land Speeders ran across the surviving Eldar Tempest and two of them were blown apart by its lasers. The Robots turned on the Harlequins and sprayed them with autocannon fire but to no effect. The Devastators ignored the Harlequins and gave deadly accurate supporting fire to the assault on the town. One of the few surviving Land Raiders succeeded in punching a shot into the Phantom's reactor housing, but only caused it to temporarily shut down.

The Space Marine Tactical squads attacking objective 5 did all they could and killed everything they could reach. However, a single Eldar Guardian squad eluded their grasp and by denying them the objective made the final victory point total for this turn – Alaitoc Craftworld: 71, Blood Angels Space Marines: 61.

In the event of both players exceeding the required number of victory points in the same turn the game is a draw, with both sides armies considered too shattered to continue the battle.

ELDAR ALAITOC CRAFTWORLD

- Avatar
- Harlequins
- Warlock
- Aspect Warriors
- Tempests
- Warp Hunters
- Wave Serpents
- Wraithguard
- Dreadnoughts
- Lascannon
- Prism Cannon
- Vibro-cannon
- Guardian Shieldbearers
- Vyper Jet Bikes
- Jet Bikes
- Guardians
- Phantom Titan

BLOOD ANGELS SPACE MARINES

- Chaplain
- Medic
- HQ Land Raider
- HQ Units
- Terminators
- Assault Det
- Tactical Det
- Devastator Det
- Dreadnoughts
- Robots
- Vindicators
- Whirlwinds
- Land Raiders
- Land Speeders
- Bike Squadrons
- Warlord Titan

The Space Marines' Warlord Titan is destroyed in a spectacular reactor meltdown

TURN 5 TACTICAL NOTES

SUPPORTED ATTACKS

As we mentioned earlier, close assaults can often be costly unless you resort to 'ambushing' lone enemy units. But often you have to conduct close assaults in the middle of the enemy lines in order to capture objectives. So how do you do it?

By using supporting units on first fire to shoot up any enemy units near the close combat, you can try to destroy enough of the enemy to cut down your casualties. Even if you fail, you might annoy your opponent enough to force him to fire back. A further refinement is the use of a second wave of advancing troops to mop up survivors of the close combat and give support fire. The Space Marines assault on objective 5 is an example of a supported attack (just not a very successful one).

MAINTENANCE OF AIM

So why did the Space Marines continue their attack on objective 5 right to the end of the game? The answer is maintenance of aim. Maintenance of aim means 'make a plan and then stick to it'. If you are going to win any games at all you must have a plan. Keep it simple, and make sure that you have it clear in your mind before the game starts. Then, barring an absolute major disaster, stick to your plan through thick and thin. If you don't you'll find yourself simply reacting to your opponent's moves, which means that you have started playing for a draw rather than going for a win!

THE RIGHT TOOLS FOR THE JOB

In Space Marine, certain kinds of troops are usually good at one kind of job, but almost useless at another. To win battles, one of the most important skills you must learn is how to deploy the right units, in the right place, at the right time, in order to accomplish the task in hand. In other words – make sure that you have the right tools for the job.

An example of how important this is, can be seen in Jervis's poor use of his Prism Cannons. The Prism Cannon is the Eldar equivalent of the Imperial Volcano Cannon – one hit can destroy almost anything, even a Titan. At the start of the game Jervis had his Prism Cannons positioned on his left flank. What he *should* have done, was transfer them straight away to the right where they could have joined in the attack on the Warlord. His faliure to do so, meant that the Titan survived for five turns under a hail of fire, when a single hit from a Prism Cannon could have finished it off. Destroying the Warlord on turn four would have won the game for the Eldar, and so this proved to be a very costly mistake indeed.

TURN 5 VICTORY POINTS TOTAL

Alaitoc Craftworld: 71 VP

Blood Angels : 61 VP

CONCLUSION

So a draw, with laurels going to Alaitoc for being furthest past the finishing line. We'd wanted an apocalyptic battle and we certainly got one. Losses on both sides were horrendous and each of us had only a handful of unbroken forces left by the end of the game. When it was all over, Jervis and I both sat down, and prepared a commentary on our performances, with the lessons learned and future plans.

BLOOD ANGELS DEBRIEFING (ANDY CHAMBERS)

Hmmm. So, where did I go wrong? I've spent a long time in the Reclusiam chastising my unworthy self and contemplating the reasons for my lack of success. So that you can learn by my follies, I've summarised my reasoning for each one and the lesson it taught me.

Given Jervis' actual deployment on the day I think I would have been better off with the plan that involved piling everyone up my right flank. This would have left all those Aspect Warriors plodding down the table to try come to grips with me, while I concentrated my entire force on wiping out the Wraithguard and the Guardians. Of course, I would have been 'bounced' by the Jet Bikes from the centre, but it seems to me that Jet Bikes are pretty fragile and get used up quite quickly, so I think they would have caused limited damage. So much for what might have been, what about what was?

Given a lack of hindsight for a moment I think dismissing the idea of going up one flank exclusively was wise. My huge mistake was not thinking about the deployment of my units enough. For example the Terminators ended up pinned down by the Wraithguard in a small settlement on an extreme flank position – they should have been centrally placed either to lead the attack on objective 5 or to plug gaps and bolster up the line. Their short ranged lethality and high close assault factor should have been put to good use in close terrain not stuck out in the most open area of the table!

The Vindicators which were 'ambushed' by Jet Bikes before they got anywhere should have headed into the Terminators' position, ready to blast away at objective 5 and not been left stuck in the middle of a wood!

Things like these are minor details of course, but a plan is only ever as good as it's execution. Throughout the game I continually found myself struggling to redeploy troops into different areas to fend off the Eldar and stabilise my line. This forced me into a position where I was meeting the Eldar on their terms and responding to threats as they occurred instead of moving decisively and making ground. Its worth noting that I didn't capture any objectives after the first turn, I only just managed to recapture objective 3 and prevent myself losing entirely on turn 4.

So what did I learn?

1] Not thinking at the start of the game and randomly stuffing your troops into battle in a big long line is not a good idea.

In the early stages of the game I made the mistake of only moving up at advance rate on a few occasions. The few extra shots I actually got for this didn't really pay off: I would have been better off using charge orders to get my troops into the right positions from the word go. This tendency to use advance orders too much also delayed my attack on objective 5, a delay which increased casualties and caused the attack to run out of time on the very threshold of success.

2] Decisive action, even if it isn't the right action, is preferable to inaction. Bimbling around too much is not a good idea.

Another thing I did was fail to use the Space Marine Rhinos. I always stick to a golden rule of never, never keeping troops inside Rhinos after the first turn's movement, because any opponent that's awake will snap at a chance of wiping out a Rhino and two infantry squads with one shot. But in this game I think the risks would have paid off, several units spent quite some time tramping towards the enemy when I could have safely kept them mounted in Rhinos for a much swifter deployment. The devastator and tactical detachments in the woods in the centre would definitely have been better off charging forward in their Rhinos for a couple of turns before leaping out.

3] Though it's good to use guidelines about good tactics every game is different and should be viewed as such, not as an exercise followed through by rote. Mindlessly sticking to 'Golden Rules' is not a good idea.

I felt overall that I fought reasonably well but my poor deployment led to me constantly fighting an uphill battle against Jervis' better positioned Eldar. I was surprised just how far the ragtag assortment of tactical squads I threw in to attack objective 5 got, though I must say I was lucky. My Titan? Well I think the less said about him the better, though I do think that even if he had escaped the Warlock's tricks earlier he probably would have copped it from something else - it was just one of those days. Still, I'll be back.

ALAITOC DEBRIEFING (JERVIS JOHNSON)

Curses! Victory was in my grasp, but I let it slip away. If I had just paid a little bit more attention to what I was doing I could well have pulled off a win on turn 4.

So where did I go wrong?

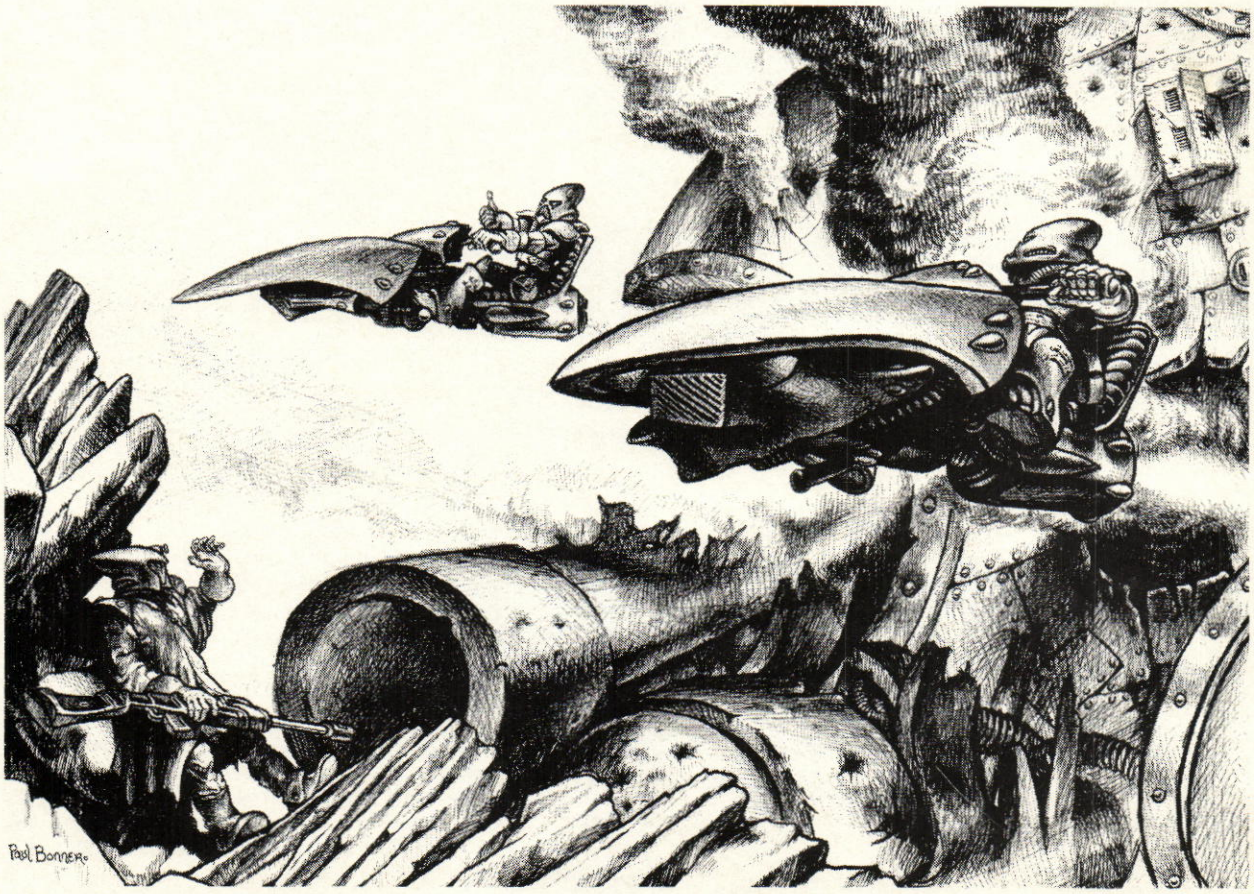
Well, I still think that my plan was sound and I wouldn't change that at all. My deployment was perfectly acceptable, though knowing what I do now I would have placed the Eldar's very long range weapons (such as the Tempests and new Prism Cannon) closer to the centre of the table where they could have covered both flanks rather than just one.

One point that was driven home to me was the need to keep Windriders operating as a large group which can overwhelm an isolated part of the enemy line and then move on. In this game I once again succumbed to the temptation to scatter them all over the battlefield, with the result that they were wiped out in penny packets. The one and only game in which I remembered to use them 'en masse' they charged across the table, caught a Space Marine detachment and some Vindicators in the process of deploying, wiped them out in close combat, all on the first turn, and then proceeded to rampage around my opponent's rear areas causing panic and destruction wherever they went. Now that's the way to use Windriders.

However, my real failure was allowing my concentration to slip about half way through the game. It's easy to do this, especially in a large game, especially if you are doing well. The most notable examples of this lapse was my failure to give orders to the Vypers on turn 2 and the Harlequins (Wave Serpents) on turn 3. This spelt the doom of the Vypers as it allowed Andy's Assault detachment to catch them, and it also meant that I ended up diverting my reserve Jet Bikes to the centre rather than the flanks were they might have been of more use. In the case of the Harlequins it slowed down their assault on objective 6 which in turn allowed the Space Marines around that objective an extra turn's fire against my Falcons, with suitably devastating results (no pun intended). Other foolish mistakes that could have been avoided were moving my Phantom Titan too close to Andy's Terminators so they were able to shoot it up, and failing to get my Prism Cannon and lascannon into a position where they could attack Andy's Titan.

On a more positive note I learnt valuable lessons about the new Eldar Wave Serpent, Prism Cannon and Warp Hunter. The Wave Serpent is an excellent assault vehicle, and this is what you should use it for. It is easy to get side-tracked into thinking of interesting ways of firing off its distortion fields; try to remember that their primary function is to protect the Wave Serpent, not kill the enemy! The Prism Cannon fills the niche occupied by the Shadow Sword in the Imperial army: it is an awesome anti-Titan weapon. If you include any in your army you should manoeuvre them so that you can use them to blow away enemy Titans first, use them against enemy vehicles second, and enemy infantry last of all. The Warp Hunter has to be used against large concentrations of targets due to its inherent inaccuracy but it is not affected by the targets cover, which makes it an excellent choice for winkling out infantry massed in buildings or woods. I can't wait to try out the Warp Hunter against an Imperial Guard or Ork army!

Turning my attention to the other side of the table, I was surprised at how cautious Andy's moves were. On the whole I got the impression that he was reacting to my plan rather than following one of his own, and he certainly seemed to act very defensively throughout the game, which is not like Andy at all. The only exception was his sudden charge towards my War Host and objective 5 which I must admit caught me completely by surprise, but which I doubt would have made much difference even if he had captured the objective as it occurred too late in the game. Where Andy excelled, as ever, was in his concentration and attention to detail, the area where I really blew it. This probably doesn't show up all that well in the broad sweep of a battle report, but I've been on the receiving end enough times now to know that Andy very, very rarely makes foolish mistakes like forgetting to give a unit its orders for the turn! In this game, as in so many others, Andy's thoroughness made all the difference between victory and defeat.



PAUL BONNER

HEAVY METAL

In the Space Marine battle report featured elsewhere in this issue, several new Eldar vehicles and weapons are used in battle for the first time. Tim Prow explains the techniques he used to achieve the brilliant results seen in the photographs below.

The Wave Serpent, Prism Cannon and Warp Hunter are all specialised Eldar attack vehicles which make deadly additions to an Eldar force.

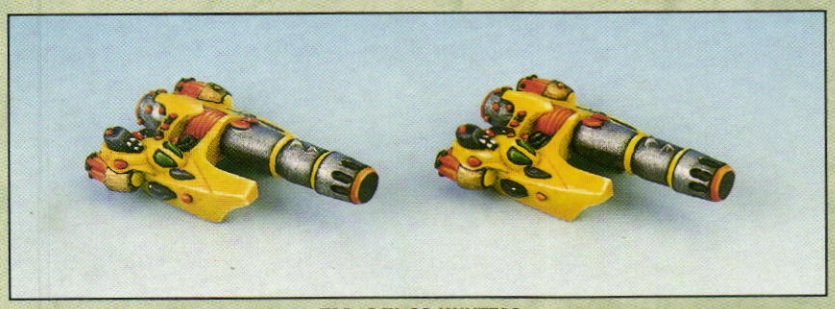
The main bodies were first painted with a mix of Sunburst Yellow and Blood Angel Orange, then highlighted with Sunburst Yellow and Skull White. To draw even more attention to these specialist vehicles, I concentrated most of my efforts on the focal point of each model.

THE WARP HUNTERS

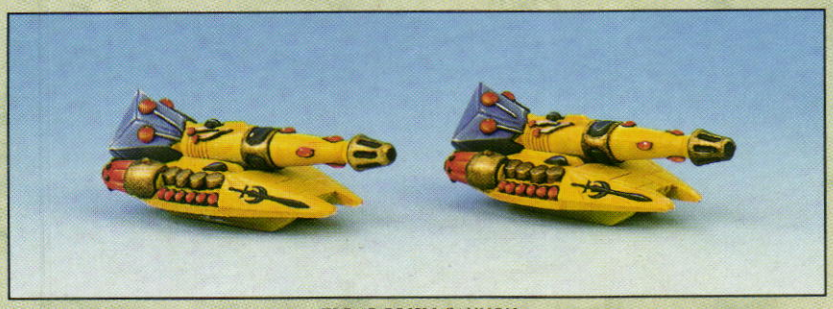
In the case of the Warp Hunter, the most important part is the cannon, so I gave this a base coat of Chainmail and then highlighted it with Mithril Silver to produce a bright, shining metallic effect.

THE PRISM CANNON

The rear part of the Prism Cannon was painted to represent blue crystal. To begin with I painted on a base coat of Enchanted Blue and then highlighted by adding a mix of Skull White and Enchanted Blue. The edges were given a thin highlight of pure Skull White to make them really shine.



ELDAR WARP HUNTERS



ELDAR PRISM CANNON

ELDAR WAVE SERPENTS

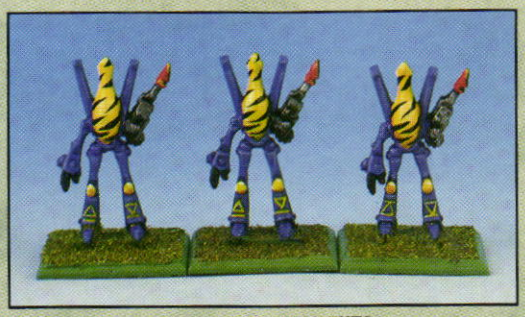
THE WAVE SERPENTS

The Wave Serpent was given a base coat of Moody Blue mixed with Chaos Black and then highlighted by brushing with Skull White added to Moody Blue. The focal point of this model is definitely the prow, so I painted a wave design onto this area to emphasise it. The stylised waves fitted perfectly and were very easy to produce. Using a fine brush and some Skull White (thinned down slightly with a drop of water), I painted a line of wave shapes down the side of the prow to form the crests of the waves. If you look at the painted models you'll see that the waves get smaller in size towards the rear of the vehicle, leaving the crests the same distance from the top edge of the prow. Varying the size of the waves in this way gives an effect of movement. The rest of the wave is then filled in with Skull White and finally, a touch of Electric Blue is added at the base of the waves.

The new Eldar decals are perfect for adding decoration and symbols to all parts of your Epic army. Each pack contains several different sizes of decals for each Craftworld symbol, so you'll be able to fit them onto any of your vehicles. They also come in several different colours, so you'll always be able to find one that shows up well against the main colour.

To show which Craftworld they belonged to, I added an Alaitoc rune to the Wave Serpent and the Prism Cannon. First I carefully cut round the rune, making sure to leave a few millimetres clear around the edges. It was then soaked in water for a couple of minutes until the decal moved freely on the backing paper. To apply the transfer onto the model I held the backing paper next to the area where I wanted the design to go and carefully slid it off using the tip of a brush. It's a good idea to make sure that the area that's receiving the transfer is slightly wet as this allows for re-positioning. When it's in the correct place, carefully remove any excess water with a piece of tissue.

THE ELDAR AVATAR



ELDAR DREADNOUGHTS

THE AVATAR

The Avatar model allows you to have the Eldar God of War, Kaela Mensha Khaine, leading your forces into battle.

The Avatar's smouldering, molten armour is represented by painting it a bright, fiery red. I first gave the model a base coat of thinned down Blood Angel Orange, followed by a wash of Red Ink. and highlighted with Sunburst Yellow.

I then painted the inside of the cloak a deep purple colour so that the body would really stand out. For this I used a mix of Fire Dragon Crimson and Chaos Black.

THE ELDAR DREADNOUGHTS

The Eldar Dreadnoughts are from the new Epic Stompers plastic box set. I painted the bodies in Enchanted Blue highlighted with Skull White and finally yellow runes were added to the legs. Then I painted the heads Sunburst Yellow and the tiger stripes were painted in Chaos Black, using a fine brush.

AN ELDAR PHANTOM TITAN

MIKE McVEY'S ELDAR TITAN

The new transfers were also used on the Eldar Titan. Mike painted a white circle onto the back of the Power Fist before the yin-yang decal was applied. This makes the clear half of the transfer appear white. The Titan infinity rune was applied to the forehead and the Alaitoc horned sword was added to the leg. Mike then shaded and highlighted the transfers to give them a little more depth.

The whole of the Titan was given a base coat of Bleached Bone, mixed with a little Snakebite Leather to deepen the colour. When this was painted over a clean white undercoat, the resulting colour becomes deep bone, so all you have to do is add the highlights. These were created with a mix of Bleached Bone and Skull White. More Skull White is added to the mix as the final highlights are applied so that the very last highlights are pure white. All of the edging round the bone areas were first painted Chaos Black and then the raised surfaces were painted white. This gives the bone colour a black surround to make it stand out. When the white was dry it was given a coat of Go Fasta Red and highlighted with Blood Angel Orange mixed with Skull White.

All of the metallic areas on the Titan were painted with some paint samples that Mike is trying out at the moment, and if we like them we could be bringing out a Metallic Paint Set in the near future. From the few models that Mike has painted with them so far, they seem to be really good and should prove to be an invaluable addition to any pallet.

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ARMIES OF THE IMPERIUM

IMPERIAL GUARD COLOUR SCHEMES

Following the dark days of the Horus Heresy, when Space Marines fought fellow Space Marines and the whole Imperium was torn apart by conflict, the victorious commanders of the Emperor sat down together to draw up a new galactic order, laying the foundations upon which the Imperium of the 41st millennium is built. In particular, and after a great deal of discussion, they produced the great tome of ancient military wisdom known as the Codex Astartes.

THE CODEX ASTARTES

Many of the most brilliant minds of the age contributed to the Codex Astartes. It describes not only methods of fighting wars, but also deals with such diverse elements as organising troops, establishing supply lines, clothing and feeding troops, subterfuge and espionage, and of course, countless tactics and ploys to confound the opposing commander. With such brilliant minds as the Space Marine Primarchs Leman Russ and El' Jonson offering sagely advice, as well as the practical wisdom of the great Imperial Guard commander General Tybour, the Codex Astartes has always been regarded as an essential part of every young officer's education. Every Imperial officer is familiar with its contents, and its many precepts and ideas form the basis for much lively debate. Because it is presented as a series of discussions and ideas by the most advanced military thinkers of its day, not as a strict code of practice soon to become out of date, the book remains fresh and valid ten thousand years after it was written. Much of its content is contradictory or inconclusive, representing different aspects of military practice, and this is what makes the volume an eternal source of inspiration to military commanders whatever their personal inclinations.

DAVE GALLAGHER

The Imperial Guard is a vast fighting force, and its leaders vary in ability from the most talented genius to the dullest functionary. The teachings of the Codex Astartes provide a minimum standard, enabling the least able to command in an effective, if uninspired way. Of course, an able commander may rise above this level, and the best commander knows exactly when to apply the ancient wisdom of the Codex and when to literally throw the book away. Such commanders are rare, but over such a vast span of time there have been many names to brighten the annals of Imperial history: Foch, Born Tahal, Castrokali, and many other heroes of the Imperium.

The Codex Astartes has much to say on the subjects of troop organisation, uniforms, colour schemes, and camouflage. Such things are important because only a well ordered and enthusiastic force can fight at its best. Naturally there are practical details to consider, such as the best type of camouflage to provide the best chance of avoiding enemy fire, unit markings to enable commanders to see where troops are, and banners for leaders so that troops under their command can identify their officers.

The following sections illustrate organisational and other markings used by the Imperial Guard and are taken from examples described in the Codex Astartes. The colour schemes and camouflage details provide sufficient combinations of colour and pattern to afford protection in almost any fighting environment. Although these are the most common colours and schemes, they are not the only ones by any means, as it is up to the commander to decide on the overall schemes for the force.

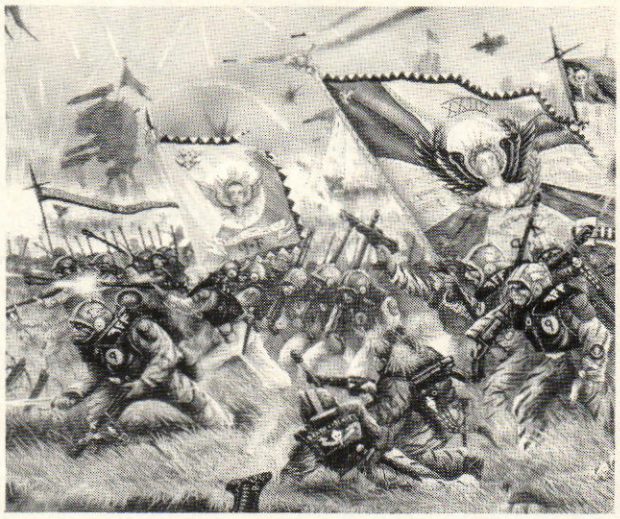
In practice of course, troops often have to make do with vehicles hastily painted, or even equipment transferred from another warzone and already painted a certain way. Some Guard regiments have traditional, famous and immediately recognisable schemes of their own which are completely different to those shown. This variety enables the ambitious painter free rein to invent new schemes, just as confident battlefield commanders do.

THE REGIMENT

The regiment is the largest formation in the Imperial Guard. It consists of a number of companies, and as a rule the entire regiment is recruited from one world. The following pages illustrate some of the colour schemes and markings used by tank and artillery companies.

PAINTING DETAILS

All of the tanks and vehicles shown were painted using the same technique. After undercoating, the models were given a base coat of the chosen colour, making sure that this covered properly without any patchiness. Once properly dry they were lightly drybrushed with either a mixture of Skull White and the base colour, or a special colour as explained in the description below. All of the tracks and guns were painted Chaos Black and then drybrushed with Boltgun Metal and Mithril Silver.



JOHN BLANCHE

CODEX COLOURS

The 12 colours shown over the next page were all mixed from Citadel paints and the chart below describes how we achieved the final results. The exact shades do vary as you might expect in a warzone, with paint applied over different surfaces and allowed to fade or dull to various degrees before repainting.

BATTLE GREEN: This neutral green colour makes ideal camouflage in rural zones with temperate climates where the light is soft and the terrain either wooded or consists of pasture or prairie. Battle Green is mixed from Ghoul Grey, Goblin Green and Chaos Black.

FORGE BRONZE: This is a highly reflective finish designed to protect the vehicle against excessive solar radiation or other harmful atmospheric effects. It is a common finish amongst Titan Legion ground forces, hence it is named after the Forge Worlds of the Adeptus Mechanicus. To make it mix Shining Gold, Bolt Gun Metal and Brown Ink. Highlight with Shining Gold.

FIRE ORANGE: Fire Orange is excellent camouflage on desert worlds which have a strong orange mineral oxide base. It is quite a bright colour but blends in well in hot, sunny, fiery coloured terrain. Use Blood Angel Orange with a touch of Red Gore – a spot is enough. Highlight with Sunburst Yellow.

ASH WASTE: The light grey/green colour blends well against drifts of mineral waste found in ash deserts as well as other light-saturated desert environments. To make Ash Waste mix Rotting Flesh and Skull White.

NIGHTWORLD: This is a favoured colour in poorly lit worlds as it reflects little light and blends well against caverns and rocks. To make Nightworld Blue mix Moody Blue and Chaos Black. Highlight with Enchanted Blue.

JUNGLE GREEN: As its name implies this is a colour designed to blend in with lush jungle scenery, although it also merges into darker forests too. It is also used on desert worlds with a strong green copper oxide sand. Mix the colour from Woodland Green and Chaos Black. Highlight with Goblin Green.

CODEX GREY: This colour is suitable for most environments and is especially effective in urban ruins, rubble and dust. We've used Codex Grey for our Leman Russ Company. To make Codex Grey use Elf Grey and mix in a little Chaos Black.

SULPHUR DESERT: This dark yellow colour provides excellent camouflage against sand, yellow oxide, and sulphurous terrain. To make it, add a spot of Orc Brown to Sunburst Yellow.

APOCALYPSE RED: Red is a very strong colour, but it works well on worlds with dark red iron oxide soils, red skies, and spectacular volcanic features which bathe the terrain with ruddy light. To make Apocalypse Red, mix Blood Red and Blood Angel Orange. Highlight with Bad Moon Yellow.

POLAR WHITE: This is a scheme designed to blend into frozen wastes such as ice and snow. It can also be used on some very light coloured mineral deserts, especially salt flats. Make Polar White by mixing Elf Grey and Skull White. Highlight with Skull White.

STRIKE GREEN: This is a light shade of yellow/green which is favoured on sun-drenched worlds with open vegetation. It is also the colour used for most artillery pieces. Strike Green is mixed from Striking Scorpion Green and Snakebite Leather.

HORIZON BLUE: This is a pale blue-grey colour which reflects the background colour of the sky and is therefore known as Horizon Blue. It is surprising how effectively this works across open territory. Mix this colour from Space Wolf Grey and Enchanted Blue. Highlight with Space Wolf Grey.

CAMOUFLAGE

The Codex Astartes discusses the effects of different patterns and how stripes or patches of various contrasting colours can be used to break up the shape of a vehicle and effectively disguise it. Not only does this make a vehicle harder to see at a distance, but even at short range it means the vehicle becomes a harder target to hit because it is difficult to judge its distance and the direction it is moving in. Although the Codex illustrates some specific patterns, it is the principle of using shapes to disguise the underlying vehicle which is important.

The examples shown over the page are particularly favoured patterns. They have been reproduced in a combination of two or more colours, but you can combine any colours to produce a suitable effect - it is the pattern itself which is important not the colours. The patterns can also be varied. For example you can twist any of the patterns round to fit the vehicle's shape, and you can add more stripes or patches if the vehicle is larger or longer. Another variation is to add edging colours to the stripes and patches. These edging colours can form complete borders along one or both sides of a stripe, or they can be broken, as shown on the jagged example overleaf.

Even though each of the patterns shown is different, the technique for painting them is basically the same. The underlying light colour is applied first to the whole tank and then the overlying colour is applied in the chosen pattern. It is important to paint the pattern so that it looks attractive and that the areas are visually balanced. If the basic scheme is a striped camouflage, the first stripe is painted on from one of the vehicle's rear corners to the opposite front corner, then the other stripes are applied evenly spaced to either side of this so that they look balanced. Don't try and paint on too many stripes or the shape of the tank will be too well hidden and the model will look less attractive. The schemes shown in the examples use two or at the most three colours. You can add more, but on the whole it is best to avoid this as the result often looks messy and confused.

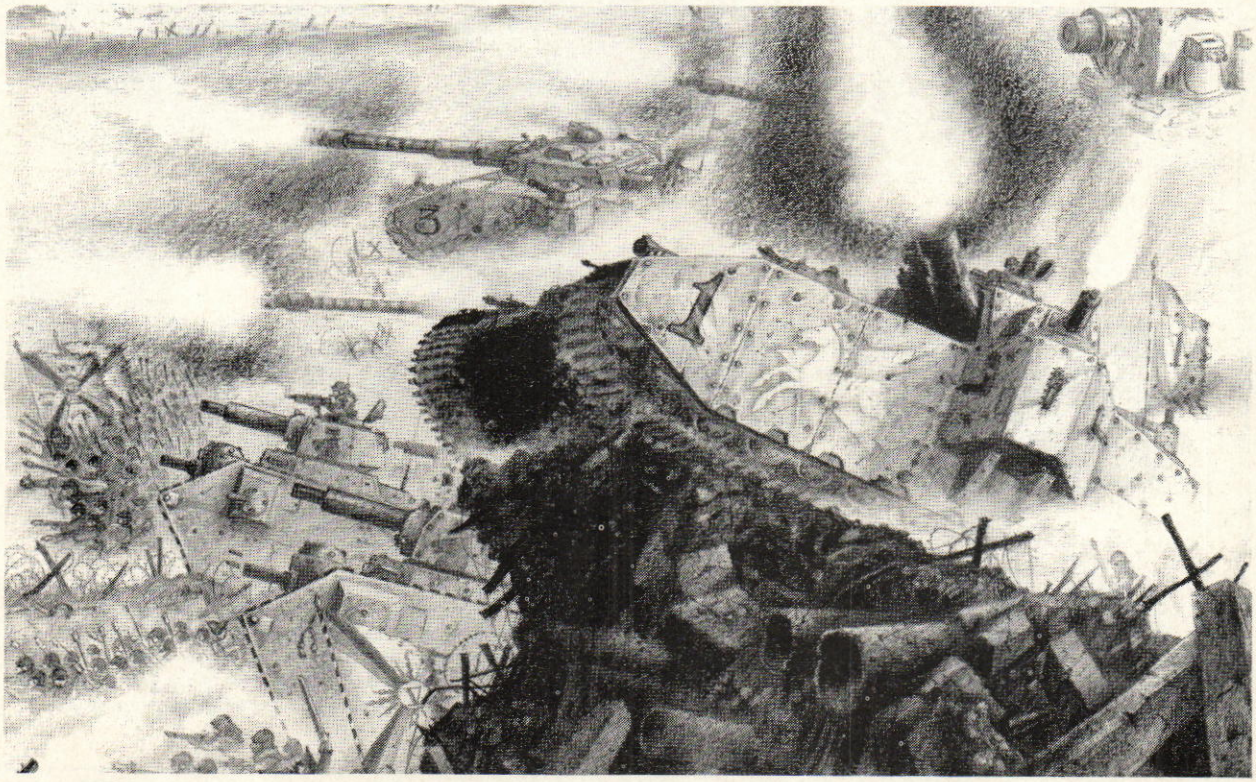
MARKINGS

The painted examples have company, squadron and other markings painted on. This requires considerable patience, especially for the more complex shapes. Of course you don't have to include all these markings if you prefer not to – they are often obliterated from vehicles in the field, so there is no reason why you should feel obliged to include them. Citadel will shortly be producing a new transfer sheet based on these designs. On the larger tanks there is plenty of room to apply transfers, but on some of the smaller vehicles it may be necessary to file a small area flat to accommodate the design. We found this helped when painting some of the markings too, and doesn't detract from the appearance of the model at all

FLAGS AND CONVERSIONS

The flags were made from paper with the designs painted on. The completed flags were wrapped around a flag pole made from wire (we used a pin, but any rigid wire will do fine). To fix the flags in place we used superglue to fasten the poles to a suitable anchorage point. In some cases we drilled a hole to fasten the pins more securely.

Attaching a flag is simplest conversion there is, but there is no need to stop there if you feel confident enough to try something more ambitious. Opening hatches and putting in commanders is an obvious and attractive conversion. We used a fine saw to slice off the turret hatch on our Leman Russ Company HQ tank. If you're careful, the same hatch can be re-glued in an open position – otherwise use a circle of card or plastic. The model is simply an Imperial Guard model cut at the waist and glued into position. You don't have to do this to your HQ tanks, but it does help to make them that bit more special.



JOHN BLANCHE

COLOURS

The 12 core vehicle colours recommended by the Codex Astartes are shown below on Leman Russ battletanks. Commanders in the field often devise their own schemes, but the ancient wisdom of the Codex Astartes is highly respected and most commanders rely heavily upon the sound words of its authors.

BATTLE GREEN

FORGE BRONZE

FIRE ORANGE

ASH WASTE

NIGHTWORLD

JUNGLE GREEN

CODEX GREY

SULPHUR DESERT

APOCALYPSE RED

POLAR WHITE

STRIKE GREEN

HORIZON BLUE

CAMOUFLAGE

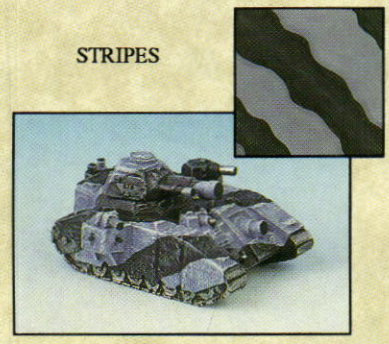
The Codex Astartes contains a whole section devoted to the art of camouflage and illustrates many vehicle camouflage patterns of which the 8 most effective are shown below. The camouflage schemes are patterns only, the colours may vary.

ZIG-ZAG

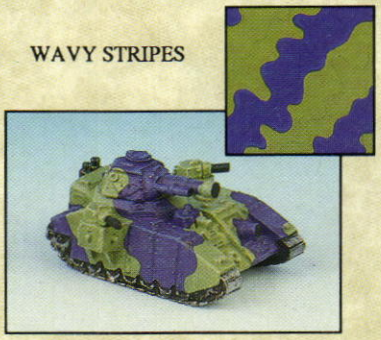
Y-STRIPES

PATCHES

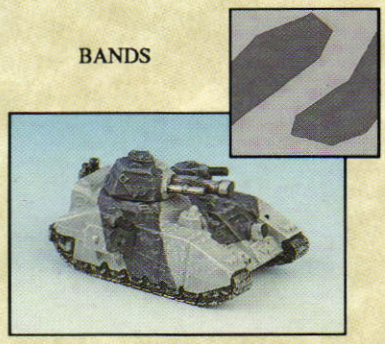
STRIPES



WAVY STRIPES



BANDS



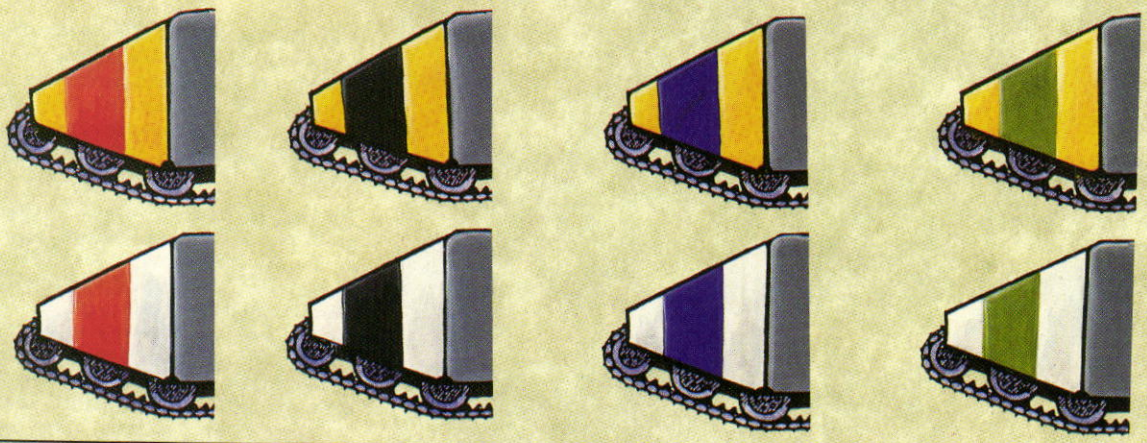
JAGGED STRIPES

JAGGED STRIPES WITH INSETS

The vehicles illustrated are examples of camouflage patterns applied over various standard colours. In practice the combinations of colours differ and the patterns themselves inevitably vary as they are applied. The patterns may be twisted round so that stripes run the opposite way for example, and the number of stripes or patches are sometimes varied to suit the local terrain or the shape of the vehicle. It has been known for commanders or crews to superimpose two camouflage schemes together, or to add smaller patches, stripes, or other features.

COMPANY MARKINGS

Each Imperial Guard Regiment is made up of many individual companies. Tank and mobile artillery companies are distinguished by coloured bands consisting of a light broad band with darker inner band as shown on the examples below. This identifying banding is painted in a convenient position to aid recognition in combat. The side armour is often treated in this way and the design may also be repeated on the turret and frontal plate.

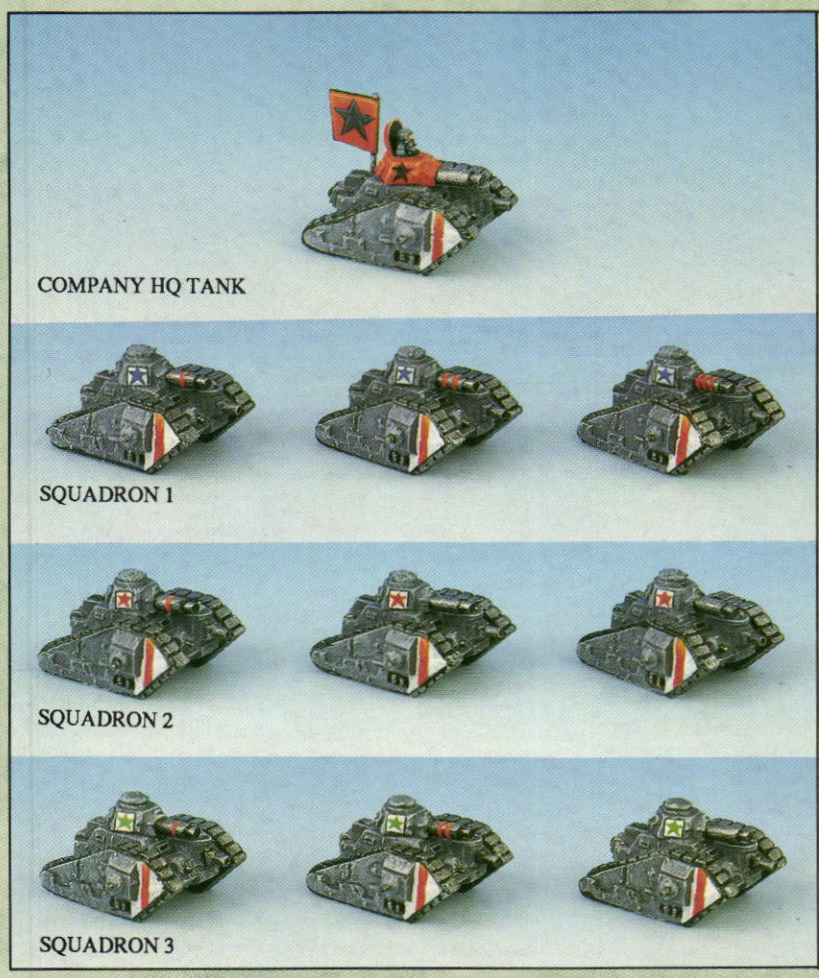


SQUADRON MARKINGS

Every company has its own distinctive badge which is carried by every tank in the company. Every tank squadron - usually three tanks - carries its company badge but in a distinctive colour - for example red for the first squadron, blue for the second, yellow for the third. The actual colours are up to the individual company leaders and are likely to be changed if a new colour scheme is adopted for a fresh campaign. The important thing is that the colours show up well enabling the squadrons to be identified by the company commander. Company commanders have their own tank which is always readily recognisable by one or more means. It is usual to paint the turret red and also to carry a flag displaying the banded companies marking on one side and the badge on the reverse.

I II III IV V VI VII VIII IX X XI XII 1 2 3 4 5 6 7 8 9 10

A selection of Imperial Guard squadron markings plus identification numbers sometimes used to identify individual vehicles in a company.



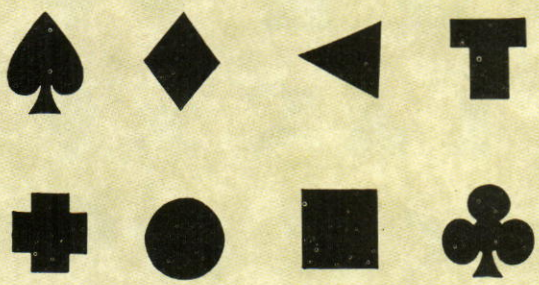
LEMAN RUSS COMPANY

This company consists of three squadrons plus a commander and demonstrates the use of the colour schemes and various company markings. The tanks are codex grey with red over white company markings producing a distinctive banding along the side armour.

The company badge is a star over a square patch and in this case the star colour changes to indicate the three different squadrons. Within each squadron every tank has distinctive barrel markings - this enables the squadron HQ tank to be recognised from the other two tanks. Another method of distinguishing the squadron HQ is to add numbers to the tanks, or to affix a pennant. There is no mandatory system for identifying individual tanks, but 1, 2 and 3 barrel stripes is practical and effective.

The Company Commander is a special conversion. Apart from the red turret and flag, we decided to add an open hatch and commander using the top half of one of the Imperial Guard models. The reverse of the flag has the company banding.

CAMPAIGN BADGES



When the armies of the Imperium go to fight in a new campaign it is usual to adopt a symbol or insignia to be worn by all the troops and marked on all the vehicles. This campaign badge is worn on the uniform of every trooper, it is painted onto the armour of every Space Marine, and naturally it appears on tanks, artillery pieces, and other vehicles and equipment too. Campaign badges always take the form of simple geometric shapes or icons that can be easily painted or stencilled onto flat surfaces. In this way an entire force can be identified by one marking even though it includes Imperial Guard Regiments, Titan Legions, Space Marines from different Chapters and maybe even Squat allies. Some typical examples are shown here. The campaign badge is always chosen by the Imperial Commander in charge of all the forces, and it is used only for the duration of the campaign. Once the campaign is over the forces are dispersed and campaign markings painted over or replaced with new ones.Various examples of these campaign badges can be seen on the fully painted Baneblade models shown below.

BANEBLADES SHOWING A SELECTION OF MARKINGS

SHADOWSWORDS AND A STORMHAMMER COMPANY HQ TANK

SUPER HEAVY BATTLETANKS

Super heavy battletanks are organised into smaller companies than most tanks - a company consisting of 3 vehicles rather than 3 squadrons as in a normal company. In effect each vehicle is equivalent to a squadron of smaller tanks. The examples shown above and on the previous page demonstrate how the colour schemes, camouflage patterns, company markings, and campaign badges may be brought together. In the case of these especially large tanks each tank in the company can carry a flag if desired. The examples show only one flag, but it is not uncommon for flamboyant commanders to use two or more, sometimes putting the company banded badge on one flag and the company emblem on the other. The HQ tank in each company can be distinguished in any way which makes the vehicle easily identifiable. A red turret or red guns, as in the Storm Hammer shown above, is one method. Another variation is to stripe the barrels with 1, 2 or 3 stripes to indicate each vehicle, or to add numbers to conspicuous areas of armour. In the case of these large vehicles it is easier to apply numbers as the areas are larger. You can, of course, combine any or all of these distinguishing features; there are no formal rules and the idea is to make the HQ tanks easy to recognise on the battlefield.

Notice how the different markings have been applied on the examples above. There is no formal position for any of the markings except the company banding, and even this is only a convenience that happens to suit these tanks very well. Different campaign markings have been used to demonstrate variety, but every force will have its own. A player with Space Marines and Imperial Guard troops will want to apply the same marking throughout, for example. The company badge is positioned wherever it readily fits - which in some cases is the side and in others the front track guards. On many tanks the turrets also have suitable areas for insignia or numbers.

ARTILLERY

The term artillery covers not only large self-propelled guns which fire explosive shells but also missile launchers and other weapons designed to launch barrages against massed enemy troops or buildings. The Imperium employs a great variety of these weapons including the Manticore missile launcher and Basilisk self-propelled gun, shown below. It is a common convention in the Imperial Guard to paint artillery in the colour known as Artillery Green although this colour is used for other vehicles too. This is not a strict rule, but it is felt that these weapons are generally placed behind the front lines in areas where they are unlikely to meet enemy face to face, and that the concept of camouflage is therefore less important than with other tanks. Using a standard colour therefore saves repainting the weapons when they are moved from warzone to warzone. In practice it is often necessary to adopt a different colour depending on the battlefield, in which case a suitable colour from the Codex Astartes is likely to be used, unless the commander feels a totally different scheme is called for.

Artillery company badges usually consist of a coloured square with a contrasting coloured circle painted on top - the colour indicating separate batteries.

Artillery Companies generally have three batteries each of three vehicles. As with tank squadrons it is necessary to mark the Battery HQ vehicle in some way to identify it easily, and this can be done either with a number, barrel stripes, by painting the weaponry in a distinctive colour, or adding a pennant. In the examples shown here the individual markings are on the other side of the vehicle although the company badge can be seen on the front plates of the Basilisks. On the whole a small pennant is the most effective method as this enables the piece to be identified most easily.

MANTICORE BATTERY

BASILISK BATTERY

SHADOW SWORD SUPER-HEAVY BATTLE TANK

The Shadow Sword super-heavy battle tank is a massive fighting machine which looks more like a mobile fortress than a tank. It carries a crew of 12 men to operate its fearsome battery of armaments, control its mighty engines and direct its ponderous movements. The Shadow Sword is enormous: as big as a building, and weighing upwards of a thousand tons.

It takes a long time to move Shadow Swords from one warzone to another and position them at the battlefront. They are hardly fast – it is rather difficult to move something that weighs a thousand tons and which is wider than most streets!

Once the Shadow Swords have reached the fighting zone they are used to provide anchor points in the battle lines - mobile fortresses which break the force of enemy attack. Shadow Swords also play an essential role in the attack, slowly rolling forward to present an irresistible force which few foes can withstand. They are used by the super-heavy tank formations of the Imperial Guard.

The Shadow Sword is so huge and heavy that its speed is inevitably very slow - 10cm. If your force contains Shadow Swords their speed will determine the rate of your advance. Because of this, it is vital to get them into a good position very early in the battle or you may find the action over before they have fired a shot!

Because of its extra-ordinary armour the Shadow Sword has an armour saving throw of 1 or more on a D6. This means that hits automatically bounce off harmlessly unless the weapon has a save modifier of at least -1. For example, if hit by a weapon with a -2 modifier the Shadow Sword would still save on a D6 roll of 3 or more (as 3 - 2 is still 1, which is sufficient to save). The Shadow Sword is therefore immune to bolter fire from most vehicles, Ork Boyz stands, and other troops without a save modifier.

The super-heavy Shadow Sword is almost unstoppable in close combat, crushing infantry and lighter vehicles as it advances! To represent this the Shadow Sword can't be brought to a halt by lighter troops who engage it in close combat, it can only be pinned by Titans or by another super-heavy tank. If infantry or lighter tanks engage the Shadow Sword in close combat it can simply move past them in the next movement phase, scattering them out of the way as it does so.

The Shadow Sword is festooned with bolters to gun down infantry who come too near. Each individual bolter has only a limited arc of fire and a restricted range, but in combination the weapons are ideal for fighting off troops in close combat. The close assault factor of 6 reflects this, and also represents the super-heavy tank running down its opponents and crushing them beneath its broad tracks.

The Shadow Sword's main armament is a huge laser cannon called the Volcano Cannon, a weapon so powerful that others like it are used to defend planets against attack from space, firing through the atmosphere against drop ships and low-orbitting space ships. If the Volcano Cannon hits a Titan the player adds +3 to the damage roll to determine the effect.

The Shadow Sword also carries two lascannons in its auxiliary turrets, and many bolters which fire from restricted fire slits. The bolters are only intended as a last minute defence against infantry opponents at short range. Ideally the Shadow Sword will be protected by friendly infantry, as it is far too valuable to lose to a surprise attack by fast moving opponents.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Shadow Sword Super Heavy Tank	10cm	1+	+6	Volcano cannon	100cm	1	3+	-4	Volcano cannon adds +3 to damage rolls vs Titans.
				Lascannon	75cm	2	5+	-1	
				Bolters	15cm	6	6+	0	

BANEBLADE SUPER HEAVY TANK

The Baneblade is based on the same huge building-sized armoured body shell as the Shadow Sword with various modifications incorporating further hull armament and a separate turret. The Baneblade super-heavy tank does not carry any weapon as powerful as the Shadow Sword's Volcano Cannon, but it does carry more weapons and is better able to take on hordes of opponents thanks to its varied armament and many bolter positions.

The Baneblade is just as slow and ponderous as the Shadow Sword, and has the same thick armour and saving roll. The same special close combat rules apply as described for the Shadow Sword - it can only pinned by Titans or other super-heavy tanks. The Baneblade is armed with a battlecannon which fires powerful explosive shells and a lascannon which shoots blasts of energy. It is also mounted with many bolt guns to protect the vehicle from infantry and other short range attack.

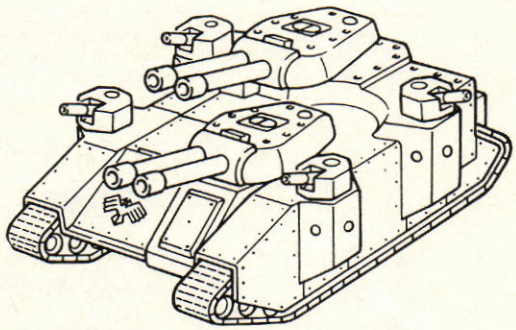
Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Baneblade Super Heavy Tank	10cm	1+	+8	Battlecannon	75cm	2	4+	-2	
				Lascannon	75cm	2	5+	-1	
				Bolters	15cm	10	6+	0	

STORM HAMMER SUPER HEAVY TANK

The Storm Hammer is one of the three types of Imperial super heavy tank and is just as well armoured as the Shadow Sword and the Baneblade. It is built for a close assault role and carries mostly short ranged weaponry. The Storm Hammer has two main turrets each carrying deadly cannons and four smaller turrets equipped with lighter bolters.

The Storm Hammer is designed to bring its armament to bear all round – as a close assault super heavy tank it would otherwise be vulnerable to attack from the sides and rear. As it is the Storm Hammer can wade in amongst enemy troops without suddenly finding itself unable to attack opponents who have closed in behind or round the sides. To further protect it against attack it has specially thickened side and rear armour.

To represent its wide arc of fire and many rotating turrets the Storm Hammer can shoot all round, not just to its front like most vehicles. Because of its extra thick side and rear armour its saving throw is *not* reduced for shots to the side and is only reduced by -1 for shots to the rear – most other vehicle saves are reduced by -1 and -2 for side and rear armour of course. The same close combat rules apply as described for the Shadow Sword and Baneblade; it can only be pinned by other super heavy tanks.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Storm Hammer	10cm	1+	+10	Cannon	50cm	4	4+	-2	
				Bolters	15cm	14	6+	0	

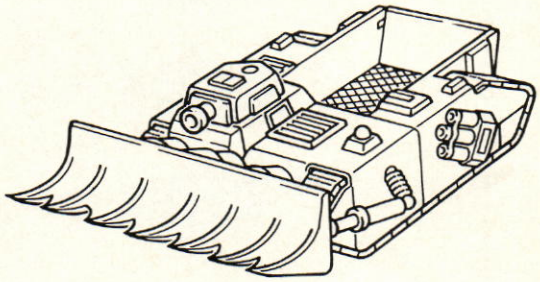
GORGON CLOSE ASSAULT VEHICLE

The Gorgon is a large, slab-sided vehicle with thick armour and monstrous tracks. It is used to carry infantry under heavy fire, such as in a siege or when attacking an enemy defence line. In many ways it is like a mechanical version of a heavily protected medieval siege tower full of combat troops and bristling with weapons!

In front the Gorgon has a very substantial bulldozer blade which it can use to push its way through obstructing terrain, and therefore ignores all penalties normally applied to vehicles for moving through some terrain. As a Gorgon moves through woods or over rocky ground it leaves a corridor behind it which is passable to other tanks. You can represent this by removing scenery as the Gorgon passes over it.

The bulldozer blade also forms a further layer of armour, so the Gorgon is allowed two saving throws for its armour if shot at from the front. Make your normal saving throw and if this fails roll again: the Gorgon is unharmed if either save is successful.

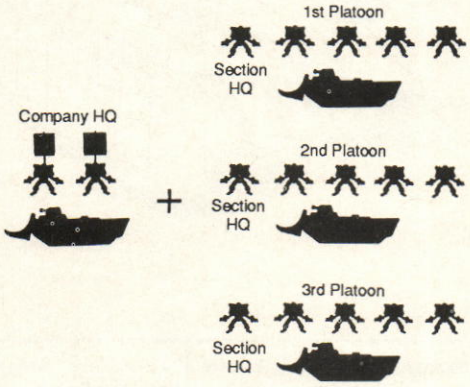
The Gorgon's high sides protect the infantry inside. The player can release the infantry in any turn, the Gorgon's blade is raised and the infantry pour out of the vehicle. The Gorgon can carry up to 5 stands (25 men) and they disembark in the same way as troops leaving any other vehicle. The Gorgon is armed with short ranged mine launchers which lob large barrel-shaped charges a short distance ahead of its advance to clear out enemy troops.



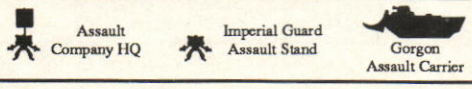
Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Gorgon Super Heavy Assault Carrier	10cm	1+	+4	Bolters	15cm	4	6+	0	May carry 5 troop stands.
				Mine Thrower	15cm	1	4+	-3	

GORGON ASSAULT COMPANY

An Imperial Guard Gorgon Assault Company consists of 1 company HQ unit plus 3 assault platoons, each with a Gorgon assault carrier. The Gorgon carries up to 5 stands.



POINTS VALUE 500



GORGON ASSAULT COMPANY

BREAK POINT 11: The unit is broken once it has lost 11 models, either troop stands or Gorgons. Once the company is broken, each platoon must take a morale test.

MORALE VALUE 4: Imperial Guard have a morale value of 4, and must roll 4 or more on a D6 to pass their morale check.

For a platoon to receive orders its section HQ stand must be within 25cm of the company HQ at the start of the orders phase. The same also applies to any support units allocated to the company. If troops are unable to receive orders they cannot move but may fire in the advancing fire segment of the combat phase in the same way as other troops with no orders.

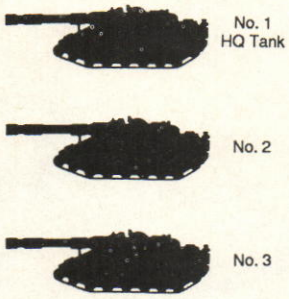
The company HQ unit is a command unit. It does not therefore need orders and there is no need for the unit to check morale.

VICTORY POINTS 5

Your opponent gains 5 VPs when this company is broken.

IMPERIAL GUARD SHADOW SWORD COMPANY

An Imperial Guard Shadow Sword Company consists of 3 Shadow Swords. No. 1 Shadow Sword is also the company HQ tank.



POINTS VALUE 500

IMPERIAL GUARD SHADOW SWORD COMPANY

BREAK POINT 2: The company is broken once it has lost 2 models. When the company is broken, the remaining Shadow Sword must take a morale check.

MORALE VALUE 4: Imperial Guard have a morale value of 4, and must roll 4 or more on a D6 to pass their morale check.

No. 1 Shadow Sword is the company HQ and so does not need orders and does not need to test morale. Shadow Swords no's 2 & 3 are each treated as if they were individual platoons and so must remain within 25cm of the no. 1 Shadow Sword to receive orders. If tanks are unable to receive orders they cannot move but may fire in the advancing fire segment of the combat phase in the same way as other troops with no orders.

The company HQ Shadow Sword is a command unit. It does not therefore need orders and there is no need for it to check morale. If additional support units are added to the company then their section or squadron HQs must remain within 25cm of the company HQ to receive orders.

VICTORY POINTS 5

Your opponent gains 5 VPs when this company is broken.

To make up your data cards, first photocopy the cards on this page. Fold each card along the dotted line and glue the two halves together on the inside. You can then use these cards as normal in your Space Marine games.

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IMPERIAL GUARD STORM HAMMER COMPANY

An Imperial Guard Storm Hammer Company consists of 3 Storm Hammers. No. 1 Storm Hammer is also the company HQ tank.

No. 1
HQ Tank

No. 2

No. 3

POINTS VALUE 500

IMPERIAL GUARD STORM HAMMER COMPANY

BREAK POINT 2: The company is broken once it has lost 2 models. When the company is broken, the remaining Storm Hammer must take a morale check.

MORALE VALUE 4: Imperial Guard have a morale value of 4, and must roll 4 or more on a D6 to pass their morale check.

No. 1 Storm Hammer is the company HQ and so does not need orders and does not need to test morale. Storm Hammers no's 2 & 3 are each treated as if they were individual squadrons and so must remain within 25cm of the no. 1 Storm Hammer to receive orders. If tanks are unable to receive orders they cannot move but may fire in the advancing fire segment of the combat phase in the same way as other troops with no orders.

The company HQ Storm Hammer is a command unit. It does not therefore need orders and there is no need for it to check morale. If additional support units are added to the company then their section or squadron HQs must remain within 25cm of the company HQ to receive orders.

VICTORY POINTS 5

Your opponent gains 5 VPs when this company is broken.

IMPERIAL GUARD BANEBLADE COMPANY

An Imperial Guard Baneblade Company consists of 3 Baneblades. No. 1 Baneblade is also the company HQ tank.

No. 1
HQ Tank

No. 2

No. 3

POINTS VALUE 500

IMPERIAL GUARD BANEBLADE COMPANY

BREAK POINT 2: The company is broken once it has lost 2 models. When the company is broken the remaining Baneblade must take a morale check.

MORALE VALUE 4: Imperial Guard have a morale value of 4, and must roll 4 or more on a D6 to pass their morale check.

No. 1 Baneblade is the company HQ and so does not need orders nor to test morale. Baneblades no's. 2 & 3 are each treated as if they were individual platoons and so must be within 25cm of no. 1 Baneblade to receive orders. If tanks are unable to receive orders they cannot move but may fire in the advancing fire segment of the combat phase in the same way as other troops with no orders.

The company HQ Baneblade is a command unit. It does not therefore need orders and there is no need for it to check morale. If additional support units are added to the company then their section or squadron HQs must remain within 25cm of the company HQ to receive orders.

VICTORY POINTS 5

Your opponent gains 5 VPs when this company is broken.

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GORGON ASSAULT SQUADRON

A Gorgon Assault Squadron consists of 1 Gorgon plus 1 assault platoon. An assault platoon is comprised of 5 Imperial Guard assault stands.

POINTS VALUE 150

The section HQ stand must remain within 25cm of its company HQ unit to receive orders. Place this card with its company HQ card to show its chain of command.

BREAK POINT 3: The squadron is broken once it has lost 3 models (stands or Gorgon). Once broken the squadron must take a morale check.

MORALE VALUE 4: Imperial Guard must roll 4 or more on a D6 to pass their morale check.

VICTORY POINTS 2

Your opponent gains 2 VPs when the squadron is broken.

SHADOW SWORD

This consists of one Shadow Sword

POINTS VALUE 200

The Shadow Sword must remain within 25cm of its company HQ unit to receive orders. Place this card with its company HQ card to show its chain of command.

BREAK POINT: As a single vehicle the Shadow Sword has no break point. Victory points are only awarded once the vehicle is destroyed.

MORALE VALUE 4: Imperial Guard must roll 4 or more on a D6 to pass their morale check.

VICTORY POINTS 2

Your opponent gains 2 VPs when the vehicle is destroyed.

BANEBLADE

This consists of one Baneblade.

POINTS VALUE 200

The Baneblade must remain within 25cm of its company HQ unit to receive orders. Place this card with its company HQ card to show its chain of command.

BREAK POINT: As a single vehicle the Baneblade has no break point. Victory points are only awarded once the vehicle is destroyed.

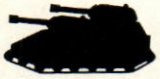
MORALE VALUE 4: Imperial Guard must roll 4 or more on a D6 to pass their morale check.

VICTORY POINTS 2

Your opponent gains 2 VPs when the vehicle is destroyed.

STORM HAMMER

This consists of one Storm Hammer.



POINTS VALUE 200

The Storm Hammer must remain within 25cm of its company HQ unit to receive orders. Place this card with its company HQ card to show its chain of command.

BREAK POINT: As a single vehicle the Storm Hammer has no break point. Victory points are only awarded once the vehicle is destroyed.

MORALE VALUE 4: Imperial Guard must roll 4 or more on a D6 to pass their morale check.

VICTORY POINTS 2

Your opponent gains 2 VPs when the vehicle is destroyed.

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SPACE MARINE™

STOMPERS!

by Rick Priestley

With the release of the new Stompers epic plastic boxed set we thought this would be the ideal opportunity to publish Space Marine rules to cover all the models in the new set. We've also included new rules for a few extra models too, such as the Wraithguard from the Eldar War Host set, Grey Knights and Terminators.

STOMPERS

When the Orks are in the throes of a mighty Waaagh-Ork all the Mekboyz band together and work like crazy to build Gargants. Some Mekboyz manage to construct huge Great Gargants, others proudly build the smaller Slasher Gargant, but many can't find the labour or materials for such large projects and have to be content with a Stompa. Stompas don't really count as Gargants because they're too small, but they embody all the virtues of a Great Gargant in miniature. Whereas a Gargant's crew might number several dozen Orks and Gretchin (plus innumerable Snotlings) a Stompa has a small crew consisting of a few brave Orks and enthusiastic Gretchin.

Because of their small size Stompas are more like vehicles than Titans, and the game rules for them reflect this. They are treated as vehicles for purposes of travelling over different sorts of terrain and they have vehicle type game data rather than Titan data sheets.

Stompas operate in Stompa Mobs and usually accompany a Warboss – one who hasn't quite managed to get his Mekboyz to build bigger Gargants. Sometimes Stompas will be built in addition to Gargants, and the lucky Warboss can include both types in his Waaa!

As Stompa Mobs embody the spirit of the Waaa-Ork, they do not have to take morale checks and cannot be routed.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Ork Stompa	10cm	1+	+8	Battlecannon Bolters	50cm 15cm	1 4	3+ 6+	-4 0	Stompa Mobs ignore morale checks.

DAVE GALLAGHER

ORK DREADNOUGHTS

Orks know a good idea when they see one and the sight and sound of Space Marine Dreadnoughts striding across the battlefield with guns blazing created a lasting impression on the Ork mind. Inspired by the success of Space Marine Dreadnoughts, Ork Mekboyz set to work making their own. Though the Orks have captured the resemblance of the human Dreadnoughts, the mechanics of their machines are typically Orky.

The Ork Dreadnought is piloted by a Gretchin which has been surgically implanted into the machine by the combined efforts of a Painboy and Mekboy. Ork and Gretchin bodies are fortunately very resilient so the Gretchin usually survives the operation and wakes up to find himself with a huge metal body that's even more Orky than Orks! This is very cheering to the Gretchin who has suffered years of being beaten around the head by his superiors. Not surprisingly his new-found power tends to go to his head, so Ork Dreadnoughts are often very hard to control.

Dreadnoughts are mobile troops and move through terrain like infantry stands. See the Terrain Chart in the Space Marine rules summary sheet for details.

Unfortunately, Ork Dreadnoughts don't always do what they're told. The Gretchin inside often gets carried away with excitement or goes crazy with power, sometimes even to the extent of bossing the Orks about. To represent this, Ork Dreadnoughts are subject to the normal Ork Command Rule which says they have to remain within 10cm of a command unit in order to receive orders. If they receive no orders then they behave erratically. Roll a D6 for the Dreadnought unit in the orders phase: on a 1-2 it has first fire orders, on a 3-4 it has advance orders, and on a 5-6 it has charge orders.

Stompers and Ork Dreadnoughts engage Androids and Chaos Dreadnoughts

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Ork Dreadnought	10cm	6+	+3	Autocannon	50cm	2	5+	0	

CHAOS ANDROIDS

The Chaos Android is a shining skeleton of hardened plasteel. Its cunning construction is a secret known only to certain tainted Squat fabricators working in league with Chaos Renegades. Each android contains a tiny bound daemon, an animating spirit imprisoned within its plasteel shell by the conjurations of a Chaos Sorcerer. The contained daemon hates being trapped in this way and will do anything to escape, but it is bound to obey any direct order it is given. The daemon will always try to interpret any command in as perverse a way as possible in order to avoid doing what it is supposed to.

Chaos Androids are just as much daemons as robots and are therefore considered to be daemons for rules purposes, for example if attacked by a Librarian's *destroy daemon* ability. They fight as troop stands, five models to a stand, in units of four stands. To represent their determination to deliberately misinterpret orders wherever possible order counters are placed in a slightly unusual way. Once all other order counters have been placed, including Eldar orders from a Warlock, both players roll a D6 for each Chaos Android unit on the table. The player with the highest score may place whatever order counter he wishes, so the Chaos Androids are still moved and fight under the control of their own side but must do so with the orders they have been given. This means that sometimes their orders will be inappropriate because the bound daemons have perverted the command they would normally have been given.

Daemons are horrific creatures for mortals to behold and are therefore difficult to fight in close combat. Any living enemy fighting against Chaos Androids suffers a -1 CAF penalty. This penalty does apply to vehicles whose crews are affected, but not to robots, Eldar Wraithguard and Dreadnoughts, or other daemonic troops. It does apply to Space Marine Dreadnoughts whose occupants are technically alive, if only just. Note that Grey Knights are not affected by this rule as they are resistant to daemonic influence.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Chaos Android	10cm	None	+4	Lasgun	50cm	1	5+	0	Roll off to place orders. Enemy -1 CAF.

ELDAR WRAITHGUARD

To the Eldar the prospect of death represents a final horror unthinkable to a human and unimaginable to an Ork. When an Eldar dies his consciousness passes into the warp where The Enemy, Slaanesh the Bane of the Eldar and Great Power of Chaos, awaits to consume it. Every Eldar wears around his neck a small gem called a waystone, the purpose of which is to absorb its owner's consciousness should he be killed, thereby cheating Slaanesh of his quarry and saving the Eldar from a fate that is literally worse than death. Waystones are implanted into the Wraithbone skeleton of the Eldar Craftworlds, releasing the spirit of the dead Eldar into the fabric of the Eldar Craftworld itself. Waystones can also be implanted into machines, and the consciousness they contain becomes the controlling element of the machine, allowing the Eldar to live again in a new form.

The Wraithguard are robotic bodies with Eldar waystones implanted inside them. They can move and act much like living creatures, motivated by consciousness of the dead Eldar they contain. This consciousness is not quite the same as that of a living person, but more like a dream-state, perceiving things around about in a shadowy and disconnected way. When the Eldar go to war they are frequently accompanied by the dead in the form of Wraithguards and Eldar Dreadnoughts.

Wraithguard units perceive the world in a shadowy, insubstantial way, absorbing the emotions of living Eldar around them as much as anything else. To represent this an Eldar Wraithguard unit will always remain within 10cm of a living Eldar unit where possible to do so. If they find themselves beyond this range at the start of the movement phase, perhaps because casualties or some other unforeseen event has caused them to become separated, they automatically receive charge orders and move towards the nearest living Eldar until they are within 10cm. This will prevent the Wraithguard firing that turn, and they can only enter close combat if the Eldar unit they are moving towards is engaged in close combat. Assuming the Wraithguard begin their turn within 10cm of living Eldar they automatically receive the same orders as the closest living Eldar unit. If the closest unit is a Warlock any order can be placed. This represents the Wraithguard responding to the psychic needs of the living.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Eldar Wraithguard	10cm	6+	+4	Wraithcannon	50cm	1	5+	-1	Takes orders from nearest Eldar.

ELDAR DREADNOUGHT

The Eldar Dreadnought is really a larger and more powerful form of Wraithguard, and is controlled by a waystone in the same way. Like the smaller Wraithguard the Dreadnought perceives its surroundings in a shadowy and disconnected way, responding to the emotional emanations of living Eldar about it. To represent this an Eldar Dreadnought unit will always stay within 10cm of a living Eldar unit where possible to do so. If they find themselves beyond this range at the start of the movement phase, perhaps because casualties or some other unforeseen event has caused them to become separated, they automatically receive charge orders and move towards the nearest living Eldar until they are within 10cm. This will prevent the Dreadnoughts firing that turn, and they can only enter close combat if the Eldar unit they are moving towards is itself engaged in close combat.

Assuming the Dreadnoughts begin their turn within 10cm of living Eldar they automatically receive the same orders as the closest living Eldar unit. If the closest unit is a Warlock, any order can be placed. This represents the Dreadnoughts responding to the psychic needs of the living.

Eldar Dreadnoughts are mobile machines and so obey the same movement restrictions and penalties as infantry. See the Terrain Chart on the Space Marine summary sheet for details of these restrictions. Eldar Dreadnoughts can be armed with a variety of weapons but usually carry lascannons and a power fist, a combination which gives them good close combat abilities and excellent long range firepower.

Eldar forces including Wraithguard and Eldar Dreadnoughts

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Eldar Dreadnought	10cm	5+	+2	Lascannon	75cm	1	5+	-2	Takes orders from nearest Eldar.

SHOKK ATTACK GUN

The Shokk Attack Gun is a marvellous Orky invention. Its exact workings remain a mystery even to the Mekboyz who build them, but it works none-the-less and in a particularly effective and spectacular manner. The whirling warp-spheres at the front spin round churning up the bit of space in front of the gun to create a sort of warp tunnel. The exit to the tunnel depends on where the Ork points the Shokk Attack Gun - it might be in the middle of an enemy unit, inside a tank, deep within a building, or even inside some unfortunate Terminator's armour!

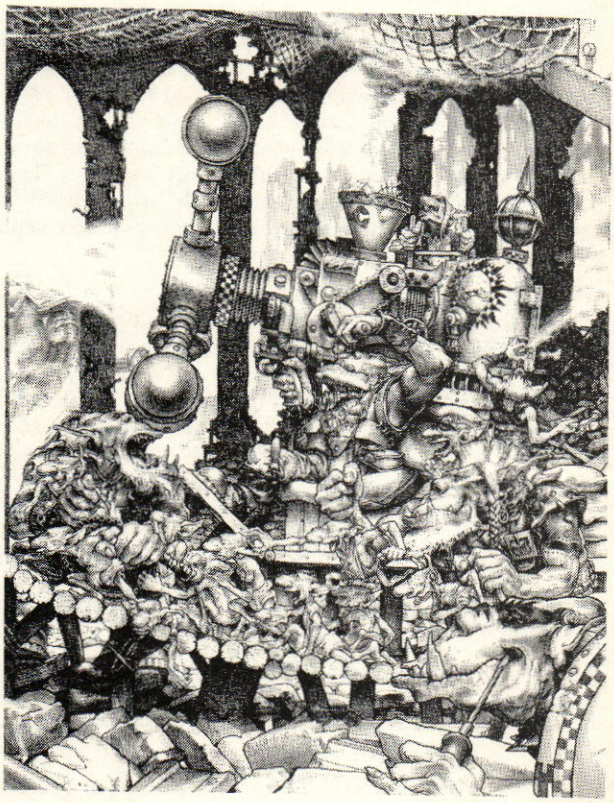
You can't really be sure where the tunnel comes out until you send something down it, which is where the infamous Snotling Attack teams come in. Snotlings, the smallest and most docile of the Ork-Gretchin race, are specially trained to jump into dark holes in return for food. Their ultimate fate is to be sent enthusiatically into a warp tunnel generated by the Shokk Attack Gun, reappearing over or even inside the target.

Though Snotlings are not aggressive by nature, the journey through the warp tunnel turns them into gibbering maniacs. Half-mad with terror they suddenly appear at their target clawing and biting everything within reach, defecating uncontrollably, and screaming like frightened alley cats. This is quite disconcerting for the poor victim, especially if the deranged Snotlings suddenly appear inside an enclosed vehicle like a tank or (worst of all) down the left leg of your Terminator suit! A vehicle attacked in this way may be rendered useless while the crew disentangle themselves from frantic Snotlings, or the engines and weapons might be clogged by Snotlings caught up in the works. Exposed troops may be clawed to death, and a Terminator can suffer a terrible fate as several explosively flatulent creatures materialise inside his helmet.

The Shokk Attack Gun takes a while to generate its warp tunnel so it can only be fired if the stand has first fire orders. The weapon has an unlimited range and can be used against any target in sight. Nominate your target and roll the scatter dice and 2D6 to determine distance scattered just like a barrage.

If you roll a direct hit on the scatter dice and a double on the 2D6 then the Snotlings have not only landed on their target but many have materialised inside it as well. If this happens the target is destroyed automatically without an armour saving throw. Titans and other large fighting machines which use the Titan-style to hit diagrams and damage charts are hit once in a randomly determined location. Work out the effect by rolling on the appropriate damage chart as normal. Shields are bypassed automatically and no armour save is allowed for Titans which have been invaded by Snotlings in this way.

If you roll a direct hit on the scatter dice and any number other than a double on the 2D6 then you have hit the target area. Snotlings pop out of the air and surround the target, clinging to arms and legs, scratching, clawing and lashing out at everything close by. The number of Snotlings that make it through the warp turnnel is somewhat uncertain, and many of those who do are reduced to a helpless catatonic state. This means their effectiveness varies a great deal - from all out frenzied attack to mere inconvenience.



PAUL BONNER

The effect of the attack is worked out as a round of close combat fought immediately against the target. The 2D6 roll already rolled stands for the Snotlings' close combat score. Because doubles count as immediate destruction as described above, this score varies from 3 to 11. The target makes its normal close combat roll (2D6 + its CAF). As with all close combat, void and power shields are ineffective and armour saving throws are ignored. If the target survives the Snotling attack it cannot shoot for the remainder of that combat phase and if engaged in close combat by other enemy it counts as having fought one round already. This means that any other close combat opponent rolls an extra D6 as described in the close combat rules. If attacked by more than one Shokk Attack Gun then each subsequent Snotling attack adds +1D6 exactly like any other close combat attack.

If you roll an arrow on the scatter dice the shot has scattered in the direction shown by the distance indicated by the 2D6 roll. The Snotlings will automatically materialise around the closest target within 5cm of the indicated point and attack it as described above. The new target may be friend or foe - the Snotlings are too terrified to tell the difference any more! If there are no potential targets within 5cm then the Snotlings have nothing to attack, and take the opportunity to scurry away, crawling off to hide under rocks or in the undergrowth.

Whatever the result, Snotlings only attack for one turn and then lapse into petrified silence, run off, hide, or otherwise make themselves scarce.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Shokk Attack Gun	10cm	None	0	Shokk Attack Gun	Special Rules				

MOLE MORTAR

The Mole Mortar was developed by the Squats whose homeworlds are rocky and barren and where most habitations are built underground. It has a crew of two operators who can also dismantle and move the weapon if needed. The Mole Mortar fires a burrowing subterranean shell called a tunnel torpedo. This travels rapidly underground before burrowing to the surface and exploding underneath its target. This causes the ground to collapse beneath the target engulfing infantry or tanks, and sometimes trapping large heavy tanks or Titans.

Mole Mortars fire barrages, although these are underground barrages rather than conventional air-borne barrages from artillery pieces. Work out hits exactly like a normal barrage. If the target is a super-heavy tank or a Titan work out damage as normal and then (assuming the target survives) roll a further D6 to see if the target falls into the resulting crater. If you roll a 6 the target falls into the crater and is trapped. A super-heavy tank or Titan cannot move while trapped but it is able to shoot normally. It is possible to climb out of the crater by using a charge order and then rolling a 3 or more on a D6 - the tank or Titan is then free but does not move that turn. If you wish craters can be represented using plastiscene or some other suitable modelling material.

Mole Mortars can easily be moved from place to place, and they count as infantry stands for moving over difficult terrain. They may be moved into buildings and even fired from inside if required.

Orks advance upon buildings held by Imperial forces including Mole Mortars

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Mole Mortar	5cm	None	-3	Mole Mortar	150cm	1 Barrage Point		0	Fires barrage.

SPACE MARINE DREADNOUGHTS

Dreadnoughts are huge fighting machines almost three times the height of a man. Although they could be mistaken for robots or even extra-ordinarily large armoured fighting suits in fact they are quite unique. The Dreadnought's operator is not an ordinary Space Marine but one of the Old Ones - a Space Marine mortally wounded in battle many years ago. Rather than being allowed to die he has been implanted inside the Dreadnought, his nervous system connected to the machine itself. The Space Marine survives only as a tightly curled and shrivelled organic component deep inside the Dreadnought which is at once his reborn body and his tomb. Once installed, the Space Marine can never leave the Dreadnought. He loses all sensation from his body and relies completely upon the artificial senses of the machine.

Dreadnoughts are often very ancient, sometimes many thousands of years old, with memories which stretch back to the early days of the Chapter's history. They are revered by the other Space Marines not just as potent warriors but also as ageless forebears and as the living embodiments of battles fought long ago. Dreadnoughts are difficult to build and many of the secrets of their construction were lost after the Horus Heresy. There are therefore relatively few of them in each Chapter and those that survive are carefully maintained and repaired when necessary. If a Dreadnought's occupant is killed in action then the Dreadnought is refurbished and prepared for another Space Marine.

Dreadnoughts are mobile troops and move through terrain like infantry stands. See the Terrain Chart in the Space Marine rules summary sheet for details. Dreadnoughts can be armed with a variety of weapons such as auto-cannons, chainsaws, heavy bolters, and many more. They are especially powerful hand-to-hand fighters.

Space Marine Dreadnoughts and Grey Knights spearhead the attack

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Dreadnought	10cm	5+	+2	Autocannon	75cm	1	5+	0	

GREY KNIGHTS

The Grey Knights are the most extraordinary Space Marine Chapter of all. Their secret headquarters is believed to be situated on an outer planet of the solar system, possibly Titan, but only the Inquisition knows its whereabouts for certain. The Grey Knights are daemon-hunters, recruited because of their latent psychic talents or extreme psychic resistance, and their role is to provide the Inquisition with a potent fighting arm anywhere in the galaxy.

The very existence of daemons and the Chaos Powers is not widely acknowledged outside the Inquisition, as to do so could cause universal fear and terror that would serve the purposes of Chaos only too well. Combat troops are generally kept away from daemonic forces, as few men who encounter these horrors face-to-face survive with their sanity intact. Ordinary Space Marines are too valuable to expose to such horror, although for those unfortunate enough to do so there is the prospect of selective memory removing surgery to ease the pain. Grey Knights are made of tougher stuff; men whose natural resistance protects them from daemonic presence or whose own psychic powers enable them to fight back.

Grey Knights are only deployed against daemonic forces as they are too valuable to throw away against conventional foes. They wear Terminator armour and carry a variety of close combat and distance weapons including psychic weapons such as force swords and the nemesis weapon. The Grey Knights have a fleet of fast warp ships and the best astro-navigators that the Inquisition can supply. When they arrive at the battle zone they use teleporters to transport down onto the surface or into the heart of enemy spacecraft.

A Grey Knight stand consists of five Terminators, and four stands make up a detachment. A Grey Knight detachment may be deployed as normal at the start of the battle or it can be teleported down during any subsequent movement phase. To teleport the detachment nominate a landing point and roll the scatter dice. If the dice shows the teleporter is on target place one stand on the nominated point and the remaining three stands within 6cm of it. If the scatter dice indicates a scatter move the landing point 2D6cm in the direction shown and position the first stand in the place indicated, then place the remaining three stands within 6cm as before.

Grey Knights are not affected by the normal morale roll taken when daemons attack, though they are affected by other morale rolls as normal.

Grey Knights do not suffer close combat penalties for fighting against daemons. If attacked by a psychic power, such as an Eldar Warlock's psychic attack, a Weirdboy psychic bolt, or a spell from a Greater Daemon, then a Grey Knight stand has a psychic saving throw to represent its psychic resilience. Roll a D6, and on the score of a 4, 5 or 6 the stand is unaffected.

Grey Knights wear Terminator armour which is incredibly thick as well as affording a reasonable degree of mobility. This combines the two advantages of infantry and vehicles, and makes Terminators relatively difficult targets. At long range they are quite small and easily concealed behind localised cover or folds in the ground, while at short range their thick armour protects them from all but the more powerful weapons. To represent this Terminators have an armour saving throw of 6 on a D6 – almost all other infantry stands have no saving throw. Furthermore, because part of their save represents their small size and ability to move quickly, the save never drops below 6 - even if hit by a Volcano Cannon, Tempest Laser or other powerful weapon.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Grey Knight	10cm	6+	+6	Various	35cm	2	4+	-1	Psychic save of 4+.

CHAOS DREADNOUGHTS

A great Chaos Space Marine Champion may be fortunate enough to find himself implanted into a Dreadnought rather than die of his wounds. Just as Space Marine Dreadnoughts combine the barely alive remnants of a Space Marine with a complex metal fighting machine, so the Chaos Dreadnought uses sophisticated technology to prolong the lives of Chaos Champions in machine form.

The Chaos Dreadnoughts derive from the ancient time before the Horus Heresy, but since then have been rebuilt, often to mimic the form of some daemonic creature. Relatively few survive and they are carefully maintained and repaired when necessary. If a Dreadnought's occupant is killed in action then the Dreadnought is refurbished and prepared for another occupant.

Chaos Dreadnoughts are mobile machines and have the same movement restrictions and penalties as infantry stands. See the Terrain Chart on the Space Marine summary sheet for details of these restrictions. Dreadnoughts can be armed with a variety of heavy weapons such as auto-cannons, chainsaws, heavy bolters, and many more.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Chaos Dreadnought	10cm	5+	+1	Various	50cm	2	5+	0	

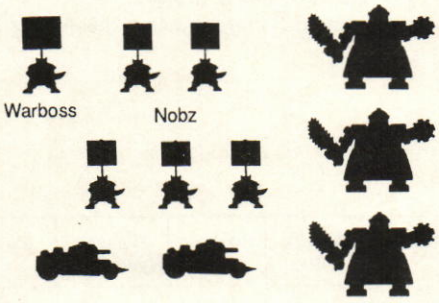
SPACE MARINE DATA CARDS

To accompany the new rules for the Stompers we've designed the following Epic Army cards. They are based on the ones we are using in our own games, but we haven't finalised all the details yet, so why not try them and see how they work out. All comments are welcome: do you find the points values too high or too low, are the units too powerful or too weak? Why not write to us and tell us what you think. Although we can't reply to your letters individually, we do read and appreciate them none the less.

SPECIAL CARD

ORK WARBOSS AND STOMPERS

The Ork Warboss is a mighty leader of the Clans – a Boss Ork commanding many warriors and machines. The Warboss and his bodyguard are represented by a single unit consisting of a Warboss and 5 Nobz with 2 Battlewagons. The Warboss also has three Stompers to prove his might and dismay his enemies.



POINTS VALUE 500

ORK WARBOSS AND STOMPERS

The Warboss and his Nobz form a single command unit and never check morale if broken. Ork units can only be given orders if there is a command unit within 10cm. The Warboss is therefore an especially valuable unit as he can move where he is needed to shout orders to the troops. The Stompers form a separate Mob of 3 models. They do not require morale tests and cannot be routed. The Stomper Mob is not a command unit.

BREAK POINT 6: The Warboss and Stompers are broken once they have lost 6 models, either the Warboss, Nobz, Battlewagons or Stompers. As a command unit the Warboss does not take a morale check.

VICTORY POINTS 5

Your opponent gains 5 VP when the Warboss is broken.

ORK DREADNOUGHT MOB

The Ork Dreadnought Mob consists of four Ork Dreadnoughts.

POINTS VALUE 100

ORK DREADNOUGHT MOB

The Dreadnought Mob fights as a separate Mob within an Ork Clan in a similar way to the Snakebite Boarboyz. It can be added to any Clan to increase its fighting strength. You may add up to 2 Mobs into a Bad Moon Clan but only 1 into any other Clan. For each Dreadnought Mob added the Clan's break point goes up by +2 and the VP awarded to your opponent for breaking the Clan goes up by +1.

VICTORY POINTS ADDS +1

To make up your data cards, first photocopy the cards on this page. Fold each card along the dotted line and glue the two halves together on the inside. You can then use these cards as normal in your Space Marine games.

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CHAOS ANDROID SQUAD

A Chaos Android Squad consists of four Chaos Android stands.

POINTS VALUE 100

CHAOS ANDROID SQUAD

BREAK POINT 2: The Squad is broken once it has lost 2 models. When it is broken, it must take a morale check.

MORALE VALUE 2: Chaos Androids must roll 2 or more on a D6 to pass their morale check.

VICTORY POINTS 1

Your opponent gains 1 VP when the Squad is broken.

ELDAR WRAITHGUARD HOST

An Eldar Wraithguard Host consists of four Wraithguard stands.

POINTS VALUE 100

ELDAR WRAITHGUARD HOST

Wraithguard cannot be broken and don't need to take morale checks. Victory points are awarded when the Host is destroyed.

VICTORY POINTS 1

Your opponent gains 1 VP when the Host is destroyed.

ELDAR DREADNOUGHT HOST

An Eldar Dreadnought Host consists of four Eldar Dreadnoughts.

POINTS VALUE 150

ELDAR DREADNOUGHT HOST

Eldar Dreadnoughts cannot be broken and don't need to take a morale check. Victory points are awarded when the Host is destroyed.

VICTORY POINTS 2

Your opponent gains 2 VPs when the Host is destroyed.

ORK SHOKK ATTACK GUN TEAM

An Ork Shokk Attack Gun Team consists of four Ork Shokk Attack Guns.

POINTS VALUE 100

ORK SHOKK ATTACK GUN TEAM

The plan is to fit these in as support cards, for the "coming soon" Mekboy models. Meanwhile, we suggest you add them as new units to your Clans.

BREAK POINT +2: Adds 2 to the Clan's Break Point.

VICTORY POINTS +1: Adds 1 to VP when the Clan is broken.

VICTORY POINTS ADDS +1

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MOLE MORTAR BATTERY

An Imperial Guard Mole Mortar Battery consists of three Mole Mortars.

POINTS VALUE 100

MOLE MORTAR BATTERY

BREAK POINT 2: The Battery is broken once it has lost 2 models. Once broken, it must take a morale check.

MORALE VALUE 4: Imperial Guard must roll 4 or more on a D6 to pass their morale check.

VICTORY POINTS 1

Your opponent gains 1 VP when the Battery is broken.

SPACE MARINE DREADNOUGHT SQUADRON

A Space Marine Dreadnought Squadron consists of four Dreadnoughts.

POINTS VALUE 150

SPACE MARINE DREADNOUGHT SQUADRON

BREAK POINT 2: The Squadron is broken once it has lost 2 models. Once broken, it must take a morale check.

MORALE VALUE 1: Space Marine Dreadnoughts must roll 1 or more on a D6 to pass their morale check.

VICTORY POINTS 2

Your opponent gains 2 VPs when the Squadron is broken.

SPACE MARINE GREY KNIGHT DETACHMENT

A Space Marine Grey Knight Detachment consists of four Grey Knight stands.

POINTS VALUE 400

SPACE MARINE GREY KNIGHT DETACHMENT

BREAK POINT 2: The detachment is broken once it has lost 2 models. Once broken, it must take a morale check.

MORALE VALUE 1: Grey Knights must roll 1 or more on a D6 to pass their morale check.

VICTORY POINTS 4

Your opponent gains 4 VPs when this detachment is broken.

CHAOS DREADNOUGHT SQUADRON

A Chaos Dreadnought Squadron consists of four Chaos Dreadnoughts.

POINTS VALUE 150

CHAOS DREADNOUGHT SQUADRON

BREAK POINT 2: The squadron is broken once it has lost 2 models. Once broken, it must take a morale check.

MORALE VALUE 2: Chaos Dreadnoughts must roll 2 or more on a D6 to pass their morale check.

VICTORY POINTS 2

Your opponent gains 2 VPs when the squadron is broken.

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SPACE MARINE

We've been working away to complete our range of Space Marine data cards for all the available Titan models. This month we finish off with the Eldar Phantom Titan, the Imperial Warhound Scout Titan and the Ork Slasher Gargant. Additional rules are included to cover the potent weaponry of the Eldar Phantom and its unique defensive Holo Fields.

ELDAR TITANS

Eldar Titans are very different to those used by the Imperium. Tall and slender, they move with an smooth agility and grace unachievable by human Titans. They benefit not only from the experience of their crews (which are brought up with Titans from birth) but from the collective consciousness of a large Spirit-stone which contains the souls of numerous dead Eldar. Phantom Titans are built around a Wraithbone core which permits the spirits contained within it to flow freely through the whole construct. This gives the Eldar Titan a consciousness of its own which, combined with its living crew, makes the Phantom such a deadly fighting machine.

ELDAR HOLO FIELDS

Certain Eldar vehicles and troops use a sophisticated system of defensive screens called Holo Fields. The most well-known users of the holo field are Eldar Phantom Titans. Holo fields are not designed to block, absorb and shunt aside attacks like Imperial void shields and Ork power fields, instead the Holo field confuses enemy location and targeting systems by diffracting the subject's image. When a unit protected by a holo field moves, its image seems to explode into a storm of multi-coloured shards. The faster it moves, the more scattered the image becomes. When it stops the cloud appears to coalesce into a solid shape again. Thus the holo field is well suited to the Eldar precepts of speed and mobility over armour and firepower.

Any unit protected by a holo field receives an additional saving throw against a hit. Because the holofield disrupts targeting more if the subject is moving the saving throw varies according to what orders the subject is on, making it better on charge orders than first fire for instance. The table below summarises what saving throws the subject has on different orders. The saving throw is tied only to the units orders and not to the actual distance the model moves.

This extra save is taken first and is not modified by the attacking weapon's armour saving throw modifier; being able to punch through heavy armour is no help if the target isn't where its supposed to be. On the other hand, the holo field is useless against area effect weapons which don't have to rely on pin-point accuracy, and so the save does not apply against hits from barrages, or any other attack that uses a template of any kind.

Orders	Saving Throw
First Fire	4+
Advance	3+
Charge	2+

ELDAR TITAN WEAPONS

POWER FIST

The Eldar Power Fist is identical in most ways to the power fist mounted on Imperial Titans. In close combat the gigantic armoured fist can be used to rip pieces off enemy Titans or crush buildings like paper. The Eldar Power Fist is also enhanced with the addition of a battery of Shuriken Cannon in the fingers and 'knuckles' which give it a potent ranged capability as well. In the combat phase the power fist can be used either in close combat or as a ranged weapon. It may not be used as both in the same turn.

If a Phantom with a Power Fist wins a close combat with an enemy Titan it can make a special grab attack instead of rolling normal damage. The Phantom can grab any location on the hit template and try to rip it away. Both players roll a D6 and the Phantom adds +1. If the Phantom's score is higher than the defender's the location is wrenched off and suffers maximum damage. If the scores are equal the defender wriggles partially out of the Phantom's grasp and damage on the location is resolved with a D6 roll as normal. If the defender's score is higher than the Phantom's it manages to slip completely out of the Phantom's grip and suffers no damage. A building attacked with the Power Fist is hit automatically and must roll a saving throw with a -4 modifier or be destroyed.

Name	Range	Attack Dice	To Hit Roll	Save Mod
Power Fist	50cm	4	4+	-1

Notes: May be used in close combat.

HEAT LANCE

The Heat Lance is a special Eldar Titan weapon. It operates by setting up an electromagnetic 'tube' between the weapon and its target and then launching a high-power bolt of fissile energy along it. The effects are akin to the awesome destructiveness of Melta and Plasma weapons but far more devastating by virtue of being more tightly controlled. At longer ranges the carrier field is unable to contain the shot and the Heat Lance loses some of its lethality. The ability of the Heat lance to literally punch through the heaviest armour at close range makes it a highly favoured weapon.

Anything hit by a Heat Lance at up to 25cm range must make a saving throw with a -5 modifier. A massive +5 is added to damage rolls against Titans hit by a Heat Lance at up to 25cm range. For each 25cm of range the Heat Lance's saving throw modifier and damage bonus is reduced by two, so a target hit at a range of 50cm would suffer a -3 saving throw modifier and a +3 on damage rolls. This is summarised on the weapon chart

Name	Range	Attack Dice	To Hit Roll	Save Mod	Damage Bonus
Heat Lance	Up to 25cm	1	2+	-5	+5
	26-50cm	1	3+	-3	+3
	51-75cm	1	4+	-1	+1

THE PSYCHIC LANCE

Eldar Titans may be armed with the Psychic lance, a weapon created by the Eldar Knight clans which 'fires' a burst of psychic energy directed through a long crystalline rod. The resonances set up in the crystal create a beam of directed psychic energy which will brainwipe anything in the area of effect. The Psychic lance is a much feared weapon - it makes a mockery of even the heaviest armour and shields as it passes straight through such physical obstructions and leaves its victims drooling idiots without even control of their bodily functions.

When using the psychic lance take a barrage template and place it anywhere within the LOS and range of the firing Titan. Anything completely under the template will be hit on a D6 roll of 5 or 6. The effects of a hit from a Psychic lance vary greatly depending on the victim. It will automatically wipe the brains of any infantry stand or vehicle regardless of its armour saving throw, as the lance beam passes straight through it. Robots and robotically controlled equipment (such as Tarantulas) are immune to the effects of the lance. Units which have a 'psychic saving throw', such as Grey Knights, receive their psychic save against the lance's effects as normal. Daemons which are hit are instantly cast back into the warp without any saving throw as the brain of their host body is destroyed. A Titan hit by the Psychic lance rolls for damage once on the head damage table.

Name	Range	Attack Dice	To Hit Roll	Save Mod
Psychic Lance	50cm	special – see rules above		

Notes: Uses Barrage template. No armour save possible. Hits destroy daemons automatically

TREMOR-CANNON

The Tremor-Cannon is a much larger version of the weapon mounted on the Vibro-Cannon anti-grav platform. The Tremor-Cannon is so powerful that it does not have to operate in a battery, just one of these weapons can cause enemy troops to literally shake themselves apart! Tremor-Cannon operate on a ranged induction field principle, using a fluctuating electromagnetic field to set up a resonant vibration in the target's atomic structure. The Tremor-Cannon is fired into the ground to produce a 'quake' effect some distance away. As the Tremor-Cannon is kept focussed the tremors in the area become more and more intense with attendant secondary explosions and thermal effects eventually culminating in the whole area liquifying as its atomic structure breaks down.

When you shoot a Tremor-Cannon draw an imaginary line between the weapon and the target. The ground along this line is ripped up just as if a giant plough had driven a furrow through the ground. Any building along the line is hit automatically and is destroyed unless it can make its saving throw with a -2 modifier. Roll a D6 for any troop stand, vehicle or Titan that lies along the line, and on a roll of 5 or 6 it is so badly shaken that it takes a hit. The nominated target takes a hit on a roll of 3 or more. Note that the Tremor-Cannon's field passes straight through Titan shields and hits the Titan without effecting the shields in any way.

Any troop stand or vehicle that is hit must make its saving throw with a -2 modifier or be destroyed. Since Tremor-Cannon transmit shockwaves along the ground, only the bottom part of a Titan - or anything else with a hit location template - will be affected. To represent this, if you hit a Titan you must pick a hit location that is on the bottom row of the its hit location template.

Name	Range	Attack Dice	To Hit Roll	Save Mod
Tremor-Cannon	100cm	Special	Special	-2

Notes: Target hit on 3+, intervening models on 5+.

DISTORTION CANNON

The powerful Eldar Distortion cannon bores a hole through the fabric of reality, creating a whirling black hole into warp space. Anything engulfed by the hole is sucked through into the warp and destroyed. Those lucky enough to avoid the full power of the warp hole are cast aside and scattered around the battlefield. Due to the constantly changing flux of the warp it's impossible to be sure precisely where the warp hole will open. Because of this the Distortion cannon is most effective when used against densely packed enemy formations.

A barrage template is used to represent the warp hole. The cannon can only shoot at a target point it can see, so take the barrage marker and place it with its centre over the proposed target anywhere in LOS and range of the firing Titan. Roll the scatter dice and if the result is an arrow reposition the template 2D6cm in the direction shown. Now roll the scatter dice again and if the result is an arrow reposition the template once more. Because you roll twice for scatter with the Distortion cannon it can sometimes miss its target by as much as 24cm. Then roll a scatter dice for each model at least half under the template. On the roll of a cross hair the target is sucked into the warp and destroyed with no saving throw. On the roll of an arrow the target is thrown D6cm in the direction shown and may not move, shoot, or do anything else that turn.

Buildings cannot be sucked into the warp whole as they are simply too large, however any building hit by a Distortion cannon will be severely damaged and may collapse. The building is allowed its basic saving roll, and if successful its structural integrity is unaffected and the building still stands. Any models inside the building are also unaffected so long as it survives.

Titans, Gargants, and any super-heavy tanks with either intact void or power fields automatically avoid destruction thanks to their shields. The warp hole is slightly displaced by the presence of active shields and so the target is never sucked into the warp but is scattered D6cm in a random direction instead.

Name	Range	Attack Dice	To Hit Roll	Save Mod
Distortion Cannon	75cm	Special – see rules above		

Notes: Uses barrage template, Scatters Twice

PULSAR

The Pulsar, is used exclusively by the Eldar. It is a highly sophisticated laser cannon and amply demonstrates the Eldar's consummate skill in constructing laser weapons. The Pulsar fires short vollies of extremely powerful laser energy, each pulse of energy in the volley being separated by a few milliseconds from the next one.

The Pulsar can be fired in two ways. When fired at a single target the Pulsar will be held steady so that as many pulses as possible will hit the target, while against a more numerous foe the Pulsar can be moved slightly to spread the pulses over an area in an attempt to hit more than one target.

When you fire the Pulsar you must declare which way you will use it. If you fire against a single target, roll to hit just once. If you score a hit, roll the D6 again. The result is the number of pulses from the volley that hit the target. Each pulse must be saved against separately. If you decide to fire at a group of targets, take the barrage template and place it over any target point within the Pulsar's LOS and range. Roll once to hit any model under the template.

Name	Range	Attack Dice	To Hit Roll	Save Mod
Pulsar	100cm	1	2+	-2

Notes: Target must save D6 times. May fire a barrage instead.

WING WEAPONS

Eldar Phantoms have two small weapon mounts, one on each shoulder. They are commonly referred to as wing weapons because they are connected to the holo-field generator 'wings' on the Phantom's back. They are used to house secondary weapons, usually a small battery of lascannon on one shoulder for use against vehicles and a set of missile launchers on the other for bombarding infantry. You may choose to have either type of battery in each mount, and can have two batteries of the same type if you want.

Name	Range	Attack Dice	To Hit Roll	Save Mod
Lascannon Wing	75cm	2	3+	-2
Missile Launcher Wing	100cm	4 BPs	–	-0

ELDAR TITAN WEAPONS SUMMARY

Name	Range	Attack Dice	To Hit Roll	Save Mod	Damage Bonus	Notes
Heat Lance	Up to 25cm	1	2+	-5	+5	
	26-50cm	1	3+	-3	+3	
	51-75cm	1	4+	-1	+1	
Pulsar	100cm	1	2+	-2	–	Target must save D6 times. May fire a barrage instead.
Tremor-Cannon	100cm	Special	Special	-2	–	Target hit on 3+, intervening models on 5+.
Distortion Cannon	75cm	Special	Special	Special	Special	Uses barrage template, Scatters Twice
Psychic Lance	50cm	Special	Special	Special	–	Uses Barrage template. No armour save possible. Hits destroy daemons automatically
Power Fist	50cm	4	4+	-1	–	May be used in close combat.
Lascannon Wing	75cm	2	3+	-2	–	
Missile Launcher Wing	100cm	4 BPs	–	0	–	Uses barrage template

ELDAR PHANTOM TITAN

Move	Close Assault Factor
20cm	+12

The Phantom Titan is protected by a Holo field and mounts 2 Eldar Titan Weapons plus 2 Wing weapons (see Special rules).

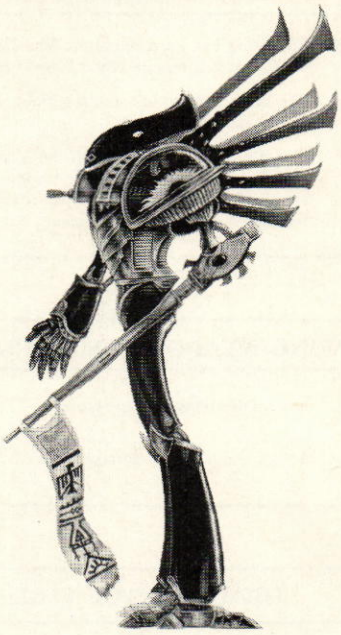
Note down the details for the weapons mounted on your Titan model in the spaces given below.

The Phantom is very fast and agile so unlike other Titans it can move in any direction it wants to when it moves.

Holo Field Saving Throws

Orders	Saving Throw
First Fire	4+
Advance	3+
Charge	2+

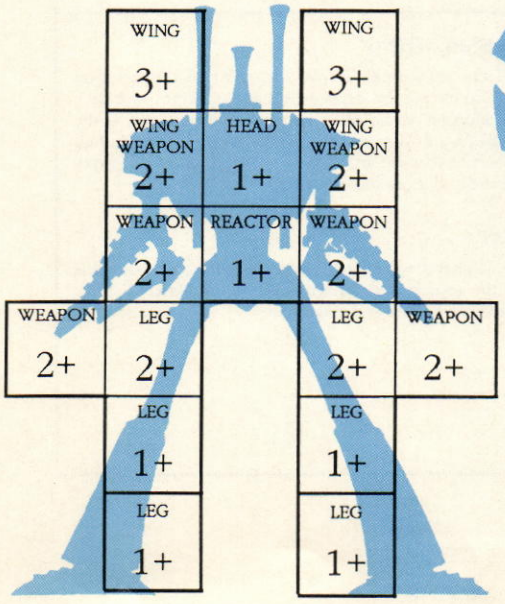
Holo field saving throws are unaffected by the attackers save modifier. Barrages ignore Holo Fields.



WEAPON	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES

HIT LOCATION TEMPLATES

FRONT



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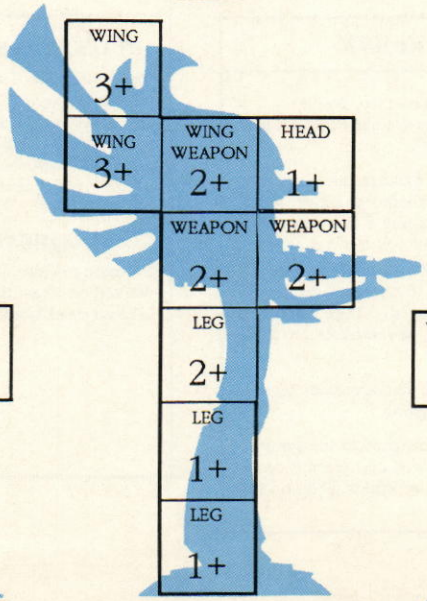

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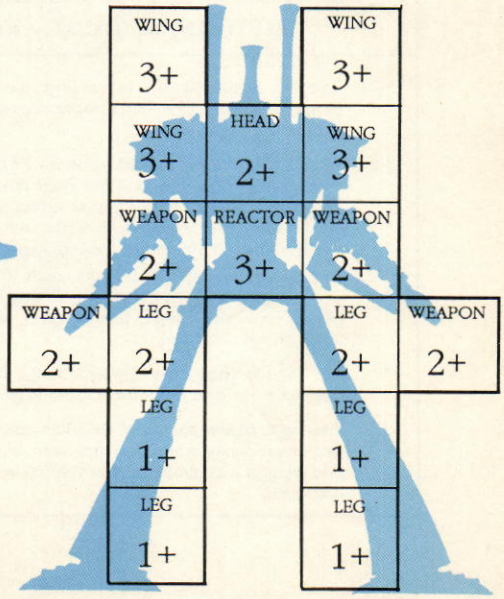


ELDAR TITAN DAMAGE TABLES

WING DAMAGE TABLE - Roll D6

1-3 The Wing has been damaged. The Titans Holo Fields will not work until it is repaired by rolling 4+ on a D6 in the end phase.

4-5 The Wing is destroyed and the Titans Holo Fields stop working for the rest of the game.

6 The Wing is blown clean off the Titan and lands 2D6cm in a random direction. Anything the wing lands on must making a saving throw or be destroyed. The Titans Holo Fields stop working for the rest of the game.

WING WEAPON DAMAGE TABLE - Roll D6

1-3 Roll on the Wing damage table.

4-6 Roll on the Weapon damage table.

HEAD DAMAGE TABLE - Roll D6

1-2 The Titan's mind impulse units have been damaged. Until the damage is repaired the Titan's CAF is halved, and it may only move or fire if you first roll a 4+ on 1D6 (roll the D6 just before you move or fire).

3 The shot punches through to the bridge, killing vital crew members. The Titan's CAF is halved for the rest of the game.

4 The shot rips through the head and causes an explosion in the crew compartment, injuring several of the crew. The Titan's CAF is halved for the rest of the game, and it may only move or fire if you first roll a 4+ on 1D6 (roll the D6 just before you move or fire).

5-6 The shot rips through the head and crew compartment, and triggers massive internal explosions within the Titan. The Titan crashes to the ground as a result of this spectacular KO! Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or stands units that are fallen on are destroyed.

LEG DAMAGE TABLE - Roll D6

1-2 The leg is damaged, forcing the Titan to walk with a pronounced limp. The Titan's move rates are halved and it may not enter difficult terrain.

3-4 The Titan's leg has suffered extensive damage, and it is very likely that it will give way if the Titan attempts to move. Roll a D6 in each ensuing repair phase, subtracting 2 from the roll if the Titan has charge orders, or 1 from the roll if it has advance orders. On a roll of 0 or less the leg snaps

If the leg snaps the Titan will crash to the ground and is destroyed. Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or stands fallen on are destroyed.

5 The Titan is completely crippled by the damage to its legs. It may not move or turn for the rest of the game.

6 The leg is blown apart and the Titan collapses to the ground. Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or stands fallen on are destroyed.

REACTOR DAMAGE TABLE - Roll D6

1-2 The Titan's plasma reactor has been breached and shuts down. The Titan grinds to a halt and may not move or fire until the damage is repaired. No other damage may be repaired until the plasma reactor comes back on line.

3-4 The Titan's plasma reactor has been breached and the crew desperately struggle to keep the damage under control. Attempt to repair the damage in the next repair phase. If you fail there is a reactor meltdown and the Titan is destroyed (see the next result for the effects of a meltdown). If you succeed the reactor comes back on line and the Titan may move and fire as normal.

5-6 The Titan's plasma reactor has been destroyed, and the Titan is vapourised in a spectacular meltdown. The Titan is removed from play (replace it with a model crater if you've got one). All units within 3D6 cms suffer an automatic hit, and must make an unmodified save to avoid damage.

WEAPON DAMAGE TABLE - Roll D6

1-2 The weapon has been damaged by the attack, and may not be used again until it is repaired.

3-4 The weapon has been destroyed and may not be used again in this battle.

5 The weapon is blown clean off the Titan and scatters 2D6cm in a random direction. Any vehicles or stands underneath the point where it lands are destroyed.

6 The weapon is blown off the Titan as above, but there is also a flashback to Titan's hull. Roll a D6 to see what was affected by the flashback:

1-2	Wing
3-4	Reactor
5-6	Head

Then roll the D6 again and refer to the appropriate Damage Table to find out what damage is caused.

HIT LOCATION

HIT LOCATION/SHOOTING

Roll to hit the Titan as normal. If you hit, refer to the location templates overleaf. Nominate the target area. Roll the pair of **aim dice** and move the location hit as indicated up, down, left or right. If the shot lands in a location area take any appropriate save. If the save fails refer to the appropriate damage table. If your shot lands on an empty square or outside the grid it has missed.

CLOSE COMBAT

If beaten in close combat the enemy chooses a location and damage is worked out from the appropriate damage table. Shields have no effect in close combat and saving throws are ignored.

SLASHER GARGANT

Close Assault Factor
+12

Movement

A Slasher's move is determined by its orders. These are as follows.

Orders	Effect	Fire
Charge	Must move between . 13-18 cmtowards the nearest enemy formation.	The Slasher may not fire
Advance	May moveup to 12cm but this does not have to be towards the nearest enemy formation as in Charge.	The Slasher may fire in the advance fire segment
First Fire	No move or turn	The Slasher may fire in the first fire segment.

Power Fields

The Slasher is protected by 3+ (1D3) Power Fields

WEAPON	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES

HIT LOCATION TEMPLATES

FRONT

		HEAD 2+		
WEAPON 2+	AMMO 1+	HULL 3+	AMMO 1+	WEAPON 2+
	HULL 3+	BOILER 2+	HULL 3+	
FOOT 3+	HULL 3+	BELLY GUN 2+	HULL 3+	FOOT 3+

SIDE

HEAD 2+		
HULL 3+	WEAPON 2+	WEAPON 3+
HULL 3+	BOILER 3+	HULL 3+
HULL 3+	FOOT 3+	BELLY GUN 2+

REAR

		HEAD 2+		
WEAPON 2+	AMMO 3+	HULL 3+	AMMO 3+	WEAPON 2+
	HULL 3+	BOILER 3+	HULL 3+	
FOOT 3+	HULL 3+	AMMO 3+	HULL 3+	FOOT 3+

ORK SLASHER DAMAGE TABLES

BOILER DAMAGE TABLE - Roll D6

1-2 The boiler is damaged. Add +1 to any future rolls on this location.

3-4 The boiler is hit and starts to lose pressure. The Slashers move rates are reduced by 50% from now on.

5-6 The boiler is destroyed. The Slasher can no longer move. and a fire is started.

FOOT DAMAGE TABLE - Roll D6

1-3 The foot is damaged but carries on working normally. Add +1 to any future rolls on this location.

4-5 The foot is destroyed. If one foot is destroyed the Slasher is only allowed to turn in place. If both feet are destroyed the Slasher may not move at all.

6 The foot is blown apart in a massive explosion that starts a fire. The Slasher may no longer move or turn, even if the other foot is undamaged.

BELLY GUN DAMAGE TABLE - Roll D6

1-2 Some ammunition explodes but the Krew quickly douse it down. Add +1 to any future rolls on this location.

3-4 The gun is destroyed and may not be used for the remainder of the battle.

5 The gun is destroyed and exploding ammunition starts fire. The gun may not be used for the remainder of the battle.

6 The belly gun's magazine explodes starting a fire. The belly gun is destroyed, and each adjacent location must roll for damage on the following table:

1-3	No Effect
4-6	Roll on the Locations Damage Table

HULL DAMAGE TABLE - Roll D6

1-5 The hull is weakened, add +1 to any future rolls on this location.

6 A massive explosion rips a huge hole in the hull and starts a fire.

WEAPON DAMAGE TABLE - Roll D6

1-2 The weapon is damaged but keeps on functioning. Add +1 to any future rolls on this location

3-4 The weapon is destroyed and may not be used for the rest of the game.

5-6 The weapon is blown off the Slasher, starting a fire. The weapon lands 2D6cm away in a random direction - any vehicles or infantry underneath it are destroyed unless they make their basic saving throw.

HEAD DAMAGE TABLE - Roll D6

1-2 Several of the bridge crew are injured. Add +1 to any future damage rolls on this location.

3 The Kaptin is killed. The Slasher must follow the same orders next turn while the bridge crew 'elect' a new Kaptin.

4-5 The head is destroyed. The Slasher must follow the same orders as it used last turn, and any weapons mounted in the head may not be used for the remainder of the battle. After the next turn, roll a D6 before changing the Slasher's orders:

1-3	May not change orders
4-6	May change orders normally

6 The head is blown clean off the Slasher, starting a fire. The Slasher must follow the same orders as it used last turn, and any weapons mounted in the head may not be used for the remainder of the battle.

After the next turn, roll a D6 before changing the Slasher's orders:

1-3	May not change orders
4-6	May change orders normally

MAGAZINE DAMAGE TABLE - Roll D6

1 Some ammunition explodes. Add +1 to any future damage rolls on this location.

2-3 A large explosion starts a fire.

4-6 The magazine detonates spectacularly, starting a fire. Each adjacent location must roll for damage on the following table:

1-3	No Effect
4-6	Roll on the locations damage table

FIRE TABLE - ROLL D6

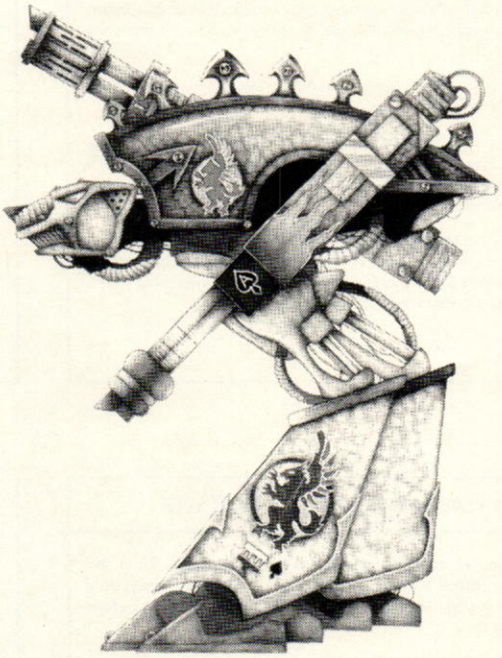
Roll on this table at the start of the end phase if any fires are burning on a Slasher.. Add +1 to the roll for each fire burning on the Slasher in excess of one.

Adjusted D6 Roll	Effect
1	With a few scorched Gretchin the fires are brought under control and put out.
2-3	The fire is getting out of control. The Slasher is not allowed to move next turn, but may fire normally.
4	The fire is out of control! Addone to the number of fires already burning on the Slasher. The Slasher may not move or fire its belly gun next turn , and any other weapons fired are on a -1 to hit modifier due to the clouds of smoke.
5	The fire reaches the magazines! Roll on the Magazine damage table for each intact magazine, the Slasher also can't move or fire it belly gun and suffers -1 on firing as in 4 above.
6	Huge internal explosions wreck the Slasher , destroying it and leaving a smoking, blackened heap. Any units within 2D6cm are hit by flying debris and must make an unmodified save to avoid damage.
7+	A massive explosion rips the Slasher apart. Remove the model from the table and replace it with a crater if you've got one. Any units within 4D6cm are hit by flying debris and must make an unmodified save to avoid damage.

WARHOUND TITAN

Move	Close Assault Factor
25cm	+8

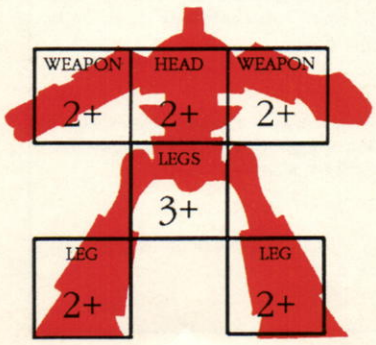
The Warhound Titan has 2 Void Shields and capacity to mount 2 Weapons
Note down the details for the weapons mounted on your Titan model in the spaces given below.
A Warhound cannot mount either a Plasma Cannon or Plasma Destructer as it unable to provide enough power for these weapons. It can mount a Plasma Blastgun.
Warhound Titans are very agile and unlike the Warlord and Reaver Titan they can make as many turns as they like when they move.
When a Warhound Titan is on charge orders opponents have a -1 to hit modifier because the Warhound can quickly dodge incoming shots
Record shield loss using markers on the Warhound Titan's base



WEAPON	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES

HIT LOCATION TEMPLATES

FRONT



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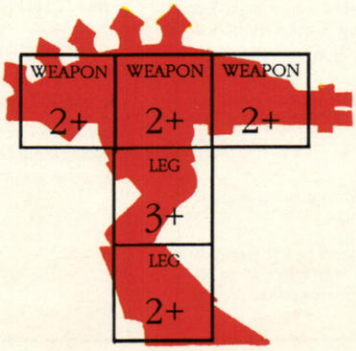

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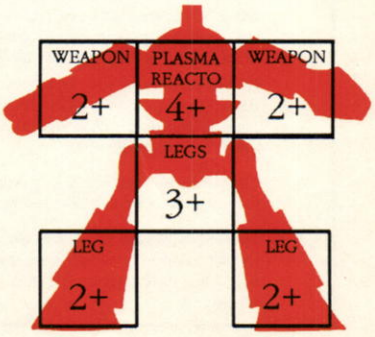


IMPERIAL TITAN DAMAGE TABLES

CARAPACE DAMAGE TABLE - Roll D6

1-2 The Titan's void shield generators are damaged, and shut down temporarily. Until the void shield generators are repaired they may not be used.

3-4 The Titan's void shield generators shut down and may not be used any further in the game.

5 The Titan's void shields are in danger of overloading and you must shut them down before they explode! Roll a D6 – on a 5 or 6 the shields are safely shut down. On a 1-4 the shields explode as described below.

6 The Titan's void shields overload and explode causing massive internal damage. The Titan is destroyed but remains standing. Any units within 2D6cm are hit by flying debris and must make an unmodified save to avoid damage.

REACTOR DAMAGE TABLE - Roll D6

1-2 The Titan's plasma reactor has been breached and shuts down. The Titan grinds to a halt and may not move or fire until the damage is repaired. No other damage may be repaired until the plasma reactor comes back on line.

3-4 The Titan's plasma reactor has been breached and the crew desperately struggle to keep the damage under control. Attempt to repair the damage in the next repair phase. If you fail there is a reactor meltdown and the Titan is destroyed (see the next result for the effects of a meltdown). If you succeed the reactor comes back on line and the Titan may move and fire as normal.

5-6 The Titan's plasma reactor has been destroyed, and the Titan is vaporised in a spectacular meltdown. The Titan is removed from play (replace it with a model crater if you've got one). All units within 3D6 cms suffer an automatic hit, and must make an unmodified save to avoid damage.

HEAD DAMAGE TABLE - Roll D6

1-2 The Titan's mind impulse units have been damaged. Until the damage is repaired the Titan's CAF is halved, and it may only move or fire if you first roll a 4+ on 1D6 (roll the D6 just before you move or fire).

3 The shot punches through to the bridge, killing vital crew members. The Titan's CAF is halved for the rest of the game.

4 The shot rips through the head and causes an explosion in the crew compartment, injuring several of the crew. The Titan's CAF is halved for the rest of the game, and it may only move or fire if you first roll a 4+ on 1D6 (roll the D6 just before you move or fire).

5-6 The shot rips through the head and crew compartment, and triggers massive internal explosions within the Titan. The Titan crashes to the ground as a result of this spectacular KO! Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or stands units that are fallen on are destroyed.

WEAPON DAMAGE TABLE - Roll D6

1-2 The weapon has been damaged by the attack, and may not be used again until it is repaired.

3-4 The weapon has been destroyed and may not be used again in this battle.

5 The weapon is blown clean off the Titan and scatters 2D6cm in a random direction. Any vehicles or stands underneath the point where it lands are destroyed.

6 The weapon is blown off the Titan as above, but there is also a flashback to Titan's hull. Roll a D6 to see what was affected by the flashback:

1-2	Carapace
3-4	Reactor
5-6	Head

Then roll the D6 again and refer to the appropriate Damage Table to find out what damage is caused.

LEG DAMAGE TABLE - Roll D6

1-2 The leg is damaged, forcing the Titan to walk with a pronounced limp. The Titan's move rates are halved and it may not enter difficult terrain.

3-4 The Titan's leg has suffered extensive damage, and it is very likely that it will give way if the Titan attempts to move. Roll a D6 in each ensuing repair phase, subtracting 2 from the roll if the Titan has charge orders, or 1 from the roll if it has advance orders. On a roll of 0 or less the leg snaps

If the leg snaps the Titan will crash to the ground and is destroyed. Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or stands fallen on are destroyed.

5 The Titan is completely crippled by the damage to its legs. It may not move or turn for the rest of the game.

6 The leg is blown apart and the Titan collapses to the ground. Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or stands fallen on are destroyed.

HIT LOCATION

HIT LOCATION/SHOOTING

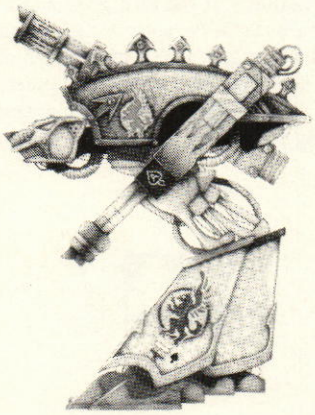
Roll to hit the Titan as normal. If you hit, refer to the location templates overleaf. Nominate the target area. Roll the pair of **aim dice** and move the location hit as indicated up, down, left or right. If the shot lands in a location area take any appropriate save. If the save fails refer to the appropriate damage table. If your shot lands on an empty square or outside the grid it has missed.

CLOSE COMBAT

If beaten in close combat the enemy chooses a location and damage is worked out from the appropriate damage table. Shields have no effect in close combat and saving throws are ignored.

SPECIAL CARD

2 WARHOUND SCOUT TITANS



POINTS VALUE 500
FOR TWO WARHOUNDS

WARHOUND TITANS

Warhound Scout Titans are the eyes and ears of the Titan Legions. Fast and agile, they perform dangerous reconaissance missions and raids behind enemy lines. Each Titan fights as a single unit which cannot be broken and so they do not need to take morale checks. Victory points are awarded to the opposing player as soon as one of the Titans is destroyed.

VICTORY POINTS 5

Victory points are awarded once one Warhound is destroyed.

SPECIAL CARD

PHANTOM TITAN

POINTS VALUE 600

PHANTOM TITAN

The Phantom Titan is the most potent weapon of war employed by the Eldar Craftworlds. It fights as a single unit which cannot be broken and so does not need to take a morale check. Victory points are awarded to the opposing player once the Titan is destroyed.

VICTORY POINTS 6

Victory points are awarded once the Titan is destroyed.

To make up your data cards, first photocopy the cards on this page. Fold each card along the dotted line and glue the two halves together on the inside. You can then use these cards as normal in your Space Marine games.

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SPECIAL CARD

SLASHER GARGANT

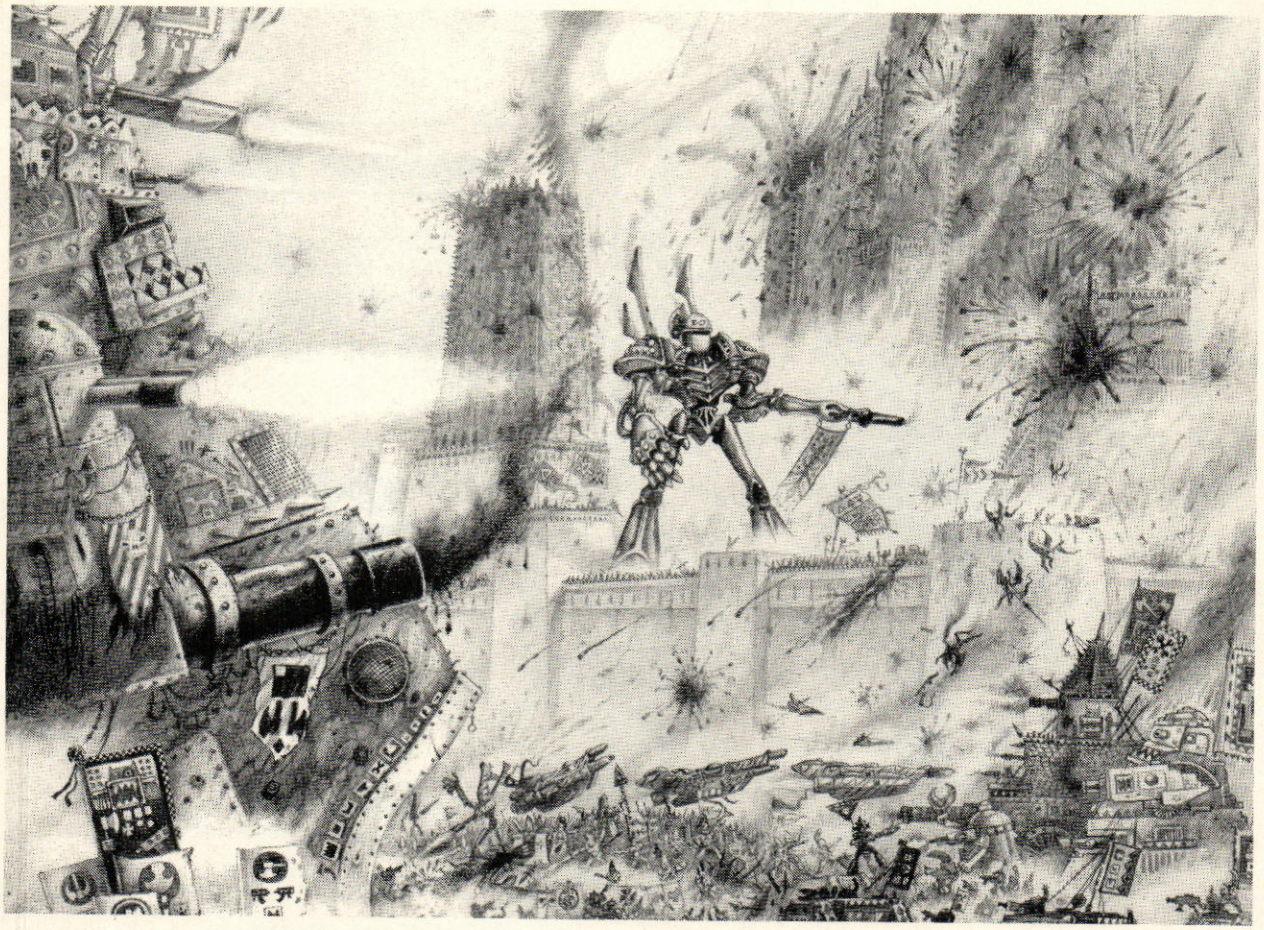
POINTS VALUE 600

SLASHER GARGANT

The Slasher Gargant is commonly built by Ork Warlords who don't have the time or the resources to build a full scale Great Gargant. However, they are still much revered by Orks as representations of the Ork gods and many Evil Sunz prefer them because of their greater speed. A Slasher Gargant fights as a single unit which cannot be broken and so does not need to take a morale check. Victory points are awarded to the opposing player once the Slasher is destroyed.

VICTORY POINTS 6

Victory points are awarded once the Gargant is destroyed.



JOHN BLANCHE

To make up your data cards, first photocopy the cards on this page. Fold each card along the dotted line and glue the two halves together on the inside. You can then use these cards as normal in your Space Marine games.

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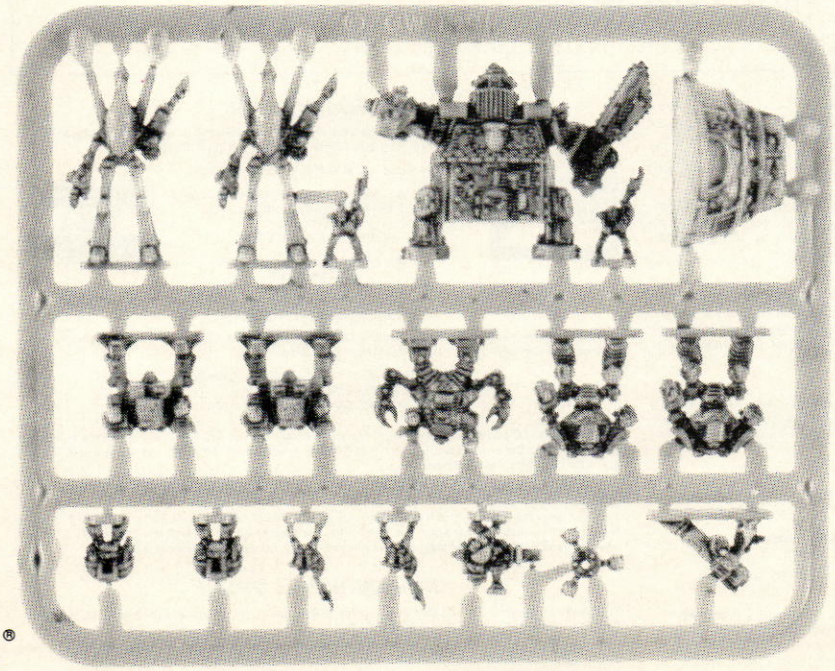
SPACE MARINE™

Not suitable for children under 36 months due to small parts and essential pointed components

EPIC STOMPERS SPRUE 101557



The Epic Stompers box set contains 6 sprues of highly detailed plastic miniatures for the Space Marine game.

Each box contains:

6 Ork Stompers
12 Eldar Dreadnoughts
6 Ork Dreadnoughts
24 Chaos Androids
12 Marine Dreadnoughts
6 Ork Shokk Attack Guns
12 Chaos Dreadnoughts
12 Marines in Terminator Armour
6 Mole Mortars

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MODELLING WORKSHOP

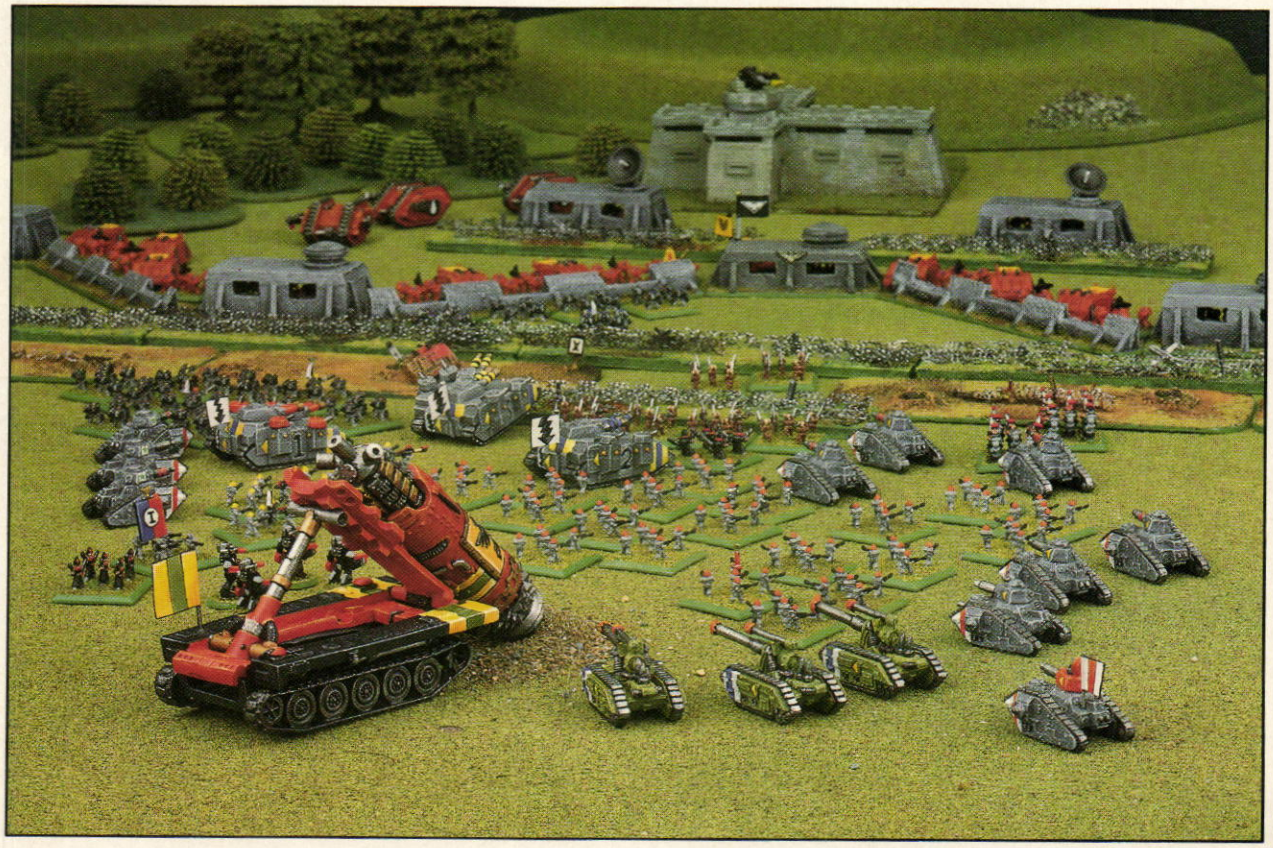
EPIC FORTIFICATIONS

by Robin Dews, Mark Watts and Richard Helliwell

The battlefields of the 41st Millennium are a deadly place where survival depends upon moving fast and staying low. Many varieties of battlefield fortifications have been constructed and deployed over the centuries, both to provide protection to the defending troops and to hamper and disorganise the attacking forces. In this article, we provide some techniques for constructing the most common types of fortifications and defenses for use in your Space Marine games.

Elsewhere in this issue of White Dwarf, Jervis Johnson has provided new rules for attack and defence scenarios in Space Marine. In these games, the defender can purchase a variety of battlefield fortifications – entrenchment, razor-wire, minefields, bunkers and fortresses with which to disrupt the enemy attack. In this article, we show you how to create epic scale models of these fortifications that will look great on the tabletop and add a lot of excitement to your battles.

It goes without saying, that like any other miniature, these models deserve to be assembled and painted to the best of your ability. We all know of the psychological advantage that comes from laying out a really well painted army on the tabletop. Imagine the expression on your opponent's face when he comes to plan his assault against your detailed miniature fortifications. It could well mean the difference between victory and defeat!



TRENCHES, REDOUBTS AND FORTIFICATIONS

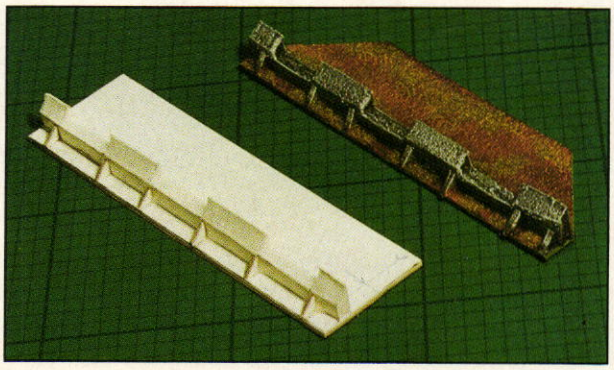
Part of the fun of the Games Workshop hobby lies in the fact that there are as many different ways of making a model as there are modellers! The ideas and techniques in this article are just a few suggestions as to how you can set about making your own fortification models.

Trenches consist of a long channel dug into earth with barricades made from the excavated soil thrown up on both sides. They are designed to conceal groups of infantry and provide them with protection from the worst effects of barrages and other incoming fire. Trenches can vary widely, from a hastily dug hole in the ground, to a sophisticated system of strongpoints, reinforced with concrete and protected by razor wire.

Redoubts are a simpler form of battlefield defence which consist of a single barricade thrown up in front of the defending forces. Its up to you whether you want to build trenches or redoubts. For our models, we decided to build up the barricade on one side of the base only. This made it easier to place infantry stands into the fortifications and also avoided the problem of them looking unrealistically wide. It also made it easier to link the sections together and place them around woods and other terrain features. However, there's no reason why you shouldn't build up the barricades on both sides of your fortifications, it's really up to you.

After experimenting with a lot of different techniques, we came up with the idea of the concrete fortifications you can see in the photograph. We wanted to design a model that was reasonably simple to make, looked good on the tabletop and fitted in well with the gothic background and atmosphere of the Warhammer 40,000 universe.

The rules for purchasing fortifications state that for each 150 points you spend, you can place up to 50cm of fortification anywhere in your half of the table. With this in mind, we made all of our fortification sections 12.5cm long by 3cm wide. Later on we intend to make a few 6cm pieces to give us a little more flexibility with our layouts.



An assembled and completed fortification model

The materials we used to make the fortifications were: 5mm foamcard, cardboard or plasticard for the bases, and some bits of card for the buttresses. The models were assembled using PVA glue and and a solvent based adhesive. Once they were dry, we brushed them with textured paint to conceal any gaps in the construction and give them the look of rough concrete.

We've provided full templates for the fortifications elsewhere in this article, and the construction of these is really very simple.

TOOLS AND MATERIALS

We used the following tools and materials to make our fortifications. They're all easy to buy and fairly cheap. If you have a problem finding any of these items, ask the staff at your Games Workshop store for the best place to find them locally.

Card. We used foam card for the bunkers and fortifications. This is a foam sandwich with thin card on the outside. It's available in different thicknesses but we find that the 5mm (1/4") is the most useful and works well in almost all modelling situations. Foam card is available from art shops or graphic suppliers at around £6.00 for a sheet that's approximately 800mm x 1000mm.

In place of foam card, you can use any stiff thickish cardboard. Thin card, like cereal packet card, is a bit too flimsy, but if it's all you've got you could try gluing two sheets of card together to make a stiffer, thicker card.

Mounting board or thick card for the base can be bought at most art shops for around £1.50.

Balsa wood is readily available from most model shops. We used strips of approximately 1.5mm (1/16") thick balsa wood for making the wire supports.

All-purpose glue suitable for card, plastic, balsa wood, etc.

Modelling knife with replaceable blades (remember to always work with new sharp blades, because they're much safer than blunt blades).

Packs of **modelling clay** can be bought in most art suppliers. Make sure you get the self-hardening variety which sets without being heated.

Steel ruler (a plastic or wooden ruler would be ruined very quickly).

Sand or **flocking** is easily available from DIY stores or model shops for texturing the base.

PVA glue. This is the white glue used for woodworking, available from DIY stores and hardware shops.

Masking tape or **sellotape.**

Emery board, fine grade sandpaper or a **nail file.**

Scrap pieces of balsa wood, cardboard, plastic shields and bases etc from your bits box.

SAFETY FIRST

It's worth reminding you that modelling tools can be dangerous if they're carelessly used. Remember that they're very sharp and they cut – and it's so much easier to make these models if you've still got fingers.

The most important safety rule is to **make all cuts away from your fingers.** It's much safer to cut through a sheet of card with several light strokes than with one heavy stroke. You're far more likely to slip when pressing too hard so you'll find that you actually get a much straighter cut with light strokes.

Always use a new blade. Sharp blades are a lot less dangerous than old blunt ones which you have to press very hard to cut through anything.

If you're unsure of what you're doing, then ask for some help, especially if you're a young modeller.

All Games Workshop stores are involved with terrain building, so if you need some advice or information on where to get materials, don't hesitate to drop in or give them a call – they'll be only too pleased to help.

First cut the base out of fairly thick cardboard or 1mm thick plasticard. As you'll probably want to make a number of fortification sections (four 12.5cm sections will provide you with 150 points worth) its worth cutting all of these out at the same time so you can work on more than one model at once.

Take your 5mm foamcard and slice it into 10mm x 125mm lengths like those shown on the template and mark out the areas that you're going to cut out to make the battlements.

Now place your foamcard on your cutting mat or on a well protected surface and shave the foamcard at a 45° angle along the length of each strip. Don't press down too hard, and make sure your fingers are well clear of the blade as you do this. Finally, carefully cut away the marked sections to make the battlements.

Glue the foamcard to the base with the slope facing outwards. You should leave a gap of about 5mm between the foamcard and the edge of the base for the buttresses to fit into. Now cut out a number of triangular pieces (you'll need 6 for each fortification section) and carefully glue these to the front of the wall. This can be a bit fiddly as you tend to get glue all over your fingers, but I found the best way to do this was to spread the glue onto the baseboard and up the front of the wall and then press the buttress firmly into place.

You should now put the whole model on one side to dry. You can see now how it makes sense to work on a number of models at the same time so that you're not sitting around twiddling your thumbs before you can move onto the next stage.

Once your fortification models are thoroughly dry, you can move onto the final stages – texturing and painting the models.

We used textured masonry paint on our models, but thinned down all purpose filler works just as well. Have a hunt around in the garage or shed at home to see if there are materials left over from decorating before you rush out to your local DIY store to buy some. We applied the paint with an old brush and worked it carefully over the whole model and base.

PAINTING

Once this had dried, all the models were sprayed black using matt black spray paint and then drybrushed, first with Space Wolf Grey and then with Space Wolf Grey mixed with Skull White.

The bases were first painted with Snakebite Leather and when dry, we gave them a Brown ink wash. This was then highlighted by drybrushing with Snakebite Leather mixed with Orc Brown. As a final touch, we dabbed some PVA glue onto the base and sprinkled some modellers flock onto the wet glue. Then all of the edges of the base were carefully painted with Goblin Green to blend in with the colour of our gaming tables.

You'll notice that on some of the fortification sections, we've cut away the corners at an angle of approximately 45°. We did this so we could butt the pieces together at an angle and bend them around woods, buildings or other pieces of terrain.

BUNKERS

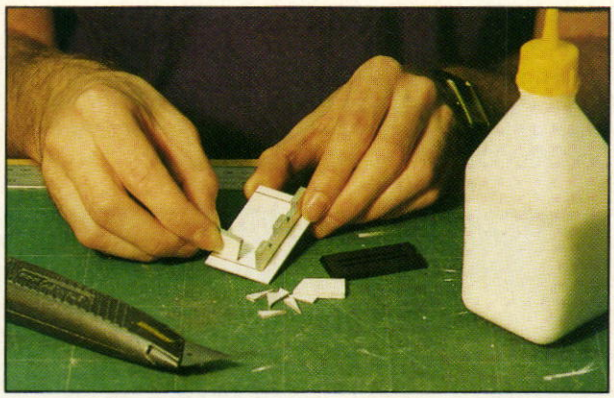
Bunkers are specially strengthened fortifications designed to protect infantry from the worst effects of bombardment and attacking fire. The new rules on assault scenarios allow bunkers to be purchased by the defending side before the game starts. These bunkers can then be placed anywhere in the defenders half of the table.

You can make bunkers in a variety of different ways, depending upon how many you want and your level of experience and modelling skill.

Like the fortifications, we made our bunkers out of 5mm foamcard, some scraps of cardboard and a 25mm x 50mm Citadel cavalry slottabase. We wanted the bunker to fit in with the style of the fortifications so they'd look really impressive together on the tabletop.

Each bunker was really simple to build. The templates over the page give you the sizes for all the separate pieces. Depending upon which Space Marine armies you have in your collection, you might have to adjust the height of your bunkers to make sure that your infantry stands will fit inside. We made ours so that any Imperial Guard or Space Marine stands would fit inside them, but we later discovered that they only came up to chest height on an Ogryn!

First of all, you should cut out all of the parts for your model. The base and buttresses were made from plasticard or stiff cardboard and the walls were cut out from 5mm foamcard. Like the fortifications, its a good idea to work on several models at the same time, so that you can get on with the next stage of construction, while the glue or paint is drying on the other models. With this in mind, its a good idea to cut out enough pieces for several models at the same time. If you want to, you can use the 'dot-to-dot' technique we've described before for transcribing the templates onto your building materials, but to be honest, the templates for these models are so simple that you should be able to easily adapt or copy them onto your own preferred materials.



Gluing the walls to the base

First of all, glue the front of the bunker to the base. It should be located about 5mm back from the front edge. When working with foamcard, avoid using a solvent based glue as it will melt the polystyrene and cause the cardboard sandwich to collapse.

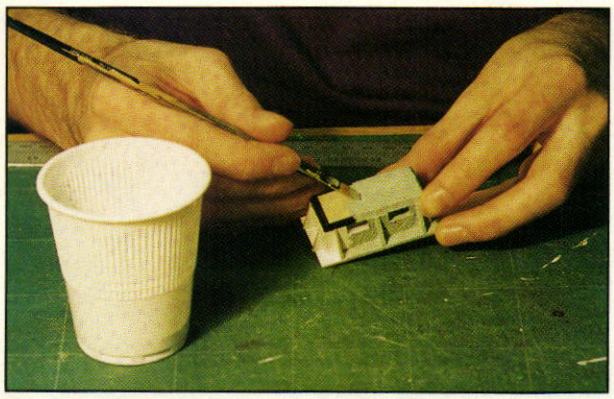
Now glue the sides of the bunker to the base. Make sure that the corners butt up neatly against the front wall.Place two epic infantry stands inside it to check they'll fit. Once you're certain you have everything in the right place, put this model on one side to dry and move onto the next one.

The next stage is to attach the buttresses. The easiest way to do this is to spread the glue onto the model and carefully push the card into place. We attached seven buttresses to each of our models – three along the front and two on each side, but you can vary this in any way you choose.

Fixing the buttresses to the bunker

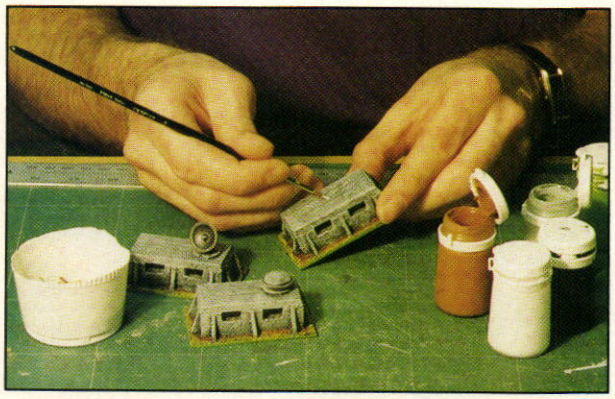
The final step before texturing and painting the model is to attach the roof. We made this quite simply from a 25mm x 50mm Citadel cavalry slottabase with some masking tape stuck down on top to cover the slots.

The models that you can see in the photographs were all made by Robin, Richard and Mark and you can see how they've each added their own individual touches. One of the models has an observation turret made from several Citadel and Marauder plastic shields, another one is plain and the third has a radar dish on its roof, again constructed from a Marauder Shield.



Painting the bunker with textured paint

If you want to adapt your model in this way, to make it look like a communications bunker or command centre, then you should do it at this stage. Before you paint your model, you should completely cover it with a coat of textured paint or thinned down all-purpose filler. As well as giving your model a rough surface like concrete, it also covers any rough edges or joins between the different pieces.



Drybrushing the model

The bunkers were painted in exactly the same way as the fortifications. First of all we gave them a coat of matt black spray paint. Each bunker was then drybrushed, first of all with Space Wolf Grey. Increasing amounts of Skull White were then added to this colour and brushed onto the model, until the last highlights were drybrushed on with almost pure Skull White. On the bunker with the observation turret, the turret itself was given a final drybrush with Mithril Silver to give it a metallic look.

There are loads of different ways in which you can construct bunkers for your games and I'm sure that once you've built a few models with the techniques shown here, you'll want to design your own.

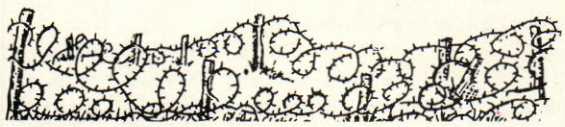
The bunkers that we built were all designed to take two infantry stands, but there's no reason why you shouldn't construct emplacements for your tanks or artillery, or combine a number of bunkers and fortifications to make a mini-fortress.

RAZOR WIRE

The third type of defensive fortification we modelled for our Space Marine games was razor wire. As you can see from the new rules, placing razor wire in front of your units prevents the enemy from attacking you in close combat. This is because you can only move into hand-to-hand combat if you have charge orders and neither infantry nor vehicles are allowed to use charge orders to cross razor wire.

In this copy of White Dwarf, we've provided you with several photographs of one of our razor wire sections that you can cut out and stick onto card. These will enable you to try out the rules and use these sections in your games. However, many of you will want to construct your own razor wire to go with the fortifications and bunkers.

We've made our razor wire using the kind of aluminium mesh used for filling holes in car bodies. This is available from shops like Halfords or garages and costs about £1.00 for a large sheet. This should be more than enough to make all the wire you'll need for your games.



We made our razor wire, by first of all, modelling a wire base and then attaching rolled up coils of aluminium mesh to it. If you look at the Epic fortifications cards elsewhere in this issue, you'll see that you can buy up to 100cm of razor wire for 150 points. We constructed our wire sections in 12.5cm lengths, but you should feel free to build yours to go with whatever terrain you have in your collection.

The wire base was made by cutting out a piece of plasticard or cardboard to the appropriate size. We preferred to use plasticard for these models, because cardboard has a tendency to warp when it is coated with textured paint or all-purpose filler.

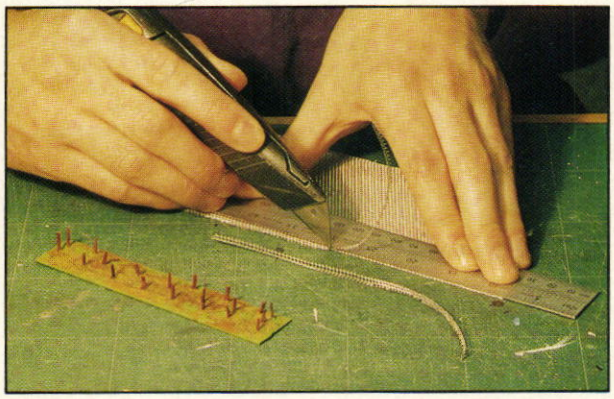
Texturing the base and fixing the wire supports

Cover the base with a liberal coat of textured paint or all-purpose filler and leave it for five or ten minutes until it begins to harden. While you're waiting, take some balsa wood, matches or cocktail sticks and cut them into small sections with your modelling knife. Now press these pieces of wood into the still soft texture on the base. You should aim to get two or three rows of wire on each base, so place the wire supports about 10-15mm apart in long rows like fence posts. Don't worry if some of them tilt over at odd angles or fall over altogether. You can see from our models that once they are painted and the wire has been added, the random effect will make your model look even more realistic. Once you've got the all of the wire supports in place, put the section on one side to dry, and move onto the next piece.

Painting and drybrushing the base

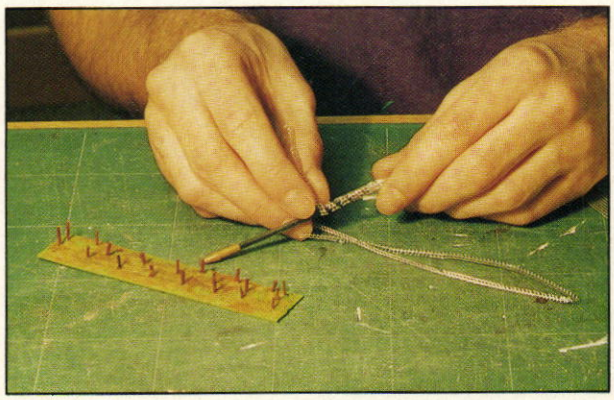
As soon as all the bases were dry, they were prepared for painting. As with all the models featured in this article we started off by spraying them with matt black car paint. This not only provides a good surface on which to paint, but also helps to create areas of dark shadow on the models which really brings them alive. This is particularly important when modelling in this small scale, when all you are really going to see from a distance on the tabletop is the contrast between the shadows and the highlights. After the basecoat, we gave the whole model a coat of Snakebite Leather. This was followed by a wash of Brown ink and the wire supports were drybrushed with Spearstaff Brown. The base and the wire supports were finally drybrushed with Orc Brown mixed with Skull White and some Goblin Green was spattered onto the base. If you want, you can also dab some PVA onto the base and then sprinkle it with modellers flock. Once finished, you should place your wire bases on one side to dry thoroughly, preferably overnight.

To make your wire, cut long strips of car body mesh and then bend then round a tube to produce the coils. You can cut the mesh very easily using a modelling knife. Slice the mesh diagonally, cutting two strands at a time. The barbs created by the cut ends of the mesh make for a very realistic effect.



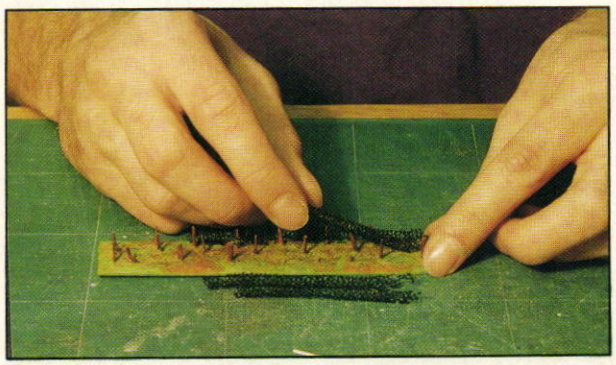
Cutting the razor wire strands

I used the tube from the inside of a plastic ball point pen to bend the mesh around, but there's no reason why you shouldn't make your coils larger or smaller then this by using a thicker or thinner tube. Its really a matter of personal taste and what tools and equipment you have to hand.



Rolling the mesh into coils

Before attaching the wire to the base, we sprayed it with matt black paint. Once you've stuck it down onto the base you can drybrush it with Mithril Silver. It may seem a bit strange to spray silver mesh black, only to drybrush it silver again, but you'll find that if you don't paint your wire in this way it looks too shiny on the tabletop – a bit like cut aluminium mesh in fact – so we think its well worth the extra effort.



Attaching the coiled mesh to the support

With any modelling project, you can go on adding detail almost indefinitely. For example, a thin wash of Chestnut ink will make the wire look old and rusty. Once a section has thoroughly dried, you can add further detail by adding tiny blobs of PVA glue and dipping this into course sand. The sand can then be painted and drybrushed to look like areas of stones or gravel.

MINEFIELDS

The final scenic model we want to deal with is minefields. These were very easy and a lot of fun to make. First of all we cut the card bases into 125mm by 5mm sections. Making them in this way allows you to be a bit more flexible with your layouts on the table. Using this size, you'll be able to put two sections together to run around a wood, or follow the contour line around a hill (Note however, that in the rules for minefields, each 25cm section must be separated from the next minefield by at least 10cm of open ground.).

The craters were made by rolling out some DAS modelling clay or epoxy modelling putty and bending it round to make a small ring. This was then stuck down gently onto the card and the edges carefully smoothed down with the end of a matchstick. We particularly like to use matchsticks for our modelling work, because their rough ends give a course texture to the putty. If you can't get hold of any DAS or modelling putty, then plastiscene will do just as well, but as it doesn't dry hard, you'll have to handle your finished model just a bit more carefully.

Once the putty had hardened we carefully painted the craters with Snakebite Leather, gave them a quick wash with brown ink and when this was dry highlighted them by drybrushing with Spearstaff Brown and finally with Bleached Bone. We then spattered the base with Woodland Green and put the whole thing on one side to dry.

Because Robin's Imperial Guard army plays lots of games against Space Marines, he decided to place a wrecked Rhino on to one of his minefield sections. He took a plastic Rhino from the Space Marine set and carefully shaved away one of the sides with a modelling knife to make it look as if it had hit a mine and had its track blown off. You could do exactly the same thing with and Ork Battlewagon, or Eldar Gravtanks.It's these kind of touches make all the difference to the look of a scenic model.

The models in this article are all simply designed, the materials are cheap and they are great fun to make. Best of all is the fact that you can use them all straight away in your games of Space Marine, by using the Epic Fortification Battle cards that we've printed elsewhere in this issue.

We hope that the techniques have also given you lots of ideas of your own. The Bunkers and fortifications are particularly Imperial looking and it would be really fun to see what kind of models an Ork Warboss would come up with for his Boyz.

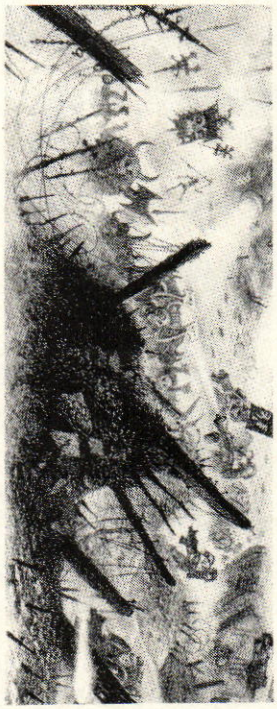
The final model on the fortification cards is the Stronghold and we've already got some great ideas for building these which we'll bring you in the next Modelling Workshop.

Epic Fortifications – Stronghold Card

You can use this card together with the others printed elsewhere in this issue to purchase Strongholds and Fortresses for use in you games of Space Marine

FORTIFICATION - STRONGHOLD

This card enables you to place a single Stronghold or Fortress up to 15cm square, anywhere in your set up area.



POINTS VALUE 150

The stronghold is essentially a large building and all of the rules that attach to buildings also apply to it. The thick walls of a Stronghold confer a 4+ saving throw to any model completely inside it. In addition, any models inside a Stronghold receive the benefit of the -2 to hit modifier shown on the terrain effects table for being inside a building.

Strongholds can be destroyed in the same way as a normal building and have a saving throw of 2+ on 2D6

The points cost for a Stronghold includes one super heavy defence turret, which can be fitted with any weapon that can be attached to a Titan (with the exception of plasma weapons, which require the Titan's plasma reactor in order to be used). The turret may be attacked separately, in which case it should be treated as an armoured vehicle with a saving throw of +1

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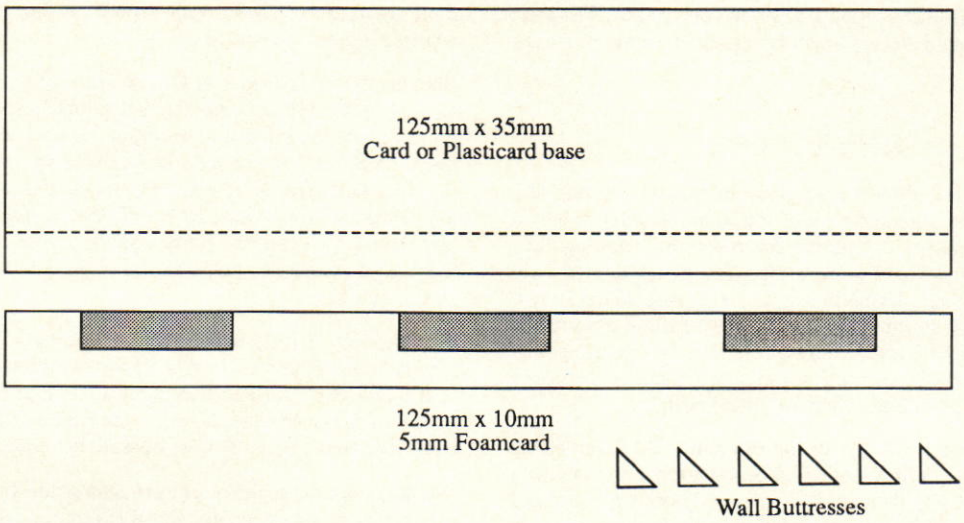
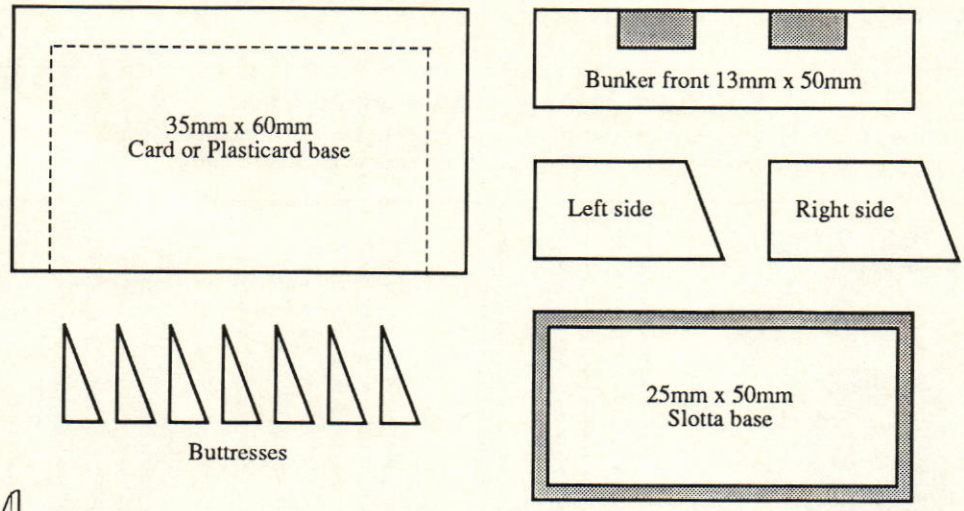
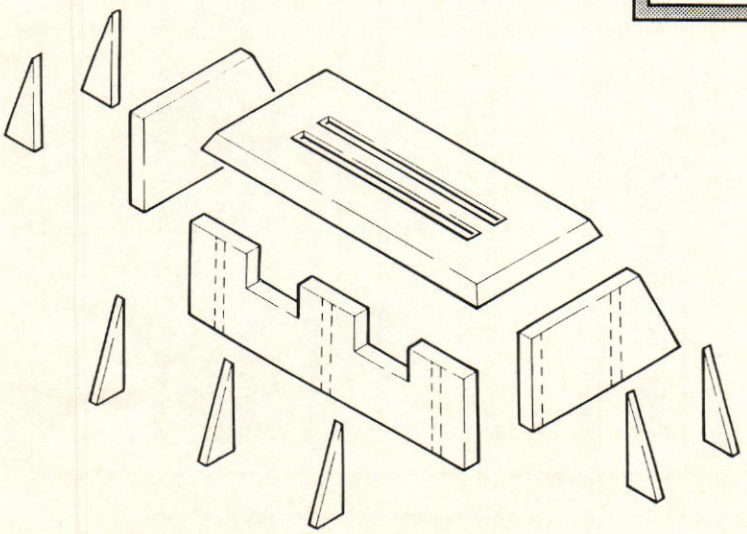
SPACE MARINE ENTRENCHMENT TEMPLATE



SPACE MARINE BUNKER TEMPLATE





SPACE MARINE BUNKERS AND ENTRENCHMENTS

Photocopy or cut out the templates and place them on top of your foamcard or cardboard. Press a compass point or needle through the corners of the templates so that shapes are transferred onto your material. Remove the template and join up the dots. You can now cut the shapes out of your card or foamcard.

Both of the model templates shown on this page can be readily adapted to suit your own Epic army.

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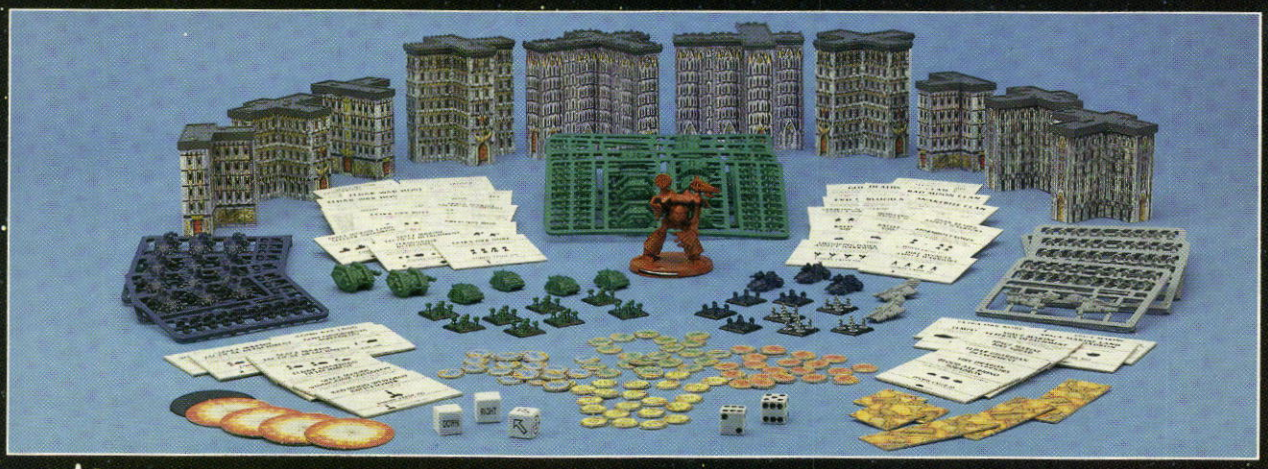
SPACE MARINE

Space Marine is the game of epic battles in the war torn universe of the 41st Millennium, where mighty warriors clash in an apocalyptic conflict which will decide the fate of the galaxy.

As the commander of a conquering army, you rely on tactical skill to outmanoeuvre and outfight your opponent. You must work out the best time to launch an attack, how you can exploit terrain to give troops cover, and whether buildings, high ground or other features are worth capturing. Ultimate victory belongs to the top general, the boldest stratagem and the bravest warriors!

The game rules cover all the Eldar, Ork and Space Marine models in the Space Marine game box - plus a variety of models from Citadel Miniatures' Epic scale range. This completely new and original game system is easy to learn and fast and exciting to play.



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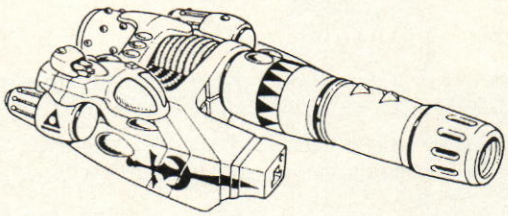
EPIC FORCES

New rules and data cards for epic vehicles including the Eldar Wave Serpent, Warp Hunter and Deathstalker Prism Cannon featured in last month's White Dwarf. Plus Imperial Tunnellers and the Leviathan command centre.

By Jervis Johnson, Rick Priestley and Andy Chambers

WARP HUNTER

The Warp Hunter is a weird and immensely powerful weapon from the armoury of the Eldar Craftworlds. Its huge warp cannon bores a hole through the fabric of reality, creating a whirling black hole into warp space. Anything engulfed by the hole is sucked through into the dark dimension of the warp and destroyed. Those lucky enough to avoid the full power of the warp hole are cast aside and scattered around the battlefield. Due to the fickle nature of the warp the cannon isn't very accurate, so it is impossible to be exactly sure where the warp hole will open. Because of this the Warp Hunter is most effective when fired against massed ranks of enemy infantry or advancing armoured formations.



A barrage marker is used to represent the warp hole. The cannon can only shoot at a target point it can see, so take the barrage marker and place its centre over the proposed target. Roll the scatter dice and if the result is an arrow reposition the template 2D6cm in the direction shown. Now roll the scatter dice again and if the result is an arrow reposition the template once more. Because the Warp Hunter rolls twice for scatter it can sometimes miss its target by as much as 24cm, although this is unlikely. Each model under the barrage marker is affected by the warp hole and may be sucked into the warp and destroyed or, if it is more fortunate, thrown violently aside by the unimaginable energies of the warp. Roll a scatter dice for each target. On the roll of a cross hair the target is sucked into the warp and destroyed with no saving throw allowed, except as noted below. On the roll of an arrow the target is thrown D6cm in the direction shown and may not move, shoot, or do anything else that turn.

Buildings cannot be sucked into the warp hole as they are too large, but any building hit by a Warp Hunter will be torn apart and may collapse. The building is allowed its basic saving roll, and if successful its structural integrity is maintained and the building remains standing.

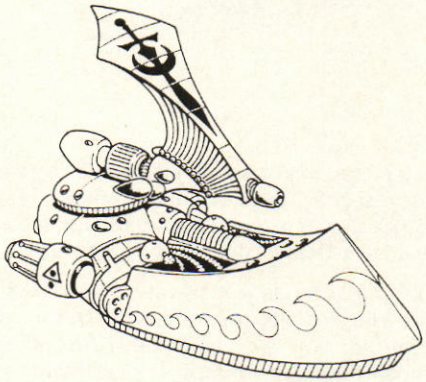
Titans, Gargants, and any super-heavy tanks with either intact void or power fields automatically avoid destruction thanks to their shields. The warp hole is slightly displaced by the presence of active shields so the target is never sucked into the warp but is scattered D6cm in a random direction instead.

The Warp Hunter has anti-gravity motors which allow it to make 'pop-up' attacks as described for skimmers.

	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Warp Hunter	25cm	3+	+1	Warp cannon	75cm	Special rules			Scatters twice

WAVE SERPENT

The Wave Serpent's unusually-shaped hull contains a gigantic warp energy generator which powers an impenetrable field called a warp wave. This protective field may also be used offensively. A burst of energy can send the warp wave shooting forwards, scattering or consuming everything in its path before it disappears into the ether.



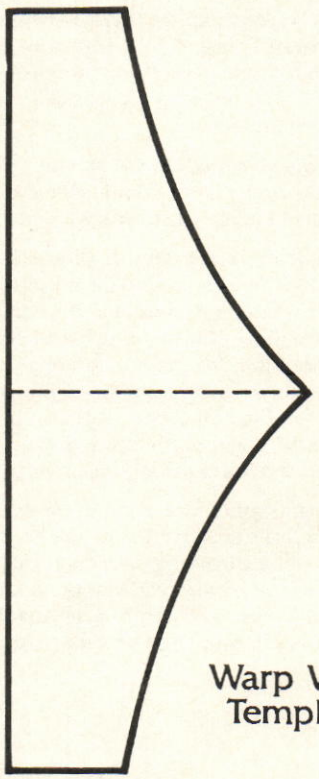
To use the Wave Serpent you will need to make a special warp wave template. This is a V shaped piece of card as shown below. You will need a template for every Wave Serpent model you have.

The template is positioned directly in front of the Wave Serpent model to represent the warp wave. As the Wave Serpent moves the warp wave moves as well. It does not affect scenery, but any troops, vehicles, or other targets which the template moves over are pushed aside by the warp wave and may do nothing else that turn. The models are moved to the trailing edge of the warp wave and any order counters are removed to show they can do nothing that turn. The warp wave is completely impenetrable by any kind of weapon or psychic attack and is impossible to move through. This means that it also acts as an effective shield and a barrier to movement, allowing troops to shelter behind it.

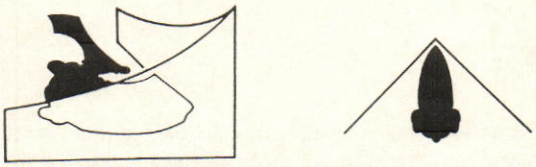
Buildings cannot be pushed aside as they are too large, but any building in the path of the warp wave will be torn apart and may collapse. The building is allowed its basic saving roll, and if successful its structural integrity is unaffected and it remains standing. Any models inside the building are also unaffected so long as it survives.

The Wave Serpent may also use its warp wave as a weapon, but this means it will lose the benefit of its shield for that turn. To do this the Wave Serpent expends a single burst of energy and the warp wave shoots forwards 2D6 x 10cm then dissipates and the template is removed.

The warp wave doesn't fire like a normal weapon, instead it is used in the orders phase before any order counters are placed. Determine how far the warp wave moves and move the template straight ahead this distance. Any models it moves over are pushed out of the way exactly as described above and may do nothing for the rest of the turn. In addition, the force of the warp wave causes a hit on any model pushed aside on the D6 roll of a 4, 5 or 6. The warp wave regenerates over the turn and is replaced at the beginning of the following turn.



Photocopy the Warp Wave template and stick it on to thin card. Then carefully cut around it and fold in half along the dotted line. To complete the template, open it out until the card makes a 90° angle.



Position the Warp Wave template in front of the Wave Serpent

	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Wave Serpent	25cm	3+	+1	Warp wave	2D6 x 10	–	4+	–	

DEATHSTALKER PRISM CANNON

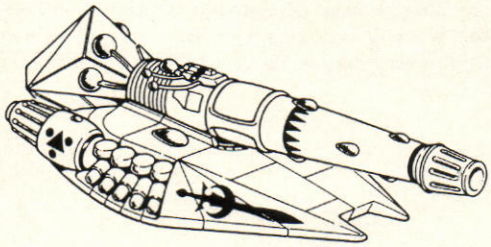
The Eldar are a highly advanced race whose technology often baffles and astounds human observers, and the Deathstalker with its warp-powered Prism Cannon is a typical example of this.

The Prism Cannon uses a specially shaped crystal to contain a warp energy field. A shot from the cannon unleashes the energy of the warp, creating a pinpoint beam of darkness that can pierce the toughest armour and slice through buildings and troopers with almost equal ease. The crystal at the rear of the weapon has the ability to trap and focus the beam from another Prism Cannon, increasing its own power considerably. Several Deathstalkers can exploit this by forming a chain, each Prism Cannon firing at its neighbour, combining their energy into a single powerful final burst. This has a further advantage in that only one Deathstalker need expose itself directly to enemy fire.

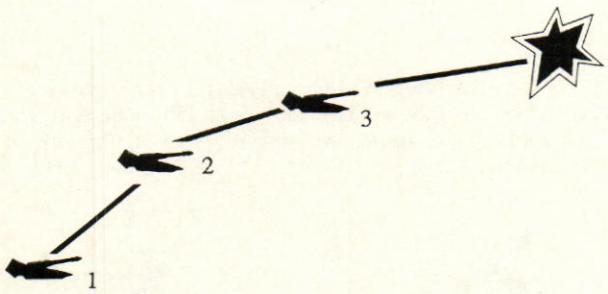
To fire a single Deathstalker at an enemy target proceed as normal. The range, score required to hit, and other details are given on the data exactly as with any other weapon.

If you wish to use a Deathstalker to boost another Deathstalker's fire then roll to hit at the second cannon just as if it were an enemy target. This second Deathstalker may fire at a third cannon, and if it hits then both its own hit and that of the first cannon are transferred to the third. There is no limit to the number of Deathstalkers that can combine their fire in this way. It is also possible for several Deathstalkers to transfer their fire directly to a single cannon without firing through each other.

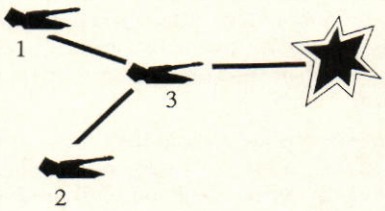
When a Deathstalker fires and hits an enemy it causes 1 hit **plus** all the hits transferred to it, and the target must take a separate saving throw against each hit. Most targets are destroyed if any hit successfully penetrates its armour. In the case of Titans and other large machines which can sustain several hits then the appropriate amount of damage is recorded just as if it had been hit by a number of different weapons. The accumulated energy flares into the warp and dissipates at the end of each turn, so hits cannot be retained in a Deathstalker from turn to turn.



Each Deathstalker is a separate unit. Normally you nominate and fire one unit at a time, but in the case of Prism Cannons you can immediately fire once a hit has been transferred. For example, Prism Cannon 1 fires at Prism Cannon 2 and scores a hit, so Prism Cannon 2 may now fire immediately, whether at an enemy or a third Prism Cannon. This is an exception to the normal play sequence and allows a Prism Cannon with advance orders to fire in the advance fire segment. A Prism Cannon with charge orders cannot shoot, however, so it cannot be used to transfer hits. Once a Prism Cannon has shot it may not shoot again that turn, even if it shoots in the first fire segment and has advance fire orders. Turn over or remove the order counter to show that the Prism Cannon has taken its shot that turn.



Deathstalker 1 fires at Deathstalker 2 which in turn fires at Deathstalker 3 and the combined fire power of all three Prism Cannons hits the target.



Deathstalker 1 and Deathstalker 2 both fire at Deathstalker 3 and the combined fire power of all three Prism Cannons hits the target.

	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Deathstalker Prism Cannon	25cm	3+	+1	Prism cannon	75cm	1	3+	-2	Special rule

HELLBORE

The Hellbore is the largest of the tunnelling troop transporters known collectively as tunnellers or miners. These subterranean machines tunnel their way underground, bypassing enemy troops and fortifications and emerging behind the lines. Tunnellers can move over the ground surface as well as underground, but as they only move slowly overland it is usual to move them to battlefields on huge transporter vehicles.

At the start of the game any tunneller models are positioned on their transports along with the rest of the army. The tunnellers themselves are assumed to be underground from the beginning of the game, and the transports are left on the table. Although transporters don't have weapons and cannot move, they continue to act as guidance stations for the tunnellers. It is possible for the enemy to force a tunneller off-course by destroying its guiding transport vehicle as described later.

A Hellbore may attempt to surface at any time during its side's movement. Roll a D6, and on the score of a 1 the Hellbore has struck a rocky obstruction and cannot emerge that turn. On the score of 2 or more the Hellbore breaks through to the surface. It does not move further during the turn it emerges above ground, but can move along the surface from the next turn. If the Hellbore's transporter can be seen from the point where the Hellbore intends to emerge proceed as follows. First nominate where you want to surface and then roll the scatter dice. If you roll a hit symbol then you have emerged on target. If you roll an arrow you have missed your aiming point and instead emerge D6 x 5cm away in the direction indicated. This means you can end up anywhere between 5cm and 30cm from your chosen point. If the transporter cannot be seen from the place where you want it to emerge, or if the transporter is destroyed, then roll the scatter dice in the same way but the distance will be D6 x 10cm for misses.

Troops may not disembark on the turn that the Hellbore emerges but may do so in the following or any subsequent turn. Position order counters to remind you to disembark in the movement phase. The usual rules for boarding and leaving transport vehicles apply - the infantry move is reduced in proportion to the vehicle's movement. Note that as there are 3 platoons on board the Hellbore you must issue 3 sets of orders if you want them all to disembark.

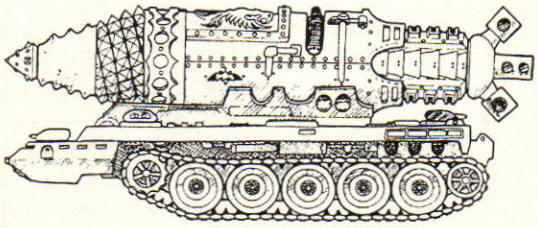
The Hellbore may move along the surface of the ground, ploughing a deep furrow in its wake. It always moves in a straight line directly forwards up to 15cm.

No orders are ever given for the Hellbore because it is an HQ unit. Note that it cannot double up its move with a charge order; tunnellers have a maximum move of 15cm and can never move faster. Once the Hellbore has completed its move for the turn the player may turn it round by up to 45° so that it can move in a slightly different direction when it moves next turn. This is the only way to turn a tunneller and, as you can imagine, it makes them rather cumbersome. For this reason it is better to keep them underground until you really want them to emerge, rather than surfacing early and relying on slow and awkward overland movement. A Hellbore can move through woods, trenches, foxholes, rocks and other broken ground without slowing down, but marshes, rivers and other bodies of water are impassable once the tunneller has surfaced. Nothing, not even marshes and water, can stop a tunneller that is burrowing underground.

A Hellbore can emerge under a building or plough straight through one if moving overland. This is a bit reckless as the building can collapse as a result and there is a possibility that the tunneller may be crushed by tons of plummetting rubble. To see if the building survives, roll its basic saving throw. If this is failed the building collapses and any troops inside are killed. If the building does collapse, the Hellbore may be trapped and destroyed. Roll a D6, and on the score of 6 the Hellbore is crushed by tons of debris and destroyed along with any troops still inside. Smaller tunnellers are crushed on the score of a 5 or 6 in the case of Moles and 4, 5 or 6 in the case of Termites.

The Hellbore is so huge that it is almost unstoppable in close combat, grinding infantry and lighter vehicles into the ground as it advances! To represent this the Hellbore can't be brought to a halt by lighter troops who engage it in close combat, it can only be pinned by Titans or by a super-heavy tank. If infantry or lighter tanks engage the Hellbore in close combat it can simply move past them in the next movement phase, scattering them out of the way as it does so.

A Hellbore is available as a company card complete with three platoons of tactical guards. Unlike most company cards you are restricted in the various support cards you can include with it. Obviously you can't sensibly place subterranean troops and other troops in the same chain of command as one or the other will inevitably end up stranded. Therefore, you can only include Moles or Termites as support units for Hellbores.



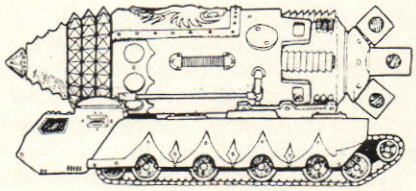
	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Hellbore	15cm	1+	+12	None					Carries 30 stands.
Transporter	Max. -	5+	0	None					

THE MOLE

The Mole is the intermediate sized tunneller, carrying a single platoon of Imperial Guard tactical troops. The same rules apply as described for the Hellbore except that the Mole is trapped under a falling building on the roll of a 5 or 6 rather than just a 6. Unlike a Hellbore, The Mole can be engaged in close combat in the same way as any other vehicle.

All Moles carry special communication equipment which allows them to relay orders to the troops they carry. So long as a platoon is within 25cm of the Mole it can maintain direct communications with its regimental headquarters and can therefore be given orders. However, the Mole does not count as a command unit itself, it only acts as a relay between the regimental HQ and the platoon. The platoon may also be given orders by its own company HQ exactly as with other units.

Moles are available as company cards and support units including a platoon of ten tactical guards. You can include Moles as support units for any company you like – they don't have to be placed under the command of a Hellbore Company, though you can do this if you prefer.



	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Mole	15cm	3+	+3	None					Carries 10 stands

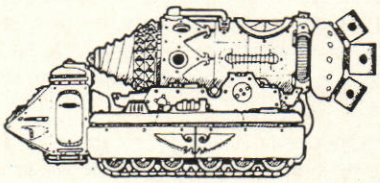
THE TERMITE

The Termite is the smallest of the tunnellers. It carries 2 stands and is organised into squadrons of 3 carrying a special Imperial Guard Termite unit of 6 tactical stands. The same rules apply as for Moles and Hellbores except that the Termite is trapped under a falling building on the D6 roll of a 4, 5 or 6. Unlike a Hellbore, the Termite can be engaged in close combat in the same way as any other vehicle.

Termite squadrons all use the same tunnel, each following behind the other and branching to the surface only at the last moment. Establish where the first Termite surfaces as described for the Hellbore and then place the remaining two Termites anywhere you wish within 6cm. This allows the platoon to maintain its formation.

In a squadron the first Termite carries the section HQ and also special communication equipment which allows it to relay orders to its platoon. So long as the platoon is within 25cm of the first Termite it can maintain direct communications with its regimental headquarters and can therefore be given orders. However, the Termite does not count as a command unit itself, it only acts as a relay between the regimental HQ and the platoon. The platoon may also be given orders by its own company HQ exactly as with other units.

You can include Termites as support units for any company you like, so you don't have to place them under the command of a Hellbore, although you can if you wish.



	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Termite	15cm	4+	+1	None					Carries 2 stands

DROP PODS

Drop pods are pod-shaped landing craft which are launched from orbitting spaceships, fall through the atmosphere, and land on the battlefield. They can carry Space Marines or robotic weapon systems designed to clear a landing area or support foot troops.

The Space Marines use three kinds of drop pod: the Assault Pod, which carries two Space Marine stands; the Deathwind Pod, which carries a multiple bomb launcher; and the Support Pod, which contains a turret-mounted heavy plasma gun. Deathwind and support pods are robotic and have no living crew.

Before the game begins alot a number to each drop pod, and note down which numbers correspond to Deathwind, Support and troop carrying Assault Pods.

You can decide to bring pods down in any turn - but you must note in which turn they are going to land *before* the game begins. For each pod note down whether you want the pod to arrive with the first wave (the first turn), the second wave (second turn), third wave (third turn) and so on.

Drop pods land on the table during the orders phase after orders have been placed but before they are revealed to the other player. Determine where pods land using the special drop markers. These are supplied with the epic army cards for the drop pods and consist of small numbered cards which correspond to the numbered pods.

Place all the markers for pods landing that turn on a burst template, and hold it about 30-40cm above any part of the table. Invert the template sharply so that the markers fall on the table, and place a closed pod model where every marker lands. Don't remove the markers yet as you will need to refer to the number when the pod opens.

A pod is destroyed if it lands off the table, in terrain which is impassable to vehicles or on a Titan. Titans or buildings that are hit by a pod take a hit with a -3 saving throw modifier. If a pod lands on top of any other troops they are destroyed.

Enemy troops with first fire orders may fire on drop pods as they fall from the sky. This is an exception to the normal turn sequence. Instead of firing in the combat phase, troops fire at the end of the order phase after orders have been revealed. Because the pods are falling through the sky, firers ignore any intervening terrain that might block their sight. Any troops that fire in this way are not allowed to fire again during the turn.

Once the pods have landed explosive locking bolts fire and the petal-like sides unfold, releasing the troops within. Unfortunately, the extreme heat of the journey through the atmosphere often fuses the pod's outer surface and prevents it opening.

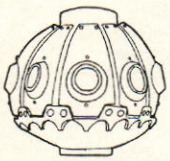
Test to open each pod as follows: at the end of the orders phase roll a D6 - on the roll of a 3, 4, 5 or 6 the pod opens. If it doesn't open, then test in the orders phase of each following turn until it does. Once the pod has opened troops may disembark or weapons can fire as described below. Until the pod opens it is a sitting target.

Deathwind Pod. As soon as the pod opens the missile launcher inside is triggered. This is an exception to the normal turn sequence, as firing occurs at the end of the orders phase. The launcher rotates at speed, scattering missiles in every direction. Any troop stand or vehicle within 10cm of the pod is hit on the D6 roll of a 4 or more and must make its save to avoid destruction. As Titans are bigger they roll 3 dice, and suffer a hit on each roll of a 4 or more. The Deathwind is a one shot weapon - once it has fired it has no further effect.

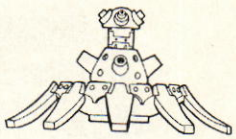
Assault Pod. As soon as the pod opens place the troops it carries next to it. Troops emerging from a pod automatically have advance orders and move normally in the movement phase.

Support Pod. The Support Pod carries a plasma gun which can be fired normally in the combat phase once the pod has opened. There is no need to put an order counter down for Support Pods - they always fire in the first fire segment.

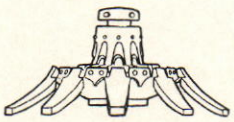
A pod can be fired at while it is on the ground both before and after it has opened.



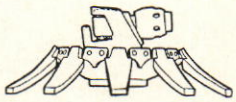
Closed Pod



Deathwind



Assault Pod



Support Pod

	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Assault Pod	Special	4+	0	None					Carries 2 stands
Support Pod	Special	4+	0	Plasma Cannon	75cm	1	5+	-2	
Deathwind	Special	4+	0	Bombs	10cm	Special	4+		Special rules

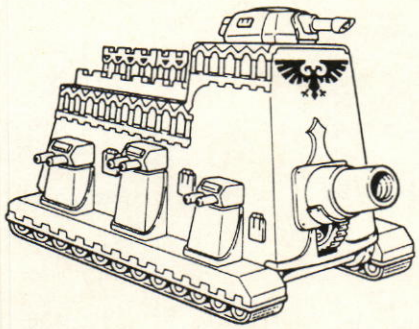
THE LEVIATHAN

The Leviathan super-heavy command centres form the mobile headquarters of an Imperial Guard regiment. Each contains extensive communications and surveillance gear used to co-ordinate the regiment in action, including spy satellite link-ups, lines to orbitting spacecraft, control gear for tiny flying spy robots, and direct links to each company HQ unit. Inside are the regiment's senior officers, its Guard colonel and his staff, plus a considerable fighting crew to man the many weapons. This awesome vehicle is made by the Squats and supplied to the Imperial Guard as part of the mutual exchange of materials between the Squat Homeworlds and the Imperium. Every regiment has several Leviathans, any of which can command the entire regiment if necessary.

The immense weight and size of the Leviathan means it is very slow, and its move rate is therefore 10cm. This is its maximum move rate; the Leviathan cannot double this move if given charge orders. This doesn't really pose a problem as the command centre is unlikely to venture too near the enemy lines except in a dire emergency.

Because of its very thick and efficient armour the Leviathan has an armour saving throw of 1 on a D6. This applies all the way round including the sides and rear, so attackers do not get the usual bonus for side and rear shots. Needless to say, this means that most shots will simply bounce off unless the weapon has a save modifier of at least -1.

The Leviathan also has four void shields, which work in the same way as a Titan's. This means that it can sustain a number of hits without taking damage.



The super-heavy Leviathan is so massive that it cannot be easily brought into close combat. To represent this the Leviathan can't be pinned in close combat by lighter troops; it can only be pinned by Titans or other vehicles which are described in the rules as super-heavy. Super heavy vehicles include all Imperial super-heavy tanks (Shadow Sword, Baneblade, Storm Hammer) Ork Battle Fortresses (Giblet Grinda and Skull Hamma) and Squat Land Trains. If infantry or lighter vehicles engage the Leviathan in close combat it is not pinned and can simply move past them in the next turn, scattering opponents out of the way as it does so.

The Leviathan bristles with deadly weapons including the vast and highly destructive Doomsday Cannon mounted on its prow. This fires a barrage with a barrage points value of 3 plus the roll of a D6, so the score varies between 4 and 9. The Doomsday Cannon may fire to the Leviathan's front as normal. Because of its mobile turrets and the arrangement of its other weapons these may be fired all round.

The Leviathan can carry a complete infantry company of Imperial Guard including its company HQ unit complete with vehicles (up to 30 stands + HQ unit). Troops can be allocated to the Leviathan before the game begins. They are not obliged to stay with the command centre but can disembark and fight as normal.

The Leviathan may be included in your army as a special card representing the regiment's battlefield headquarters. The regimental HQ can issue orders to company HQ units over the entire battlefield and it can be imagined sending orders to troops further along the battlefront as well. If the Leviathan is destroyed the whole force is in deep trouble! You won't be able to give orders to any troops next turn because the chain of command will be broken at its very first link. Company commanders will find all their communications go dead, no information about the battle will reach them, and they will receive no instructions regarding objectives or movements. From the following turn orders may be given normally as another regimental HQ further behind the lines is assumed to take over.

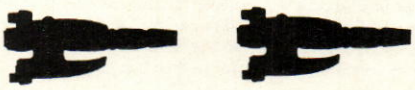
The Leviathan does not need to be given orders. It automatically fires as if on first fire orders and can move up to 10cm. Because it is so huge, the special rules restricting firing at command units do not apply to the Leviathan. It may be fired at by any enemy that can see it just like any other target.

You can include several Leviathans in your force if you wish, assuming of course that you have sufficient points to pay for them. In this case your regimental headquarters is automatically assumed to be divided between the Leviathans. The vehicles may move and fight individually and do not form a unit as such. The loss of one of several Leviathans will not affect your chain of command so long as there is at least one left intact.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Leviathan	10cm	1	12	Lascannons	75cm	6	5+	-1	May carry
	Max.	all round		Battlecannon	75cm	1	5+	-2	Imperial Guard
				Bolters	15cm	12	6+	0	company.
				Doomsday C'n	200cm	D6+3 Barrage Pnts		-3	4 void shields.

WARP HUNTER SQUADRON

The Warp Hunter Squadron consists of 2 Warp Hunters.



POINTS VALUE 100

BREAK POINT 2: The squadron is broken once it has lost 1 Warp Hunter. Once broken, it must take a morale check.

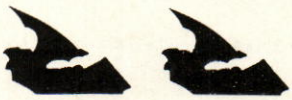
MORALE VALUE 3: Warp Hunters must roll 3 or more on a D6 to pass their morale check.

VICTORY POINTS 1

Your opponent gains 1 VP when this unit is broken.

WAVE SERPENT SQUADRON

The Wave Serpent Squadron consists of 2 Wave Serpents.



POINTS VALUE 150

BREAK POINT 2: The squadron is broken once it has lost 1 Wave Serpent. Once broken, it must take a morale check.

MORALE VALUE 3: Wave Serpents must roll 3 or more on a D6 to pass their morale check.

VICTORY POINTS 2

Your opponent gains 2 VPs when this unit is broken.

DEATHSTALKER PRISM CANNON

Deathstalkers fight independently, so each Deathstalker is a discrete unit.

POINTS VALUE 50

As a single vehicle, the Deathstalker cannot be broken. Victory points are awarded once it has been destroyed.

MORALE VALUE 3: A Deathstalker must roll 3 or more on a D6 to pass its morale check. The Deathstalker cannot be broken, but morale may still be necessary for daemonic attack or other special cases.

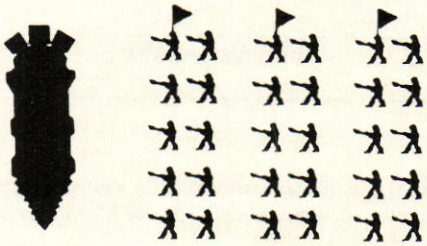
VICTORY POINTS 1

Your opponent gains 1 VP when this unit is broken.

IMPERIAL GUARD HELLBORE COMPANY

An Imperial Guard Hellbore Company consists of 1 Hellbore which is also the company HQ, plus a tactical company of Imperial Guard. The tactical company is composed of 3 tactical platoons. Each platoon includes its own section HQ stand as normal.

Company HQ Hellbore	+	Tactical Platoon 1	Tactical Platoon 2	Tactical Platoon 3



POINTS VALUE 1000

IMPERIAL GUARD HELLBORE COMPANY

SPECIAL RULE: If you choose a Hellbore Company you can only allocate Moles or Termites as support units.

BREAK POINT 16: The Hellbore Company is broken once it has lost 16 models (either troop stands or Hellbore). When the company is broken, each platoon must take an individual morale check.

MORALE VALUE 4: Imperial Guard have a morale value of 4, and must roll 4 or more on a D6 to pass their morale check.

For a platoon to receive orders its section HQ stand must be within 25cm of the Hellbore at the start of the orders phase. The same also applies to any support units allocated to the company. If troops are unable to receive orders they cannot move but may fire in the advancing fire segment of the combat phase in the same way as other troops with no orders.

The Hellbore forms the company HQ and does not need to be given orders. It always moves at up to 15cm and cannot double its move by means of a charge order. The rule restricting fire on command units does not apply as the Hellbore is so large, and it may be shot at like any other target.

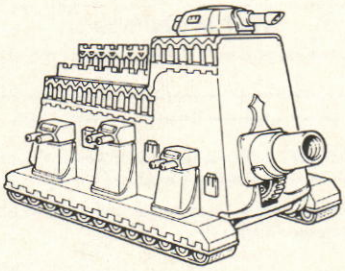
VICTORY POINTS 10

Your opponent gains 10 VPs when this company is broken.

SPECIAL CARD

LEVIATHAN

Super Heavy Command Centre



M	Save	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.
10cm	1	14	Lascannons	75cm	6	5+	-1
			Battlecannon	75cm	1	5+	-2
			Doomsday C'n	200cm	D6+3	Barrage	-3
			Bolters	15cm	12	6+	0

POINTS VALUE 350

LEVIATHAN

The Leviathan super-heavy command centre forms a focal point for all communications and tactical coordination for the Imperial Guard regiment. It is crammed with monitoring and communications gear, and is where the regiment's top commanders evolve and execute their battle plans.

You do not need to give orders for the Leviathan – it always has first fire orders and can move up to 10cm (with reductions in terrain in the same way as other vehicles). The Leviathan can only be pinned in close combat by other super-heavy tanks or Titans. If all the Leviathans in your force are destroyed, your chain of command is severed at the top and you may not issue any orders in the next turn while regimental command is re-established by other forces behind the battle lines.

The Leviathan can fire its weapons all round except for the Doomsday Cannon which can only fire into the front arc as normal.

VOID SHIELDS: The Leviathan has 4 void shields.

BREAK POINT: As a single model the Leviathan cannot be broken.

MORALE VALUE: The Leviathan never needs to check morale.

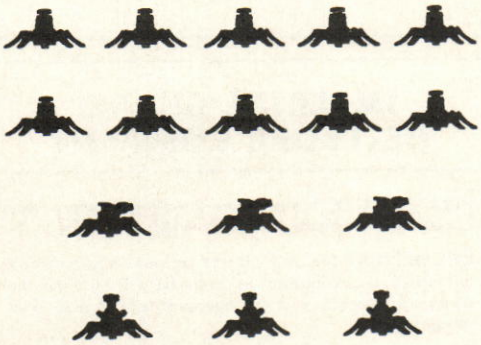
VICTORY POINTS 4

Your opponent gains 4 VPs when the Capitol Imperialis is destroyed.

SPECIAL CARD

DROP PODS

This consists of 10 assault drop pods, 3 support drop pods and 3 Deathwind drop pods.



POINTS VALUE FREE

DROP PODS

The drop pod card allows you to replace the Rhinos of 1 entire Space Marine company with assault drop pods in preparation for a drop. In addition, 3 support and 3 Deathwind drop pods are included to clear the ground and provide cover. Pods do not count as casualties and are not considered part of the units they deliver to the battlefield. The break point of the unit remains the same – the extra value reflects their role as fast assault troops who know they keep their nerve to survive.

VICTORY POINTS 0

To make up your data cards, first photocopy the cards on this page. Fold each card along the dotted line and glue the two halves together on the inside. You can then use these cards as normal in your Space Marine games.

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IMPERIAL GUARD MOLE

A Mole transports an entire platoon of 10 tactical Imperial Guard, including a section HQ.

POINTS VALUE 250

The section HQ must remain within 25cm of its company HQ unit or Mole to receive orders. Place this card with its company HQ card to show its chain of command.

BREAK POINT 6: The Mole platoon is broken once it has lost 6 models, either Guard troop stands or the Mole.

MORALE VALUE 4: Imperial Guard must roll 4 or more on a D6 to pass their morale check.

Moles never move faster than 15cm. They cannot double their speed by means of a charge order.

VICTORY POINTS 3

Your opponent gains 3 VPs when this unit is broken.

IMPERIAL GUARD TERMITE UNIT

The Termite Unit consists of 3 Termites each carrying 2 tactical Imperial Guard stands. One stand in the unit forms the section HQ.

POINTS VALUE 150

The unit must remain within 25cm of its company HQ unit or lead Termite to receive orders. Place this card with its company HQ card to show its chain of command.

BREAK POINT 5: The Termite assault unit is broken once it has lost 5 models, either Guard troop stands or Termites.

MORALE VALUE 4: Imperial Guard must roll 4 or more on a D6 to pass their morale check.

Termites never move faster than 15cm. They cannot double their speed by means of a charge order.

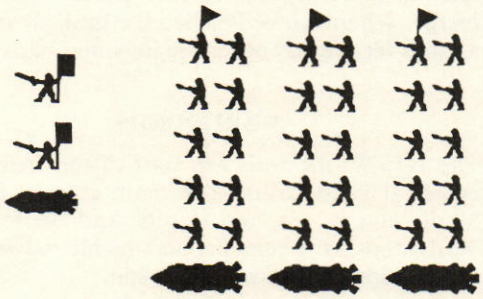
VICTORY POINTS 2

Your opponent gains 2 VPs when this unit is broken.

IMPERIAL GUARD MOLE COMPANY

An Imperial Guard Mole Company consists of 1 HQ section with a Termite, plus three tactical platoons of Imperial Guard each with a Mole. Each platoon consists of ten tactical stands and includes a section HQ.

Company HQ Unit	+	Tactical Platoon 1	Tactical Platoon 2	Tactical Platoon 3



POINTS VALUE 1000

IMPERIAL GUARD MOLE COMPANY

SPECIAL RULE: If you choose a Mole Company you may only include Moles or Termites as support units.

BREAK POINT 18: The Mole Company is broken once it has lost 18 models, either troop stands, Moles, or the Termite. When the company is broken each platoon must take an individual morale check.

MORALE VALUE 4: Imperial Guard have a morale value of 4 and must roll 4 or more on a D6 to pass their morale check.

A platoon may receive orders if it is within 25cm of its Mole. Otherwise a platoon must be within 25cm of the HQ Termite at the start of the orders phase to receive orders. The same also applies to any support units allocated to the company. If troops are unable to receive orders they cannot move but may fire in the advancing fire segment of the combat phase in the same way as other troops with no orders.

Neither Moles nor Termites ever move faster than 15cm. They cannot double their speed by means of a charge order.

VICTORY POINTS 10

Your opponent gains 10 VPs when this company is broken.

To make up your data cards, first photocopy the cards on this page. Fold each card along the dotted line and glue the two halves together on the inside. You can then use these cards as normal in your Space Marine games.

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EAVY METAL

This months 'Eavy Metal takes a look at the most recent additions to the studio Imperial Guard army - a Hellbore, a squadron of Termites and the Leviathan. We've also just finished painting the two Warhounds and the Slasher Gargant.

IMPERIAL GUARD ARMY

Last months White Dwarf included extracts from the Codex Astartes showing details of how Imperial vehicles are painted and camouflaged.

The Hellbore and Termites are both types of tunnelling troop carriers designed to penetrate deep into enemy territory before surfacing and deploying their men. They are an extremely effective way of outflanking enemy fortifications and mine fields.

The Hellbore is a huge vehicle capably of carrying an entire company of troops. It displays it's company colours on both the tunneller itself and on the carrying vehicle. Both both parts of the Hellbore are painted in Apocalypse Red, one of core vehicle colours recommended in the Codex Astartes and a mix of Blood Red and Blood Angel Orange. This was highlighted with Bad Moon Yellow and the fine details were picked out in Shining Gold.

The Leviathan is the mobile Regimental HQ and so is the centre piece of our Imperial Guard army. We wanted to make it really stand out and look spectacular on the gaming table and so decided to paint it a bright golden yellow colour. The base colour was a mix of Sunburst Yellow and Blood Angel Orange. When this was dry, the model was shaded by giving it a thin wash of yellow ink with a spot of brown ink mixed in. The highlights were achieved by adding Skull White to Sunburst Yellow and painting this onto all of the raised areas. To finish off the model, Imperial eagle transfers were applied to the outside weapon towers and a laurel wreath was painted onto the central panel.

All Imperial Guard regiments are recruited from single worlds. The studio army is the 12th Necromundan Regiment and the Leviathan proudly displays their regimental banner. Every vehicle in our Imperial Guard Army displays a campaign symbol in the form of a yellow triangle This can be clearly seen on the side of the Hellbore and its transport vehicle.

Elsewhere in this issue of White Dwarf are data cards and damage tables for the Eldar Phantom, Slasher Gargant and Warhound Titans. Shown here is the Slasher Gargant we painted for our Epic Goff army and two Warhounds for our Imperial army.

SLASHER GARGANT

Despite its seemingly complex paint scheme the Slasher was in fact quite quick and easy to paint. Nearly all the complex designs are actually transfers, and checks are very easy to do once you've mastered the basic technique.

The model was first of all given a black undercoat. The entire miniature was then drybrushed to create the highlights starting by adding just a spot of Skull White to Chaos Black. As you build up the highlights add more white to the black paint and use slightly lighter brush strokes. Because the Gargant was going to be quite heavily decorated, we could use a more basic style of highlighting.

Once the highlights were dry all of the metal areas were drybrushed with Tin Bitz and then Chainmail.

The next stage was to decide which parts of the miniature were going to be a light colour and paint these Skull White. This is because light colours will show up far better on a white background rather than painting them directly onto the black basecoat. It is also a good idea to paint small white squares where you want the transfers to be applied, these can then be painted in bright colours so that the transfers are well defined.

All of the red parts, including the red and black checked areas were painted Go Fasta Red and highlighted with Blood Angel Orange. The head was given a base coat of Ork Flesh Green and highlighted with Striking Scorpion Green and Skull White. The lower jaw was painted black and the teeth were picked out with Skull White.

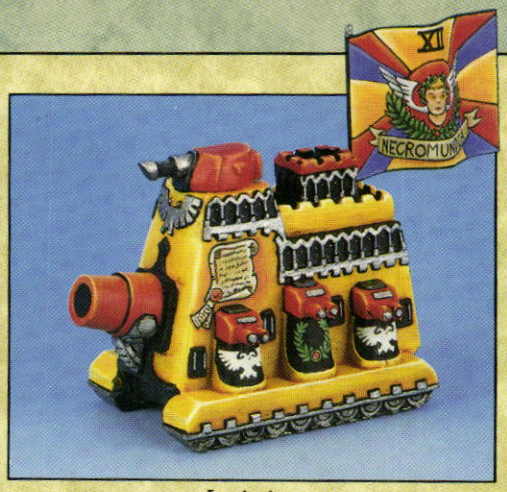
When you paint checks its best to paint the lightest colour on first. In the case of the checks on this Slasher, we used either white or red as the base colour. The next step is to very carefully paint on a grid of thin vertical and horizontal black lines. Take your time when you are doing this, don't make the lines to close together or the checks will start to merge. When you've finished the grid, all you have to do is fill in every other square with Chaos Black.

WARHOUNDS

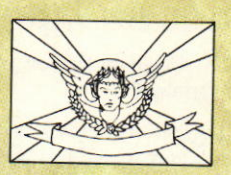
The two Warhounds are part of the Iron Skulls Imperial Titan Order. The main colours for Iron Skull Titans are red, gold and yellow, the Warhounds have been painted mainly red with gold metal work and yellow decoration.

Even though each Titan is an individual with its own personal colour scheme, we painted the Warhounds in closely linked styles to visually tie them together. Each of the Titans has a split-colour scheme on the carapace, one half is red and the other is patterned - black and yellow stripes on one Warhound and black and white chevrons on the other. The weapon banners that the two miniatures display reflect these patterns.

Imperial Guard Hellbore – shown aboard its huge transport vehicle



Leviathan
Imperial Guard mobile Regimental HQ



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Termite Assault Unit

Goff Clan Slasha Gargant

Two Warhounds from the Iron Skulls Titan Order

SPACE MARINE®

ASSAULT!

New rules for attack and defence scenarios in Space Marine

By Jervis Johnson and Andy Chambers

In the 41st millennium wars smoulder and flare across a thousand worlds in the Imperium of mankind. The vast forces of the Imperial Guard and Space Marines are in constant battle against Orks, Eldar, Chaos, rebellious humans and Squats.

Not all of these battles are fought between equally balanced forces engaging simultaneously. More often than not a battle will be fought between a vastly superior attacking force and a well dug-in, but heavily outnumbered defender. The following rules allow you to fight these desperate assaults against entrenchments and bunkers, heavily defended by wire and mine fields. Assault scenarios provide you with a new and exciting set of tactical problems to face. Can the attacker overwhelm or out-manoeuvre the cunningly-laid defences of the beleaguered garrison? or will the defender be able to destroy enough of the attacking hordes as they advance, to stand a chance of survival in the deadly hand-to-hand combat which follows ?

When playing assault scenarios, one player is called the *attacker* and the other the *defender*. The two players have quite different forces and victory conditions. The attacker must seize a set of objectives hidden deep in the defender's half of the table without taking too many casualties in the process. The defender is heavily outnumbered and must make maximum use of cover and field fortifications to protect his meagre forces, while inflicting as many casualties on the attacker as possible.

In order to play an assault scenario, decide on a points value for the game and set up the terrain as normal. Note that you do this *before* you know who will be the attacker and who will be the defender. This encourages you to set up the terrain in a way that doesn't give an advantage to either side. After you've set up all the terrain, both players roll a D6. Whoever scores higher gets the choice of attacking or defending and the players choose their forces.

Assault scenarios introduce a new kind epic battlecard – the **fortification card.** Fortification cards allow the players to purchase entrenchments, bunkers, razor wire, minefields and strongpoints to use in their games. Both players can purchase fortification cards but in assault scenarios the following special rules apply. All of the defender's cards with the exception of fortification cards cost **double points.** This means that the defender will be outnumbered two to one or more - but he does receive a number of special advantages to even the odds in his favour!

After both player's have chosen their armies, the defender selects a table edge and sets up his forces up to halfway in from his edge of the table. Only four objective counters are used. They are all placed by the defender when he sets up his army using the normal placement rules for objective counters. This means that all four objectives will be deep in his half of the table and heavily defended, which is as it should be.

All defending units use the *hidden set-up* rules and count as *dug-in* (see below). After the defender has set up his army and objective counters, the attacker sets up

his army anywhere within 15cm of the opposite edge of the table. Because the attacker and the defender set up one after the other there is no need for either player to make a map or for you to use a screen when setting up.

The number of victory points each side needs to win is decided in the normal way. However, in the assault scenario the defender receives **double** VP's for breaking enemy units and the attacker receives **double** VP's for capturing objectives. This means that the defender must do his best to cause as many casualties to the attacker as possible, while the attacker must try his hardest to capture the objectives held by the defender.

You'll find fortification cards for bunkers, minefields, razor wire, strongpoints and entrenchments elsewhere in this issue. Note that fortification cards do not have a break point and do not give any victory points to the attacker if they are destroyed.We've also printed some cut-out minefields, razor wire and hidden set-up counters, so that you can try these rules out straight away in your own games.

HIDDEN SET UP

Defending forces invariably take great pains to conceal the disposition of their units. Both physical camouflage and powerful sensor-scramblers are used to fool the enemy. This is done to prevent the attackers using heavy artillery barrages to disrupt the defenders. It also allows the defending commander to conceal the actual composition of his force until he can unleash them to the most devastating effect.

When you use hidden set-up your units are not set up directly on the table at the start of the game. Instead you take a *hidden set-up counter* for each unit and place this on the table roughly where you want the unit to go.

You'll find a number of hidden set-up counters on the same page as the minefield and razor wire markers elsewhere in this issue. Make a note of which unit the counter represents by recording the number on the counter and the name of the unit on a piece of scrap paper. Make sure that you keep this list secret from your opponent!

As long as the unit remains hidden none of the models are put on the table and they may not be attacked in any way. Neither are they allowed to make attacks themselves. The only exception to this rule are Titans and Gargants which are far too large to be concealed.

Units can be hidden in any terrain, including in the open. Remember that the defender has had a long time to prepare his defences and will have carefully camouflaged all of his positions, which will make his troops very hard to spot. However, if an enemy unit is within 25cm of the hidden set-up counter when it finishes its move, it is close enough to spot the hidden positions and the whole unit must be revealed at the start of the combat phase.

Hidden units count as on first fire orders, and do not need to be given any order counters. If you want to give them charge or advance orders you must reveal the whole unit in the orders phase at the time that you give them the orders. Similarly, if you want to fire with any model in a unit that is hidden, you must reveal the whole unit at the start of the combat phase before you can fire. However, you can use the hidden set-up counter as an 'observer' for indirect barrage attacks without revealing the unit.

When the unit is revealed, one model (owning player's choice) is placed at the point occupied by the counter. The remaining models may be set-up as you wish, provided normal formation rules are obeyed. You may even place the units straight into close combat if you want! The hidden set-up counter is flipped over onto its other side to show that the unit is 'dug-in'. Once revealed, a unit will be continually tracked by the commander of the attacking forces, so it is impossible for a unit to become hidden again during the course of the game.

DUG-IN COUNTERS

Defending units will also spend time fortifying their positions as much as possible. They'll not only construct bunkers and entrenchments if time permits, but will also dig fox-holes and weapon pits for individual troops and vehicles.

You will notice that the back of the hidden set-up counter says 'dug-in'. When the hidden unit is revealed, flip the counter over so that this side is showing. Having a dug-in counter means that the unit does *not* have to be given an order counter; they are treated in all ways as if they have first fire orders.

As long as the unit remains dug-in, all enemy attacks suffer a -1 to hit modifier. This modifier applies in addition to any other modifiers, so a model that is dug-in in a building or behind a fortification, for example, will be at -3 to be hit. (It may seem funny that a unit can be dug-in in a trench, but this simply represents the fact that it has spent time reinforcing their position, adding extra sandbags and so on.)

A unit can remain dug-in for as long as you like. However if you want to move any of the models in the unit you will have to give them advance or charge orders as normal, and these orders will replace the dug-in counter. Also, if the unit is forced to fall back, the fall back order counter replaces the dug-in counter.

Once a dug-in counter has been removed for any reason it is assumed that the unit has moved out of its fortified positions. This means that the dug-in counter is lost and cannot be replaced during the game.

ATTACK AND DEFENCE TACTICS IN SPACE MARINE

By Andy Chambers and Robin Dews

The aim of this article is to give Space Marine players some hints and tips on how to attack and defend fortifications on the tabletop. You might think that with minefields, razor wire and bunkers your troops would be virtually invulnerable to attack, but in fact nothing could be further from the truth.

The history of the Imperium is littered with examples of how a seemingly impregnable force, buried deep in their bunkers and fortresses, became literally buried in them by a more mobile and adventurous attacker. Or tales of huge attacking forces cut down in swathes while they struggled through a maze of minefields and razor wire to reach the enemy. So what's the best way to stop an attacking horde, or dig the defenders out of their bunkers? We've put together some useful strategies to help both attackers and defenders achieve their objectives.

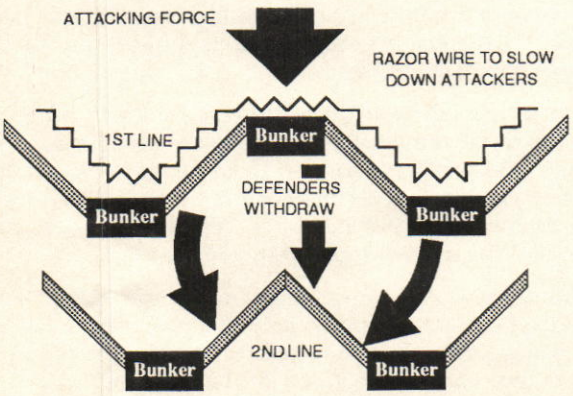
DEFENCE STRATEGIES

The defending player really has his work cut out for him. If the defences are poor there is a chance that the attacker can overwhelm them with sheer weight in numbers. The defender has fixed defences on his side but the problem with fixed defences is that unless the defender manages to cover every possible line of approach, the enemy force can probe them for the inevitable weak spots.

Once the enemy has breached the defensive line the attacker's superiority in numbers can be brought to bear and the defenders will soon be overrun. This is particularly true in Space Marine where a number of specialised units such as assault squads, skimmers and tunnellers can move under, over or around your carefully prepared positions with ease.

So how do you make the most of your static defences? There are two main techniques that you can employ when you set up and man your defences. These are what's called 'defence in depth' and 'channelling'. Used in combination they provide a solid defensive structure that even the most well equipped troops will find hard to crack.

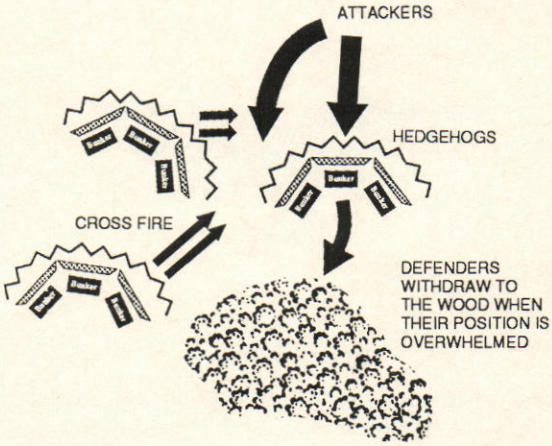
The underlying principle behind defence in depth is that by sheer weight of numbers and firepower, the attacker will always eventually overpower and break through the lines of a static defender.



DEFENCE IN DEPTH

To counter this, the defender must construct not a single defensive line but a series of prepared positions, one behind the other. Thus as the first position gives way under the pressure of the assault, the defenders can fall back to the previously prepared next position to reinforce the defenders already waiting there.

In the case of a defence in depth, maximum use must be made of natural cover when creating the defensive lines. This is in order to cut down on the amount of bunkers and redoubts you'll need, after all some points have to be left to buy troops with! If for some reason it's not possible to create several defensive lines (such as unsuitable terrain or low points), another approach is to create a number of fortified positions or 'hedgehogs'.



These fortified positions are placed so that an attacker going up against one will be caught in a crossfire from the others. As with defensive lines, the idea is not for each position to stand and die to the last man. If the position is in danger of being overwhelmed the surviving defenders fall back to another position. You could even build a defence around each objective marker, though you should always resist the temptation to put all your objectives in a small area as this will make life very easy for the attacker.

The idea of a defence in depth is to wear the attacker down. In each successive assault, the attacker will lose large amounts of men and equipment. Even when they eventually break through, they will have gained little advantage because they will immediately have to repeat the process against the new defensive line. Eventually the attacker will run out of reserve troops to throw into the battle and the attack will lose its momentum. At this point, the defender will be able to launch a well-timed counter attack and drive back the remaining attackers. This principle works well in Space Marine as the defending player scores double victory points for breaking attacking units.

CHANNELLING

The principle of channelling lies in allowing the attack to flow in through pre-determined and strengthened channels, and so dissipate its energy harmlessly.

SPACE MARINE FORTIFICATION CARDS

FORTIFICATION - RAZOR WIRE

This card entitles you to place razor wire entanglements up to 100cm long by 5cm wide anywhere in your set up area.

POINTS VALUE 150

Razor wire can only be crossed by units that have advance orders. Units with charge orders may not cross razor wire entanglements.

The sole exception to this is models that clear a path through difficult terrain such as Gorgons or surfaced Tunnellers. These may pass through the razor wire while on charge orders. Once these models have passed over the razor wire they leave a gap wide enough for a single infantry stand or model to pass through.

Skimmers, Titans and Gargants can pass directly over the wire and therefore ignore it.

FORTIFICATION - ENTRENCHMENTS

This card entitles you to place a set of entrenchments up to 50cm in length anywhere in your set up area.

POINTS VALUE 150

Entrenchments are battlefield fortifications designed to shield infantry against the worst effects of artillery or incoming fire. They range from hastily improvised foxholes and trenches to well prepared concrete fortifications protected by minefields and razor wire. Entrenchments provide cover with a -2 to hit modifier against any incoming fire that traces a line of sight across the front of the entrenchment. Infantry stands or models that are attacked either from the side or from behind the entrenchment do not benefit from this modifier.

To make up your data cards, first photocopy the cards on this page. Fold each card along the dotted line and glue the two halves together on the inside. You can then use these cards as normal in your Space Marine games.

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Carefully remove these pages from your White Dwarf and glue them onto stiff card. You can then cut out the razor wire and minefield sections to use in your Space Marine games.

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HIDDEN SET-UP 1	HIDDEN SET-UP 2	HIDDEN SET-UP 3	HIDDEN SET-UP 4	HIDDEN SET-UP 5	HIDDEN SET-UP 6	HIDDEN SET-UP 7	HIDDEN SET-UP 8	HIDDEN SET-UP 9	HIDDEN SET-UP 10
HIDDEN SET-UP 11	HIDDEN SET-UP 12	HIDDEN SET-UP 13	HIDDEN SET-UP 14	HIDDEN SET-UP 15	HIDDEN SET-UP 16	HIDDEN SET-UP 17	HIDDEN SET-UP 18	HIDDEN SET-UP 19	HIDDEN SET-UP 20
HIDDEN SET-UP 21	HIDDEN SET-UP 22	HIDDEN SET-UP 23	HIDDEN SET-UP 24	HIDDEN SET-UP 25	HIDDEN SET-UP 26	HIDDEN SET-UP 27	HIDDEN SET-UP 28	HIDDEN SET-UP 29	HIDDEN SET-UP 30
DUG-IN 21	DUG-IN 22	DUG-IN 23	DUG-IN 24	DUG-IN 25	DUG-IN 26	DUG-IN 27	DUG-IN 28	DUG-IN 29	DUG-IN 30
DUG-IN 11	DUG-IN 12	DUG-IN 13	DUG-IN 14	DUG-IN 15	DUG-IN 16	DUG-IN 17	DUG-IN 18	DUG-IN 19	DUG-IN 20
DUG-IN 1	DUG-IN 2	DUG-IN 3	DUG-IN 4	DUG-IN 5	DUG-IN 6	DUG-IN 7	DUG-IN 8	DUG-IN 9	DUG-IN 10

Hidden Set-up and Dug-in Counters

To assemble your counters, first cut carefully around the outside of the entire sheet. Crease the cut-out counters along the dotted line and thinly spread some glue onto the back of the sheet. Quickly fold the sheet in half, and when this is dry, separate the individual counters by cutting along the solid black lines. You can now use your counters in your games of Space Marine.

Minefields and Razor Wire

Carefully remove these pages from your White Dwarf and glue them onto stiff card. As soon as this is dry you can cut out the razor wire and minefield sections to use in your Space Marine games. The pieces on these pages will provide you with sufficient sections for 150 points worth of minefields and 150 points of wire.

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SPACE MARINE FORTIFICATION CARDS

FORTIFICATION - MINEFIELDS

This card entitles you to place four minefields, each 12.5cm long by 5cm wide, anywhere in your set up area. The minefields are not secret and must be shown on the table. You must leave a gap of at least 5cm between each minefield.

POINTS VALUE 150

Any model that enters a minefield is immediately attacked and will be hit on a roll of 4+ with a -2 save modifier if hit. Units that start a turn in a minefield will be attacked as soon as they move. If they remain stationary they will be safe from further minefield attacks.

Minefields can attack any number of different models in a turn, but will only attack each model once. The mines spring into the air before they explode so they can hit skimmers and any location on a Titan. Mine attacks ignore power fields and void shields as they explode inside them. Choose the location on the Titan and roll the *aiming dice* as normal. The Titan is still allowed an armour saving roll on that location but with the -2 modifier.

Models that clear a path through difficult terrain such as Gorgons and surfaced Tunnellers are still attacked by mines. If they survive the attack, they leave a gap through the mines wide enough for a single infantry stand or model to pass through.

FORTIFICATION - BUNKERS

This card entitles you to place up to 5 bunkers anywhere in your set up area.

POINTS VALUE 150

Each bunker can hold up to two stands. The bunker's thick walls confer a -2 to hit modifier and a saving throw of 4+ to any stands inside it. If the model already has a saving throw, use the better of the two.

While in a bunker both of the stands have their fire arc reduced to 180° through the front of the bunker, just like a vehicle. Bunkers can be destroyed in the same way as a building, and have a saving throw of 3+ on 2D6.

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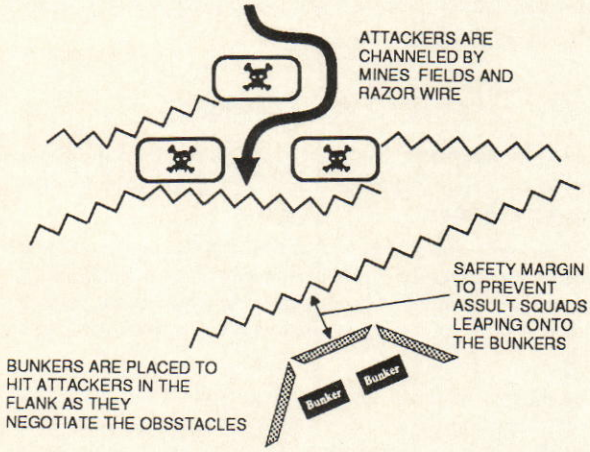
If you apply this principle to defences in Space Marine, you can see that the idea behind using minefields and and razor wire is not to create a solid wall behind which your troops stand and wait, but to create channels of advance for your opponent which will lead him into your carefully prepared killing zones. The easiest way to show an example of channelling is with a diagram.



Their main effect should always be to break up the enemy formations and prevent them overpowering your own forces by sheer weight of numbers. If by the careful construction of your defences you can force your opponent to commit his forces in a piecemeal fashion, then you should be able to exchange fire with him on a shot for shot basis. So long as your troops are entrenched or in bunkers then you will definitely have the advantage.

You should be able to see how by combining these strategies of channelling and defence in depth, a small but well prepared force should always be able to see off a larger and even more heavily equipped attacker. For the defender, the key to success lies in timing and patience. Always withdraw from a position while your troops are in good order. Don't get drawn into a sustained firefight with superior forces. Be patient with your second and possibly third lines of troops. In the heat of battle, don't be tempted to rush them forward in an attempt to bolster up your front line. Let the enemy come on, conserve your strength and strike when he is exhausted and off balance.

ATTACK STRATEGIES

Now let's turn to the role of the attacker. If your opponent has followed the above guidelines and constructed a defence in depth by his positioning of bunkers, minefields and wire, just how do you penetrate and roll-up such a defence?

First of all there is the choice of what kind of forces to use. Obviously any units which are able to breach the defences are going to be essential. Tunnellers can dig under minefields and wire, enabling the attacker to get an assault force to get into close combat with the defenders. This will tie them down while the main body advances in support. Similarly, assault squads can use their jump packs to leap over obstacles and engage the enemy. Support can be provided by skimmers such as Land Speeders or Grav-tanks which are able to pass over razor wire and obstacles to engage the enemy at close quarters. Always remember however, that unless these attacks are executed on a massive scale they will need support from conventional troops to capitalise on the break-through.

The other indispensable weapon in the arsenal of an attacker is artillery. By keeping the defenders under constant pressure with barrages of artillery you should be able to force them to abandon their front line and throw them off balance. As your infantry and vehicles move forward to engage the defenders, you should advance your barrage to bring down fire on the defender's second line and so on. This technique is known as a 'creeping barrage'.

Your artillery should target specific groups of defenders who are likely to give your advancing forces problems. Try to keep your artillery on first fire so you can hit the defender before he hits you. Then follow up with advancing fire from your assaulting troops thus keeping the defenders under extreme pressure.

One word of warning about the use of a creeping barrage. Unless your artillery is firing direct, there is the real possibility that your own fire can deviate onto your attacking units. Nothing can be more disheartening for you or more hilarious for your opponent than blasting your troops with their own supporting artillery!

Overall, as the attacker you should try to achieve the following combination of forces and strategy.

1. Locate the weak points in the enemy line where you can bring superior firepower to bear and make these the focus for your attack. If the enemy has a real strongpoint, try to think of a way to avoid it by moving round the sides and isolating his position, rather than attacking it head-on.

2. Use your artillery to batter the enemy's front line and as your forces move into combat shift the focus of the barrage onto the defender's second line or reserve forces. You should also use your artillery in an attempt to knock out any strongpoints and disrupt the movement of enemy reserves.

3. Try to move up your main force under cover until they are as close to the defenders as possible, BUT DON'T let the terrain bog you down or force you to go places where you don't want to go.

4. Make use of tunnellers and skimmers to breach the defender's lines and engage them in close combat before your main body of troops move in to mop up.

5. Don't attack piecemeal. It's fine to attack at several points at once to overstretch the defenders but ensure that attacks are co-ordinated properly.

6. If things look grim and the casualties are piling up KEEP GOING FORWARD. Unless you can capture enemy objectives you have no chance of victory.

IN CONCLUSION

Fortifications and defences provide a whole new range of tactical and strategic options for your Space Marine games.

Assault scenarios make for very tense, nail-biting games, giving players the chance to either sweep to victory with an overwhelming attacking force or to gloriously stave off the enemy horde with a heroic defence. There are no sure-fire strategies for either the defenders or the attackers, making each game a new challenge. Of all the assault scenarios we've played so far an equal amount have been won by attackers and defenders. Often the defender appears doomed to disappear under the first wave of attackers, but a cunning defender can leave the assaulting force hamstrung and out-manoeuvred in the middle of his killing ground.

SPACE MARINE™

AVATAR AND WAR WALKER

We've just finished work on the new Space Marine supplement "Renegades". This provides all of the rules and army cards for including the forces of Chaos and Eldar in your games of Space Marine. By way of a preview, we present here the rules for two new additions to the epic Eldar forces, the Avatar and the War Walker.

AVATAR

The Avatar is the embodied spirit of the Craftworld's War God, and when the Eldar go to war he stirs from sleep to take part in the battle. The Avatar is a raging spirit, blind to notions of tactics or objectives, his only objective to wreak as much damage and destruction as possible. The Avatar's body can be physically destroyed and removed from the battlefield, but he cannot be completely eradicated. Should his physical shell be destroyed his spirit will retreat to War God's throne room on the Craftworld where it will draw strength and await its next call to battle.

Any Eldar force may include an Avatar. This is represented by a **free** card which costs no points. This free card comes in addition to the rest of the force, so it does not reduce the number of support and special cards you can have. The Avatar is a spirit of blind blood-letting, so his actions are not completely under the Eldar player's control. The Avatar is not given orders. He automatically moves at 15cm towards the nearest enemy in the movement phase of each turn. If this distance is sufficient to reach the nearest enemy model then he will stop and fight it in close combat that turn. If the Avatar isn't engaged in close combat he can cast his spear at an enemy model in the first fire phase The spear automatically returns to his hand after use, so it can be cast each turn. The spear may be cast in any direction, and has a range of 15cm.

The Avatar is the embodiment of the battle-lust of the entire Eldar race, and as such counts as a daemonic creature. Because of this, any mortal troops and material machines attacking the Avatar suffer combat penalties. Any enemy fighting the Avatar in close combat suffers a -1 penalty on its close assault factor, and any enemy shooting at the Avatar suffers a -1 penalty to hit. The only exception to this rule is in the case of other daemonic troops, such as Chaos Daemons and Androids, and Eldar Wraithguard and Dreadnoughts. When daemonic troops fight or shoot at each other these penalties do not apply.

The Avatar's physical body is made of red-hot iron and is almost indestructible. Molten metal flows through his frame like blood, and drips and sizzles from his mouth, running down his arms and splattering on the ground. This terrifying appearance has earned him the title of the bloody-handed god.

Any unit the Avatar attacks in close combat must check morale in the same way as if it had been broken. Models which are not affected by morale do not have to make this test. The Avatar himself is unaffected by morale and never needs to take a morale check.

The Avatar has a saving throw of 2 or more on a D6. This saving throw is never modified by the enemy's attack, so the Avatar always saves on the D6 roll of a 2 or more. Even if weapons normally destroy without recourse to a saving throw the Avatar still saves on a 2+. This represents the Avatar's supernatural qualities, allowing him to avoid or deflect all manner of dangers, emerging unscathed from under tons of rubble, or absorbing colossal energy blasts. If the Avatar fails to save (i.e, if you are unlucky enough to roll a 1) then the model is removed from the game - the spirit of the War God is not destroyed but is banished back to its throne room on board the Eldar Craftworld.

JES GOODWIN

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Avatar	15cm	2+	+10	Spear	15cm	1	2+	-3	

JOHN BLANCHE

ELDAR WAR WALKERS

The War Walker is an armoured frame which can be operated by one man. It carries a variety of light armament, most commonly an Eldar Scatter Laser and Lascannon. Unlike a more conventional vehicle the operator is exposed and therefore vulnerable to enemy attack. However, the War Walker is fast and well armed, and certainly capable of holding its own against comparable Imperial vehicles such as the Sentinel and Land Speeder.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Eldar War Walker	25cm	None	+1	Lascannon Scatter Laser	75cm 25cm	1 3	5+ 5+	-2 0	

WAR WALKER SQUADRON

The War Walker Squadron consists of three War Walkers.

POINTS VALUE 150

BREAK POINT 2: The squadron is broken once it has lost 2 War Walkers. Once the squadron is broken, the remaining War Walker must take a morale check.

MORALE VALUE 3: War Walkers must roll 3 or more on a D6 to pass their morale check.

VICTORY POINTS 2

Your opponent gains 2 VPs when this squadron is broken.

FREE CARD

AVATAR

M	Save	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.
15cm	2+	+10	Spear	15cm	1	2+	-3

POINTS VALUE FREE

AVATAR

The Avatar is a living embodiment of the Eldar War God Khaela Mensha Khaine - the bloody handed god. This supernatural warrior sits brooding upon a throne of smouldering iron deep within the Craftworld until roused to full wakefulness when the Eldar march to war.

The Avatar can never be broken, and does not need to test morale. Victory points are awarded once he is destroyed.

VICTORY POINTS 2

Your opponent gains 2 victory points when the Avatar stand is destroyed.

To make up your data cards, first photocopy this page. Fold each card along the dotted line and glue the two halves together on the inside. You can then use the cards as normal in your Space Marine games.

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THE ELDAR CRAFTWORLDS

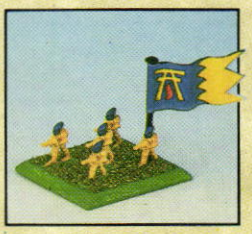
The Eldar Craftworlds drift through the void of space, far away from the inhabited planets of other races. Each Craftworld preserves a little of the once great Eldar civilisation which was destroyed thousands of years ago by the Chaos God Slaanesh. Every Craftworld shelters the survivors from one of the ancient Eldar planets, and each has its own cultural traditions and separate identity amongst the Eldar race. Although each Craftworld has troops and vehicles coloured in a variety of ways, their traditional colours remain common.

Biel-Tan

Ulthwe

Saimm-Hann

Alaitoc



Iyanden

IYANDEN

The Craftworld of Iyanden was once the largest of all the Eldar Craftworlds and its people the most numerous. Iyanden was the scene of the Eldar's first encounter with the Tyranid Swarm, the all consuming menace whose locust-like advance through the galaxy has since enveloped hundreds of human worlds. Though the Eldar finally repulsed the invaders, the cost was bitter. Their once proud world stood in ruins, and four-fifths of the inhabitants lay dead or dying in its shattered halls.

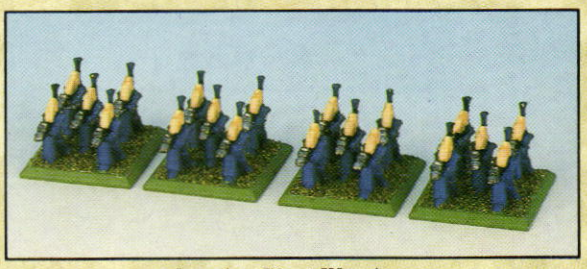
Drifting through space, the Craftworld was powerless to avoid the sudden onslaught of Genestealers and Tyranids. Wave upon wave of merciless hive warriors swept over the Craftworld, each eventually beaten by the Eldar, but at the cost of thousands of lives. The Tyranids' psychic warp blockade disabled the Craftworld's warp tunnels, and preventing the Eldar summoning help from other Craftworlds. As a last desperate gambit the Eldar of Iyanden decided to wake their dead to repel the invaders. All the ancient Spirit Stones were plucked from their resting place and installed into metal fighting bodies called Wraithguard.

The Ghost Warriors turned the tide of battle, and soon the Tyranids were beaten back, but it was a hollow victory for Iyanden. The Craftworld and its people had been dealt a blow from which they could never recover.

Since their awakening most of the Iyanden Ghost Warriors gradually drifted back into the slumber of death and their Spirit Stones were re-implanted into the Wraithbone core that forms the psycho-active skeleton framework of the Craftworld. However, some Ghost Warriors still linger in wakefulness, driven by anger and a burning desire for vengeance. These metal-bodied heroes of long ago wait for the call of battle and a chance to vent their wrath upon the enemies of their race.

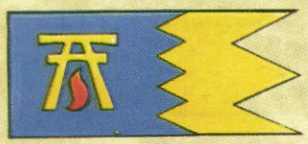
Iyanden Guardians

The Iyanden Ghost Warriors are represented by a Free Card of Wraithguard. If the Eldar force is from Iyanden then this card may be included in the army at no extra points cost. In the case of a mixed Eldar force this card may be included if the majority of the Host cards represent Iyanden troops.



Iyanden Ghost Warriors

The colour associated with Iyanden is yellow and the symbol of Iyanden is the Shrine of Asuryan, the oldest and wisest of the Eldar gods also called the Phoenix King. Most Iyanden troops have yellow uniforms and vehicles have yellow colour schemes, although with differently coloured details and camouflage schemes. Iyanden Guardian Hosts can be distinguished by the colour of their helmets for example. Ghost warriors have a bone coloured head carapace.



The symbol of Iyanden may be painted onto a flag and used to denote a Warlock stand. Warlocks or their attendants carry banners of this kind and it is a useful way of indicating an Eldar Warlock command stand.

ULTHWE

The Craftworld of Ulthwe is the most overtly militaristic Craftworld. Its people have long been accustomed to warfare, for Ulthwe is situated perilously close to the Eye of Terror - the warped part of the galaxy which is the stronghold of Chaos.

Constant warfare has hardened its people, not just the Aspect Warriors, but all of Ulthwean society. The need for vigilance in the face of their greatest enemy has led to the creation of a standing force of Guardians known as the Black Guardians of Ulthwe, after the colour of their uniforms. Thanks to this large force of permanently mobilised troops the Craftworld of Ulthwe has endured almost constant warfare for hundreds of years.

Ulthwe Guardians

The Black Guardians are represented by a Free Card of Guardians. This is not intended to represent the entire corps of Guardians, but to reflect the preponderance of Guardians in an Ulthwean force. If the Eldar force is from Ulthwe then this card may be included in the army for free. In the case of a mixed Eldar force this card may be included if the majority of the Host cards represent Ulthwean troops.

Ulthwe means the Song of Ulthanash and its symbol is the Eye of Isha. This represents the tears shed by the goddess Isha for her mortal children the Eldar.

The colour of Ulthwe is black, the Eldar colour of mourning, and it is usual for Guardians to wear this colour. Vehicles are also most likely to be black, sometimes with bright overlaying camouflage. Contrasting helmet or other detail colours enable each Host to be identified on the battlefield.

ALAITOC

Alaitoc Craftworld lies in the the eastern edge of the galaxy, the frontier region which has never been reconquered by the Imperium. Before the Imperium it was colonised by humans, Orks and Eldar, and even now it remains a sprawling zone of border empires and outlaw worlds.

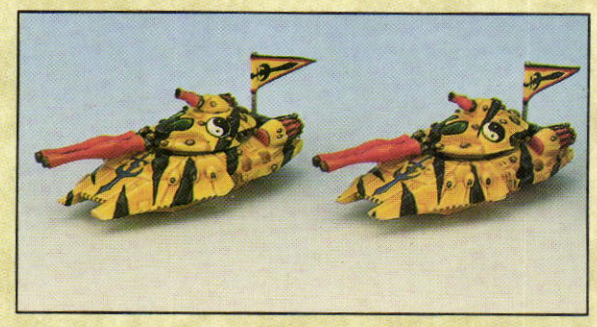
Alaitoc Guardians

This melting pot of races and cultures lies far away from the immediate threat of Chaos, but even so the threat cannot be ignored. Alaitoc Scouts explore and patrol the thousands of worlds beyond the reach of the Imperium, secretly monitoring the isolated civilisations and strange races that live there. All Eldar Craftworlds have Scouts, but on Alaitoc there is a real need for thousands of these lonely travellers.

The Alaitoc Scouts are represented by the Alaitoc Scouts Free Card. If the Eldar force is from Alaitoc then this card may be included in the army for free. In the case of a mixed force this card may be included if the majority of the Host cards represent Alaitoc troops.

The sword symbol represents the Sword of Vaul, the weapon forged in the Smith God's desperate battle against Khaine the God of War. It represents the defiance and determination of its people, a sign that no matter how hard the fight the Eldar will never abandon it. Alaitoc is associated with the colour blue or with the mixture blue and yellow. Like all Craftworlds its forces also use other colours too, but blue is the one most strongly associated with it. Scouts wear coats which blend into their background - this is shown by the multi-hued greens and oranges used on these models.

Eldar Scouts



Tempests

SAIM-HANN

The Saim-Hann Craftworld is renowned amongst the other Eldar as a slightly wild and dangerous place. Whereas the other Craftworlds have long since developed the Eldar Path as a means of self-control, in the Saim-Hann Craftworld the Eldar Path is followed in a less formal manner. It is as if the people of Saim-Hann have a thin veneer of Eldar ways, covering the wild and carefree Eldar of old. Other Craftworlds regard this as very dangerous because these are the very cultural traits which led to daemonic possession, the invasions of Chaos, and the eventual downfall of the Eldar race.

Some Eldar even regard the Saim-Hann Craftworld as a nest of wild barbarians living at the edge of Eldar society. The raucous, boastful warriors of Saim-Hann are aggressive, mobile troops, and skilled bikers.

Saimm-Hann Guardians

The speed and power of these barely controllable machines is a symbol of warrior prowess, with young Guardians determined to out do each other in battle.

The Saim-Hann Guardians' love of battle and power is represented by the Saim-Hann Wild Riders Free Card. This gives the Saim-Hann Craftworld a number of Jet-Bikes completely free. If the Eldar force is from Saim-Hann then this card may be included in the army for free. In the case of a mixed force this card may be included if the majority of the Host cards represent Saim-Hann troops.

Saimm-Hann Wild Rider Squadron

Saim-Hann means the Quest for Enlightenment and its symbol is the Cosmic Serpent. Saim-Hann troops wear red uniforms or orange flame coloured costumes. You can also use contrasting detail colours to identify individual Hosts or vehicle squadrons. Saim-Hann vehicles also favour a red scheme, often with vividly contrasting black or yellow stripes.

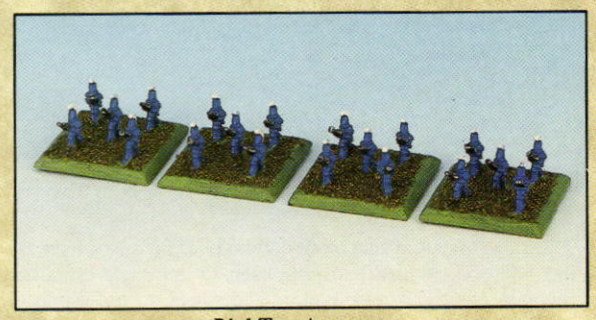
BIEL-TAN

Each Craftworld carries the seeds of Eldar culture. Not all are identical by any means, as each reflects the cultural heritage of its long dead world of origin. Biel-Tan is renowned for the strong warrior ideals of its people. For the Eldar of Biel-Tan the Way of the Warrior, the life-stage that encompasses the Aspect Warriors, is considered the first step upon the Eldar Path. Upon reaching physical maturity a Biel-Tan Eldar becomes an Aspect Warrior, and only once he has fulfiled this role can he continue along the Eldar Path.

The Eldar of Biel-Tan have a strong honour code and believe that the best way to die is in battle fighting the enemies of Biel-Tan. In the centre of the Craftworld there is a special Chamber of Heroes where the Spirit Stones of dead Aspect Warriors are placed. When the Runeseers have to make a particularly difficult decision about the future of their Craftworld they retire to the Chamber of Heroes to consult with the warrior dead. The dead of particular battles are arranged together and are often referred to by the name of the battle in which they fell - for example the Dead of Corrus fell fighting Chaos on a ancient Eldar colony.

Biel-Tan Guardians

The Biel-Tan Craftworld's high proportion of Aspect Warriors is represented by a Free Card of Biel-Tan Avengers. If the Eldar force is from Biel-Tan then this card may be included in the army at no extra points cost. In the case of a mixed Eldar force this card may be included if the majority of the Host cards represent Biel-Tan forces.



Biel-Tan Avengers

The symbol of Biel-Tan is the Eldar rune of rebirth and its name actually means the Rebirth of Ancient Days. Biel-Tan Guardians wear white, grey or very pale green or blue uniforms and their helmets are coloured to indicate the Host they belong to. Vehicles may be white too, but Guardian Falcons are more likely to be in the Host colour.

SPACE MARINE

DAEMONS AND CHAOS WAR MACHINES

This month sees the release of 'Renegades', the new expansion for Space Marine. Renegades describes the Chaos and Eldar forces of the 41st Millennium and contains all the rules, epic army cards and background you'll need to field these armies in your games.

In this special White Dwarf preview, we provide the rules and army cards you'll need to bring the terrifying Daemon Engines of Khorne – the Lord of Battle, the Tower of Skulls, the Death Dealer and the Cauldron of Blood – into action in your tabletop battles. We've also provided all of the information you need to include Daemons in your Chaos horde.

A Chaos army is tremendously varied and colourful. It is based around the Greater Daemons, who are accompanied by their followers – immortal daemons, daemon machines and warbands of mortal Chaos Champions. All kinds of mutated creatures flock to the warbands of Chaos Champions, including humans, Beastmen, Trolls and Minotaurs.

In addition a Chaos army can be joined by subversive Chaos Cultists; often Imperial Guard or local human forces who have turned rebel, or civilian cultists armed and uniformed in Imperial Guard fashion. Chaos armies can also include Chaos Space Marines under the command of Daemon Primarchs.

All these diverse forces are welded together by their fanatical devotion to Chaos. The Greater Daemons radiate the power and energy of Chaos which flows into their followers to strengthen their determination, courage and energy. It is hardly surprising that the forces of Chaos appear unstoppable, driven as they are by the raw power of Chaos itself.

Daemons are the most potent and frightening of the forces of chaos. They are so horrific for mortals to behold that troops often freeze in terror or try to flee when a pack of daemons charges towards them. Because of this troops on first fire orders which are fighting daemons in close combat can't shoot at them as they close in for the kill. This means that daemons can easily overrun the most stoutly held positions as they can slaughter all but the toughest troops in close combat.

Robots and other fighting machines without a living crew (such as Eldar Wraithguard and Dreadnoughts) are immune to this effect, as are Inquisitors and the daemon-hunting Grey Knights who are specially trained to fight the legions of Chaos.

Some daemons have certain special powers which are covered in their individual descriptions. Other than these special rules daemons are like normal units in the Space Marine game - they need to be given orders at the start of the turn, they must stay in formation and they are destroyed if they are hit and fail their saving throw.

DAEMONS

Daemons of all kinds swarm throughout the realm of Chaos. Some are savage and bloodthirsty, some are insane and unpredictable, others are mindless but awesomely powerful elemental creatures. Though they are all considerably less powerful than Greater Daemons they still make frightening opponents for mere mortals.

Daemons are truly monstrous entities which belong in the realms of nightmare and delirium, and when they stalk the battlefields of the real universe even the staunchest troops quail. Daemons are devastating in close combat and can easily destroy all but the toughest troops with contemptuous ease.

The No First Fire rule applies to all daemons described below as well as to the Greater Daemons described already. Daemons are so frightening that troops attacked by them in close combat may not shoot at their attackers even if they have first fire orders. See the No First Fire rule as described for Greater Daemons for full details.

Some daemons have various special abilities which are covered individually. Remember the rules given above for Greater Daemons do **not** apply (except the first fire rule) and daemons are much more like normal units in the Space Marine game. Like any mortal units they need to be given orders at the start of the turn and are destroyed if they fail their saving throw against a hit.

HORRORS OF TZEENTCH

Horrors are insubstantial creatures created from the raw stuff of magic, and are either glowing blue or pink. They begin as Pink Horrors, blurring into multi-coloured masses of magic, cackling and braying like lunatics as they stream forward at Tzeentch's bidding. When a Pink Horror is struck down it is not destroyed but splits into two halves and reforms into Blue Horrors. The Blue Horrors continue to fight until they are slain.

To represent Horrors you will need Pink and Blue Horror models - one model per base. When a Pink Horror model is destroyed remove it immediately and replace it with two Blue Horror models. The break point of the initially 5-strong Horror unit is reached when it has lost three Pink or Blue Horrors. Horrors have a morale value of 1+ so they are not going to fail their morale check. The break point merely establishes when victory points are awarded.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Pink Horror	10cm	4+	+4	None		–	–	–	Duplicate
Blue Horror	10cm	None	+1	None	–	–	–	–	

FLAMERS OF TZEENTCH

Like Pink and Blue Horrors, Flamers are creations of magic, soft bodied and almost transparent. Flamers move with surprising speed, leaping forward in great bounds. They attack with magical flames which they spit from orifices at the end of their trunk-like arms. Their magical flame attacks lap around and through cover so they ignore to hit modifiers for cover. Their bounding leaps allow them to clear obstructions with ease so they ignore movement penalties for bad terrain.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Flamers	15cm	None	+1	Flame	25cm	1	5+	0	Ignore cover/terrain

PLAGUEBEARERS OF NURGLE

Plaguebearer daemons are the souls of those who have died victims of Nurgle's greatest contagion - Nurgle's Rot. Nurgle's Rot is an unusual disease in that it affects not only the body but the soul of the victim too. Those infected by the Rot gradually turn into Nurgle's Plaguebearers. These daemons are doomed to the impossible task of keeping account of the innumerable plagues, contagions and infections throughout the universe, counting and recounting in a fruitless attempt to impose order on a meaningless and chaotic existence.

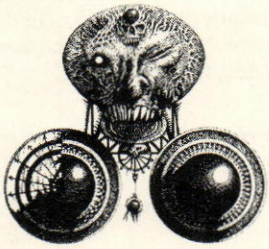
Plaguebearers are surrounded by a huge buzzing **cloud of flies**. Any enemy unit that is engaged by a unit of Plaguebearers in close combat must take a morale check (even if it is not yet broken) at the start of the close combat segment of the combat phase. If the enemy fails it is forced to go on to fall back orders and so will suffer a -2 penalty to its close assault factor. Even if the unit passes the check it still suffers a -1 close assault factor penalty due to the distracting nature of the flies. The cloud of flies does affect crewed vehicles and Titans (the flies get in through vision slits and other small openings), but does not affect uncrewed machines such as robots and Eldar Wraithguard.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Plaguebearer	10cm	4+	+4	None	–	–	–	–	Cloud of flies

BEASTS OF NURGLE

Beasts of Nurgle have a fearsome appearance: a slug-like body topped by a fringe of fat, writhing tentacles constantly oozing slimy secretions. This is belied by their apparently friendly and energetic character as they bound from one group of newcomers to the next, excitedly licking at their new friends and leaving little puddles of caustic slime behind them. The touch of the Beast of Nurgle is deadly to mortals, though they do not appreciate this and only register vague disappointment as each new playmate quickly becomes still and boring.

Like the Plaguebearers, Beasts of Nurgle are surrounded by a huge buzzing **cloud of flies**. Anything engaged in close combat with a Beast of Nurgle must take a morale test exactly as noted above in the rules for Plaguebearers.

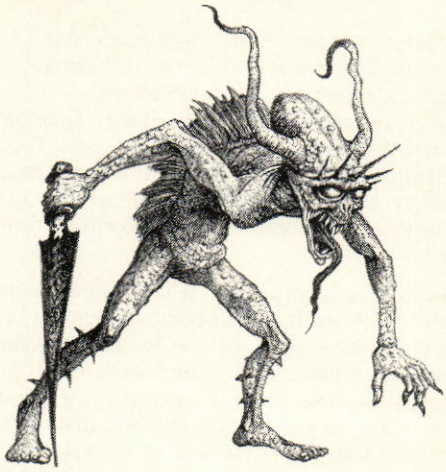


Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Beast of Nurgle	10cm	3+	+5	None	–	–	–	–	Cloud of flies

BLOODLETTERS OF KHORNE

Most of Khorne's daemonic ranks are filled by Bloodletters, who act as his huntsmen and his footsoldiers. They are vicious killers and the taste of blood gives them the strength to overcome any injuries they might suffer.

Bloodletters are fortified by bloodshed and this gives them the ability to regenerate physical damage. Do not remove a Bloodletter model immediately if it is destroyed, turn it on its side instead. The model may not be attacked while on its side, and does not count as a destroyed model toward the unit's break point. Roll a D6 for each regenerating Bloodletter in the end phase. On a roll of 1-3 the model fails to regenerate and is removed from play as a casualty and counted against the unit's break point as normal. On a roll of 4-6 the model regenerates and is placed back on its feet.

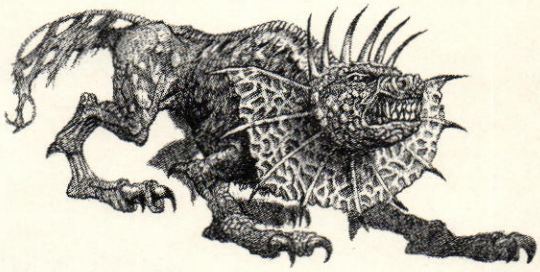


Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Bloodletter	10cm	4+	+5	None	–	–	–	–	Regenerates

FLESHHOUNDS OF KHORNE

Fleshhounds are the hunting beasts of Khorne. Faultless trackers and merciless in the chase, the hounds make implacable foes. Those marked as quarry for the hounds are doomed to be run to ground and torn to shreds beneath their red, dripping fangs.

Khorne has a particular hatred for magic and Fleshhounds have special magical collars which ward off its effects. This means that Fleshhounds are immune to psychic attacks from whatever source, eg Mind Blasts from Eldar Warlocks, and psychic attacks from Space Marine Librarians and Ork Weirdboyz.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Fleshhound	20cm	None	+2	None	–	–	–	–	Immune to psychic attacks

FIENDS OF SLAANESH

Fiends of Slaanesh are unnatural mixtures of scorpion, reptile and human. With a strange and scuttling gait they pursue those who would flee the Lord of Pleasure's embrace and seek to overcome their prey with their **soporific musk**. This has the effect of reducing their opponent's close assault factor by -1 in the case of troop stands, but not vehicles, as the musk is too weak to penetrate them. The soporific musk has no effect on troop stands of machines such as robots, Wraitguard, etc.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Fiend	15cm	None	+1	None					Soporific musk

DAEMONETTES OF SLAANESH

The Daemonettes are the most numerous of Slaanesh's daemonic followers, and serve the Lord of Pleasure's desires in many ways. Daemonettes have a perverse beauty, unnatural and disturbing. Though they are fearsome fighters in their own right, each Daemonette is an adept of the forbidden arts and will not hesitate to use its power. Daemonettes can evoke an aura of **euphoric ecstasy** in the weak-willed, leaving them virtually helpless.

Any unit that is attacked by Daemonettes must take a morale check in the close combat segment, even if it is not already broken. If the test is failed the unit enters a blissful, euphoric state that leaves them completely vulnerable to the Daemonettes or any other unit that attacks them. Any models in the unit that are engaged in close combat that turn automatically lose and are eliminated. This ability cannot affect machines which have no crew (such as robots and Eldar Wraithguard) and has no effect on other daemons.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Daemonette	10cm	4+	+4	None	–	–	–	–	Euphoric ecstasy

RENEGADE ARMY CARDS

To make up your data cards, first photocopy this page. Fold each card along the dotted line and glue the two halves together on the inside. You can then use the cards as normal in your Space Marine games.

SLAANESH DAEMONETTES

BREAK POINT 3: The pack is broken once it has lost 3 models.

MORALE VALUE 1: Daemonettes must roll 1 or more on a D6 to pass their morale check.

VICTORY POINTS 2

Your opponent gains 2 VPs when the pack is broken.

SLAANESH DAEMONETTES

A pack of Slaanesh Daemonettes consists of five Daemonettes.

POINTS VALUE 150

TZEENTCH HORRORS

BREAK POINT 3: The pack is broken once it has lost 3 models.

MORALE VALUE 1: Horrors must roll 1 or more on a D6 to pass their morale check.

VICTORY POINTS 2

Your opponent gains 2 VPs when the pack is broken.

TZEENTCH HORRORS

A pack of Tzeentch Horrors consists of five Horrors.

POINTS VALUE 150

SLAANESH FIENDS

BREAK POINT 3: The pack is broken once it has lost 3 models.

MORALE VALUE 1: Fiends must roll 1 or more on a D6 to pass their morale check.

VICTORY POINTS 1

Your opponent gains 1 VP when the pack is broken.

SLAANESH FIENDS

A pack of Slaanesh Fiends consists of five Fiends.

POINTS VALUE 50

TZEENTCH FLAMERS

BREAK POINT 3: The pack is broken once it has lost 3 models.

MORALE VALUE 1: Flamers must roll 1 or more on a D6 to pass their morale check.

VICTORY POINTS 1

Your opponent gains 1 VP when the pack is broken.

TZEENTCH FLAMERS

A pack of Tzeentch Flamers consists of five Flamers.

POINTS VALUE 100

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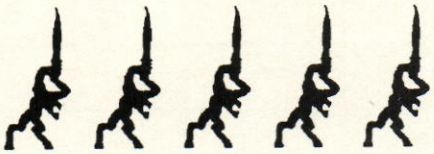
JOHN BLANCHE

RENEGADE ARMY CARDS

To make up your data cards, first photocopy this page. Fold each card along the dotted line and glue the two halves together on the inside. You can then use the cards as normal in your Space Marine games.

KHORNE BLOODLETTERS

A pack of Khorne Bloodletters consists of five Bloodletters.



POINTS VALUE 150

KHORNE BLOODLETTERS

BREAK POINT 3: The pack is broken once it has lost 3 models.

MORALE VALUE 1: Bloodletters must roll 1 or more on a D6 to pass their morale check.

VICTORY POINTS 2

Your opponent gains 2 VPs when the pack is broken.

NURGLE PLAGUEBEARERS

A pack of Nurgle Plaguebearers consists of five Plaguebearers.

POINTS VALUE 150

NURGLE PLAGUEBEARERS

BREAK POINT 3: The pack is broken once it has lost 3 models.

MORALE VALUE 1: Plaguebearers must roll 1 or more on a D6 to pass their morale check.

VICTORY POINTS 2

Your opponent gains 2 VPs when the pack is broken.

KHORNE FLESHHOUNDS

A pack of Khorne Fleshhounds consists of five Fleshhounds.

POINTS VALUE 100

KHORNE FLESHHOUNDS

BREAK POINT 3: The pack is broken once it has lost 3 models.

MORALE VALUE 1: Fleshhounds must roll 1 or more on a D6 to pass their morale check.

VICTORY POINTS 1

Your opponent gains 1 VP when the pack is broken.

BEASTS OF NURGLE

A pack of Beasts of Nurgle consists of five Beasts.

POINTS VALUE 200

BEASTS OF NURGLE

BREAK POINT 3: The pack is broken once it has lost 3 models.

MORALE VALUE 1: Beasts of Nurgle must roll 1 or more on a D6 to pass their morale check.

VICTORY POINTS 2

Your opponent gains 2 VPs when the pack is broken.

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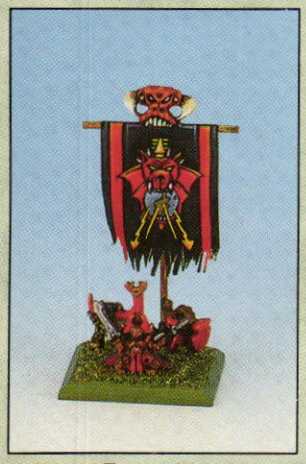
HEAVY METAL

Great Unclean One

Keeper of Secrets

Bloodthirster

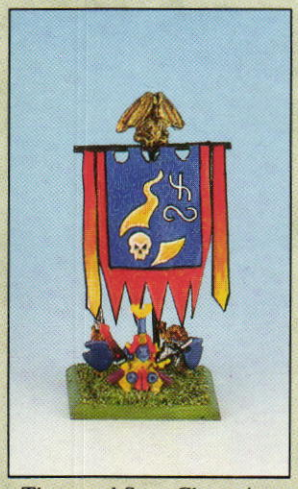
Lord of Change



World Eaters Champion

Minotaur Warband led by a Champion of Chaos

Fiends of Slaanesh



Thousand Sons Champion

Chaos armies are the most colourful of all epic armies. The vast hordes of Chaos troops wear uniforms of a thousand different hues, but predominantly favour the colours of their patron Daemons - red and brass for Daemons of Khorne, bright yellows and blues for Daemons of Tzeentch, mottled greens and purples for Nurgle Daemons and vivid pastel shades for Daemons of Slaanesh. Great war banners are carried by the followers of Chaos Champions, proudly bearing the symbols of their allegiance. On these pages you can see examples of Champions with banners of the four Chaos Space Marine companies.

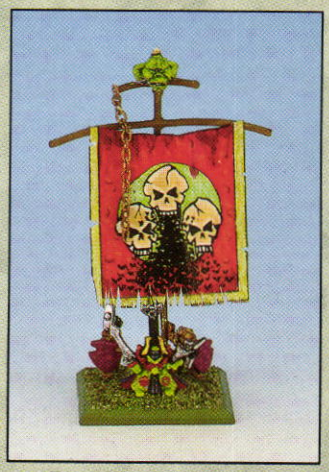
On the opposite page, the Daemonic War Engines of Khorne are magnificent and sinister creations. Studded with decorative skulls and covered with baroque carving they form the centre piece for a Chaos horde.

Lord of Battle

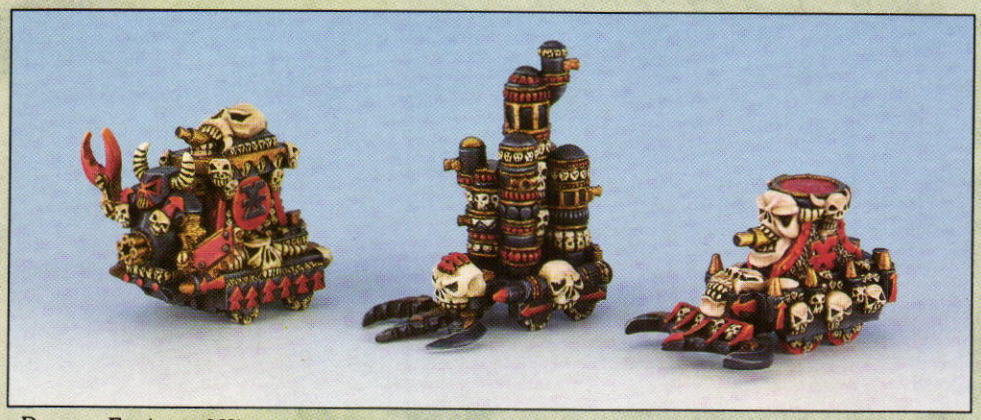
Disc Riders of Tzeentch

A Company of World Eater Chaos Space Marines led by a Champion of Chaos

Cannon of Khorne

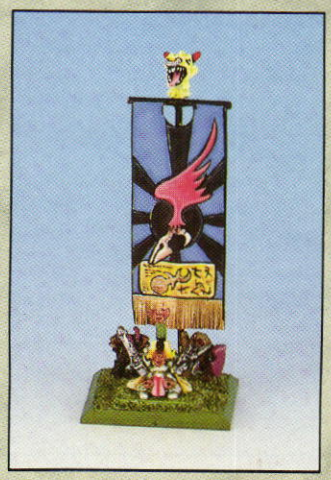


Death Guard Champion



Daemon Engines of Khorne (left to right: Death Dealer, Tower of Skulls and Cauldron of Blood)

Juggernauts of Khorne



Emperors Children Champion

DAEMON ENGINES OF KHORNE

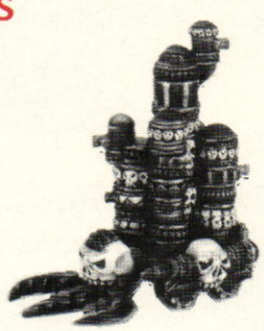
Though Khorne despises magic as unfitting for a warrior he does not rely on swords and axes alone to gather souls. Technology and even magical weapons are all tools to increase the tally of the fallen. Greatest of Khornes weapons are the part magical, part technological Daemon Engines. Daemon Engines vary in size and appearance but all are large and bristle with weapons. Covered with heavy armour of black steel and marked with brass skull runes of Khorne, Daemon Engines resemble deadly, hulking monsters. Their advance is almost unstoppable as they clank forward on rattling tracks or spiked wheels.

To represent their relentless advance Daemon Engines must always have advance or charge orders and attempt to close the distance towards the enemy.

Daemon Engines are powered by psychic energy released by bloodshed and violence. Their potency increases if the battle is going well for the armies of Chaos. This success is dependent on whether Chaos is winning by scoring more victory points. If Chaos has the most victory points during a turn all Daemon Engines receive +1 on their to hit rolls, +1 on their saving throws and roll an extra D6 in close combat. If the victory point totals are equal or your opponent has more points no extra benefits are received.

TOWER OF SKULLS

The Tower of Skulls is a wheeled Daemon Engine of Khorne which carries tall gun towers made from piles of skulls and has a massive three-tined pincer on its front. The numerous cannon and bolters mounted in the skull-encrusted towers can fire all around and the frontal pincer is capable of crushing armoured vehicles like eggs. Towers of Skulls normally take advantage of their armament by plunging into the midst of enemy formations so that they can first crush their foes and then blast away in all direction to cause maximum mayhem.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
TOWER OF SKULLS	15cm	2+ all round	+5	Cannon Bolters	50cm 15cm	5 6	5+ 6+	-1 0	+1 bonus if winning

DEATH DEALER

Death Dealers are huge mobile siege towers which carry resolute warbands of fanatical Khorne Warriors into battle. At the front of the machine a gigantic mechanical Chaos Warrior wields fearsome close combat weapons and a gatling cannon. Behind the Chaos Warrior is a tower with a large cannon mounted on top. It is here that the warbands wait to disembark and from here that the mechanical Chaos Warrior is controlled. A Death Dealer can transport up to five troop stands, and these embark and disembark according to the normal rules for transport vehicles as described in the Space Marine rule book.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
DEATH DEALER	15cm	2+ all round	+7	Gatling cannon Tower gun Bolters	25cm 50cm 15cm	6 1 4	5+ 5+ 6+	0 -2 0	+1 bonus if winning. Carries 5 stands

CAULDRON OF BLOOD

The veins of daemons flow not with mortal blood but the red-hot lava of daemon blood. A huge, bubbling cauldron of daemon blood is carried on top of the Daemon Engine to supply the great cannon which juts out of its front. Once targets are within range a great gout of blood is fired through the projecting nozzle, raining the foe with molten lava. Like all Daemon Engines the Cauldron of Blood also carries massive combat blades on its prow to slice through the opposition.

The blood cannon's fire is represented by the lava template. To use this weapon place the template so that the pointed end is touching the Cauldron and the broad rounded end lies within the normal 180° frontal fire arc. Anything under the template is within the firefall and will be hit on a roll of 4, 5 or 6. Models hit suffer a -1 saving throw modifier. Buildings can be destroyed by the blood cannon, any which are hit and fail their saving throw collapse and are turned into rubble. The lava-like daemon blood flows over and around cover so modifiers have no effect on the blood cannon's hit roll.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
CAULDRON OF BLOOD	15cm	2+ all round	+5	Blood cannon	Template		4+	-1	+1 bonus if winning

GREATER DAEMON

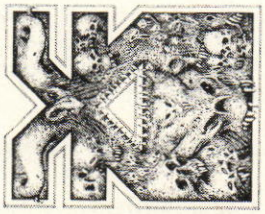
Khorne's Lord of Battles

POINTS VALUE 500

LORD OF BATTLES

Lords of Battle are gigantic firebreathing engines of destruction. A massive mechanical effigy of a Bloodthirster, the Lord of Battle roars and destroys in the name of Khorne. Those who perish beneath its wheels or are crushed by its mighty blades are dedicated instantly to the Lord of Skulls.

A Lord of Battle fights as an independent machine and cannot be broken.



VICTORY POINTS 5

Your opponent gains 5 VPs when the Lord is destroyed.

DAEMON ENGINES OF KHORNE

BREAK POINT 2: The squadron is broken once it has lost 2 models.

MORALE VALUE 1: Daemon Engines of Khorne must roll 1 or more on a D6 to pass their morale check.

VICTORY POINTS 3

Your opponent gains 3 VPs when the squadron is broken.

DAEMON ENGINES OF KHORNE

A squadron of Daemon Engines of Khorne consists of three Daemon Engines of Khorne.

POINTS VALUE 300

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LORD OF BATTLE - GREATER DAEMON OF KHORNE

The Lord of Battle is not just a machine – it is a Greater Daemon of Khorne in mechanical form. Its mighty pistons and grinding cog-wheels are driven by a mind as keen and determined as any of the Chaos God's other daemons. The Lord of Battle is constructed of black iron and brass, and embodies all the destructive power of mechanized warfare. Khorne is the god of war in all its forms from the most primitive conflicts fought with swords and arrows to the lightning-fast wars of tanks and Titans. The Lord of Battle advances furiously, and its awesome destructive energies are easily seen in its deadly armament.

The Lord of Battle is a cross between a Titan and a Greater Daemon. The Greater Daemon rules apply in full, and the Lord of Battle is represented by a Greater Daemon card, and must be accompanied by three to five Minion cards. In other respects, the Lord of Battle moves, shoots, and fights close combat like a Titan.

In addition, the Lord of Battle has special rules of its own which reflect the fury of its advance. The Lord of Battle must always be given charge or advance orders, and must always attempt to move towards the enemy.

The Lord of Battle is part daemon and part machine, and this makes it particularly resistant to psychic attack. Lords of Battle always receive a saving throw of 3, 4, 5 or 6 against psychic attacks. Psychic attacks include Eldar Warlock powers, Weirdboy psychic bolts, and Space Marine Librarian powers.

Daemon Engines are powered by psychic energy released by bloodshed and violence. Their potency increases if the battle is going well for the armies of Chaos. This success is judged by which side has more victory points. If Chaos has the most victory points during a turn all Daemon Engines receive +1 on their to hit rolls, +1 on their saving throws and roll an extra D6 in close combat. If the victory point totals are equal or your opponent has more points no extra benefits are received.

WEAPONS

A Lord of Battle can carry a variety of weapon combinations. Normally one of these is a close combat weapon to further augment its awesome fighting ability, but any of the weapons listed below can be mounted on the Lord of Battle's arms. In addition to these weapons the Lord of Battle also mounts a battle cannon in its head and a number of firethrowers in its hull. These are already recorded on the data sheet. The head and arm mounted weapons can fire into the Lord of Battle's forward 180° arc. The firethrowers are mounted to burn marauding squads of infantry so they can can shoot in any direction.

HELL BLADE

The hell blade is a white-hot, powered cleaver capable of carving through armour like a hot knife through butter! A Lord of Battle armed with a hell blade adds +3 to its close assault factor and if it wins a close combat against another Titan it can make a special slash attack. Select the location of the hit on the Titan and roll for damage as usual, then roll the pair of aiming dice. If the roll indicates a hit on a different square of the Titan template roll damage against that location as well. A building struck with a hell blade must make a saving throw with a -2 modifier or be destroyed.

CHAIN FIST

A chain fist is a whirling, chain-driven saw which can easily rip the toughest opponents to pieces. A Lord of Battle armed with a chain fist rolls an extra D6 in close combats (3D6 rather than 2D6). If a Lord of Battle armed with a chain fist wins a close combat against a Titan it adds +2 to the damage roll. A building struck by a chain fist must make a saving throw or be destroyed.

DEATH STORM

The death storm fires salvoes of heavy rocket-powered shells from its multiple barrels. It is extremely effective at cutting a swathe through troops or lightly armoured vehicles, laying down a curtain of explosions and flying shrapnel in seconds.

Name	Range	Attack Dice	To Hit Roll	Save Mod
Death Storm	75cm	6	5+	-1

DOOM BURNER

The doom burner fires a bolt of super-heated molten metal which bores through its target in a searing flash of flames. Doom burners are especially good for destroying heavily armoured Titans and vehicles, though their devastating punch makes a mockery of cover so infantry can't hide either.

Ignore to hit modifiers from cover when rolling to hit with a doom burner. Because of the secondary damage from searing liquid metal any damage rolls against Titans are resolved with a +1 modifier. Buildings can be attacked with the doom burner, and a successful hit means the building must make its saving throw with a -3 modifier or be destroyed.

Name	Range	Attack Dice	To Hit Roll	Save Mod
Doom Burner	75cm	1	3+	-3

Notes: +1 to damage rolls against Titans.
May attack buildings

LORD OF BATTLE

Move	Close Assault Factor
15cm	+10

If the Chaos player is winning the game (on points values), all Lords of Battle in the Chaos player's force receive +1 on saving throws, +1 modifier to hit on all shooting rolls, and one extra dice to roll in close combat.

The Lord of Battle has a saving throw of 3+ on a D6 against psychic attacks.

Your opponent gains 5VPs if the Lord of Battle is disabled or destroyed.

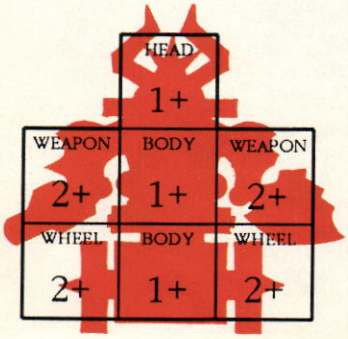
The Lord of Battle may turn up to 90° once when it moves.

Note down the details for the weapons mounted on your model in the spaces given below.

WEAPON	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES
HEAD CANNON	50cm	1	4+	-2	
HULL FIRETHROWERS	15cm	6	5+	0	IGNORE MODIFIERS FOR COVER

HIT LOCATION TEMPLATES

FRONT



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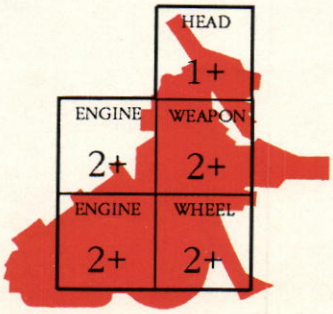

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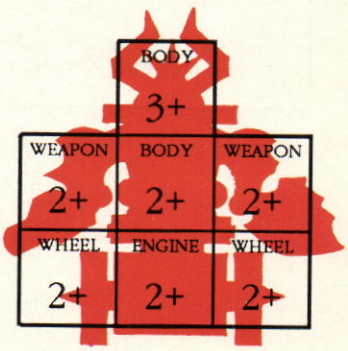


LORD OF BATTLE DAMAGE TABLES

WHEEL DAMAGE TABLE - Roll D6

1-3 The wheel has been damaged. The Lord of Battles may no longer turn towards the side the damaged wheel is on.

4-5 The wheel is destroyed. The Lord of Battles may no longer move but it may turn on the spot.

6 The wheel is blown clean off the Lord of Battles and rolls 2D6cm in a random direction. Any unit the wheel rolls over takes an automatic hit. The unbalanced Lord keels over. Decide randomly which way it falls, and place the Lord of Battles on its side lying in that direction. Any vehicles or stands fallen on are destroyed.

BODY DAMAGE TABLE - Roll D6

1 Armour plating on the Lord of Battles' body is damaged by the hit. Add +1 to any future rolls on the Body Damage Table.

2-3 The shot punches into the body, releasing several captive souls which immediately flee into the warp. The Lord of Battles rolls one less D6 in close combat for the rest of the game.

4 The shot rips through the body and causes an explosion. Dozens of captive souls break free of their confinement and howl off into the warp. The Lord of Battles' close assault factor is halved for the rest of the game, and it may only move or fire if you first roll a 4+ on 1D6 (roll the D6 just before you move or fire).

5-6 The hit tears a massive hole through the body of the Lord of Battles, which tips over and crashes to the ground with a thunderous explosion! Freed spirits start pouring out of the wreck and fleeing into the warp. The Lord of Battles is soon obscured by glowing, wraith-like forms which gibber and scream madly at the living. Decide randomly which way the Lord of Battles falls, and place it on its side lying in that direction. Any vehicles or stands that are fallen on are destroyed. Any vehicles or troops within 25cm of the Lord of Battles must then pass a morale check, any who fail go on to fall back orders.

WEAPON DAMAGE TABLE - Roll D6

1-3 The weapon is destroyed and may not be used again in this battle.

4-5 The weapon is blown clean off the Lord of Battles and scatters 2D6cm in a random direction. Any vehicles or stands underneath the point where it lands are destroyed.

6 The weapon is blown off the Lord of Battles as above, but there is also an explosion and flashback to the Lord's hull. Roll a D6 to see what was affected by the flashback:

1-2	Engine
3-4	Body
5-6	Head

Then roll the D6 again and refer to the appropriate Damage Table to find out what damage was caused.

HEAD DAMAGE TABLE - Roll D6

1-2 The Lord of Battles' head-mounted weapon is destroyed. This so enrages the Lord of Battles that it must be placed on charge orders next turn.

3-4 The hit temporarily blinds the Lord of Battles. It may not fire weapons for the remainder of this turn or during the next turn. At the start of the next movement phase the Lord of Battles runs amok, charging forward 5D6cm in a straight line. Anything in the way has to fight the Lord of Battles in close combat immediately, roll 2D6 for the Lord's effective close assault factor in each combat. Keep moving and fighting until the Lord of Battles has expended all of its movement. If the Lord of Battles runs into impassable terrain such as a building it will be stopped and suffers an automatic hit to the body, roll damage immediately.

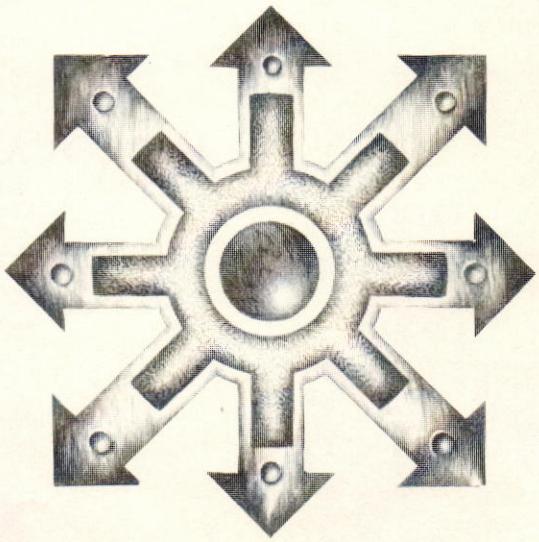
5-6 The hit totally destroys the Lord of Battles' head and triggers massive internal explosions. The Lord slowly topples over, gouting flames and smoke before it crashes to the ground! Decide randomly which way the Lord of Battles falls, and place it on its side lying in that direction. Any vehicles or stands that are fallen on are destroyed .

ENGINE DAMAGE TABLE - Roll D6

1-2 The Lord of Battles' pressure engine is breached and it starts to slow down. The Lord's move and close assault factor are halved from now on.

3-4 The engine governor is damaged and pressure starts building up uncontrollably inside the Lord of Battles. Move the Lord 3D6cm forward in a straight line. If the Lord of Battles runs into impassable terrain such as a building it suffers an automatic hit to the body, roll for damage immediately. After the Lord of Battles has moved roll a D6. On a 4, 5 or 6 the engine explodes and destroys the Lord (see below). On a 1, 2 or 3 the pressure is vented off successfully and the Lord of Battles repairs itself.

5-6 The engine is pierced and shatters with explosive force, destroying the Lord of Battles and scattering razor-sharp chunks of metal across a 3D6cm radius centred on the Lord of Battles. Everything within this area takes an automatic hit and must make an unmodified saving throw to survive.



SPACE MARINE™

EPIC ORK VEHICLES

By Andy Chambers and Jervis Johnson

No sooner had we finished work on the 'Renegades' expansion for Space Marine than we immediately turned our attention to the Ork and Squat races. We know that lots of gamers with Ork armies have been patiently waiting for the rules and Epic army cards for their forces, so in this special preview of our work to date we present the rules for all the major Ork vehicles.

GIBLETGRINDA BATTLE FORTRESS

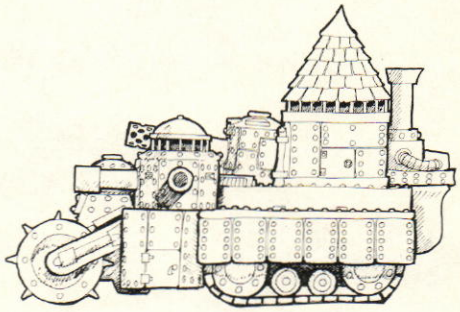
In the time of the Waa-Ork the talented Ork engineers known as Mekboyz go into a frenzy of weapon building and invention. Some dedicate themselves to building the monstrous Gargants which embody the essential spirit of Orkiness, others construct massive mobile fortresses which are more akin to land battleships than ordinary tanks or battlewagons. On the attack the battle fortresses thunder forward at the head of the Ork charge, hammering the foe with salvoes from their great cannon while enemy fire bounces off their thick armour.

Gibletgrinda battle fortresses are built to literally crush the opposition with their huge spiked death rollers and are armed with plenty of turrets carrying fast-firing guns. The spiked death roller will squash any troop stand the Gibletgrinda moves over on a 4, 5 or 6 on a D6. As the death roller flattens anything in its path this monstrous battle fortress can move through woods and rubble at no penalty. This, combined with its speed of 15cm, makes the Gibletgrinda surprisingly manoeuvrable for all its great size.

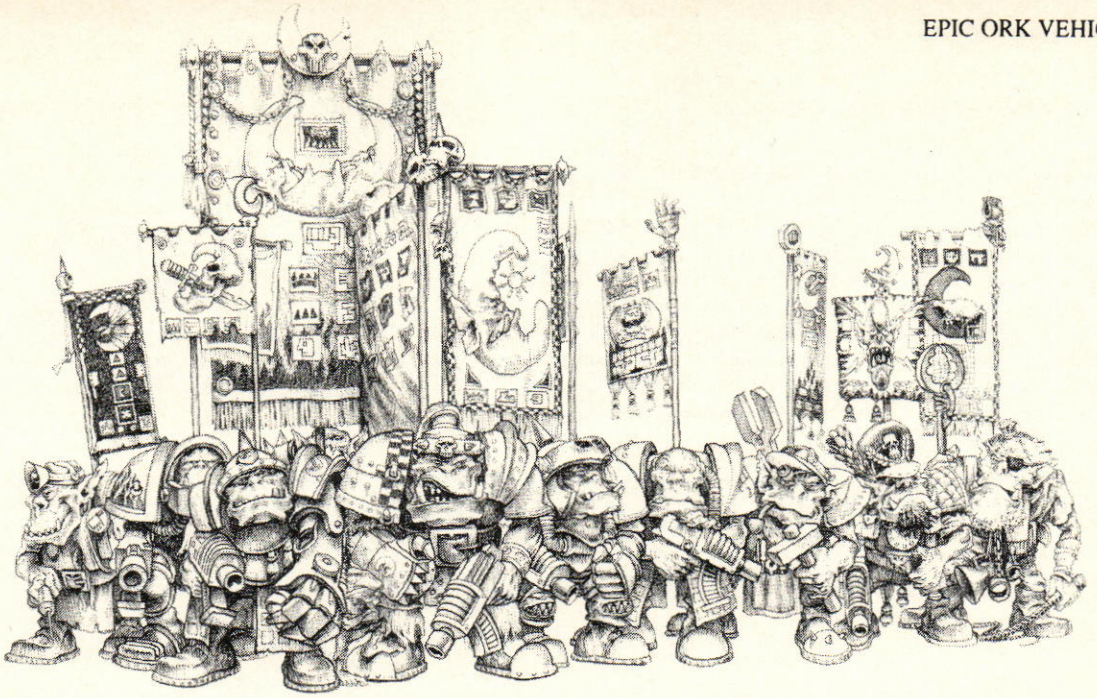
Gibletgrindas have a crew of a dozen or so Orks plus innumerable Snotlings and Gretchin which crawl in amongst the thundering cogs and crankshafts to get at the bits the Orks can't reach. A powerful Ork Nob personally commands each battle fortress so they are not subject to the Ork command rule - you can always give a Gibletgrinda orders even if it isn't within 10cm of an Ork command unit. Battle fortresses can't act as command units themselves but sometimes several of them will attack together on a flank or punch through the line at one point while the Ork clans attack elsewhere. A Gibletgrinda is so big it can carry up to five troop stands in addition to its normal crew, most of whom manage to cram inside but quite a few hang on the outside anyway for the thrilling ride.

The extra thick armour plate which protects the Gibletgrinda gives it an armour saving throw of 1 or more on a D6. This means the Gibletgrinda is impervious to attacks without at least a -1 saving throw modifier unless shot at from the flank or rear, rendering Imperial Guard and Space Marine tactical troops helpless against it. In close combat the Gibletgrinda is a terror, crushing enemy infantry and vehicles as it rolls over them. Because of its unstoppable momentum the Gibletgrinda can't be pinned in close combat by anything smaller than a super heavy tank or Titan. If troop stands or lighter vehicles engage a Gibletgrinda in close combat it can simply move past them in the next movement phase, possibly crushing some of them with its death roller as it moves.

Gibletgrindas carry twin turrets backed up with a central gun tower. The actual turret weapons fitted to a Gibletgrinda vary greatly according to the whim of the Mekboy who built it - they could be twin autocannon, quick firing battlecannon, multiple rocket launchers or even bomb-lobbing catapults (particularly popular with the traditionally minded Snakebites). The weapons are always dead shooty though, producing loud bangs and satisfyingly big explosions.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Gibletgrinda	15cm	1+	+8	Autocannon	50cm	5	5+	-1	Death Roller



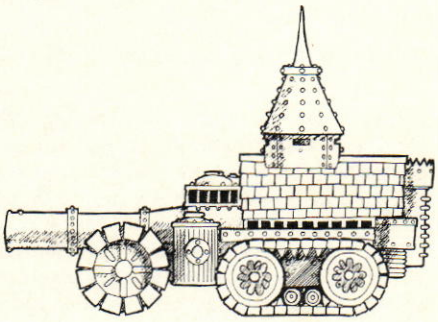
NOBZ WARBIKES

The Nobz warbike is the ultimate in personal transport for Nobz who want fast personal mobility, with no waiting around for the rest of the Boyz. The bike is driven by one of the Boyz from the Nob's own household who can be trusted to pile on the speed and get where the action is fast! This leaves the Nob free for the real fun which (as everybody knows) is firing the biggest, loudest and most devastating weapon that he can carry. It is particularly useful to have Nobz mounted on warbikes if the clan includes any vehicles like wartracks or buggies, as these can all too often disappear off into the middle of enemy lines never to be seen again if the Nobz can't keep up with them. You can make Nobz warbikes by sticking a banner pole onto an ordinary warbike stand or, if you are feeling more ambitious, by cutting the bases off some Nobz models and sticking them onto the back of a warbike. Bikes are mounted two to a 20mm base.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Nobz Warbike	30cm	6+	+5	Bolters	25cm	2	5+	-2	Command unit

BRAINCRUSHA

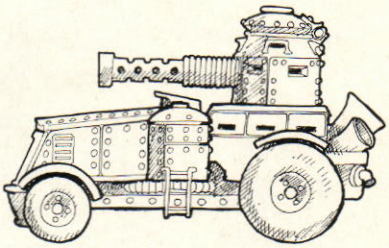
The Braincrusha is an Ork battle tank mounting a truly gigantic cannon. When the Braincrusha fires it bucks up into the air, the front wheels lifting as its massive cannon hurls monster shells at the enemy from exceptionally long range. The sheer size of the shells fired by a Braincrusha means they can smash armoured tanks like eggs. The weight of the shell is often sufficient to rip off turrets and overturn vehicles even if the armour isn't pierced. The Braincrusha cannon fills almost the entire body of the tank, so the crew have to squash together in a small tower over the gun's breech, which vibrates with the concussion of the cannon's recoil. This could well be the reason why the gun is known as a Braincrusha! Orks love loud noises and explosions so the crew are happy enough to be deafened for a few days after every battle for the opportunity to fire such a loud and destructive gun.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Braincrusha	15cm	4+	0	Braincrusha cannon	100cm	1	3+	-3	

EVIL SUNZ BOWELBURNA

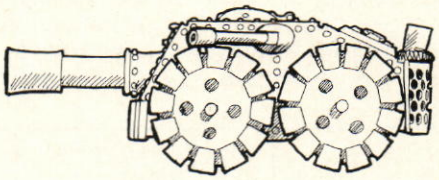
Bowelburnas are extra-fast battle buggies built by the Evil Sunz clan. They are lightly armoured but wickedly fast, reflecting the clan's complete fixation with speed. As their main armament Bowelburnas carry a scorcher, a weapon which fires a torrent of flame. The scorcher saturates the target area with burning fuel so it ignores cover, making it a particularly potent weapon against infantry in woods or buildings. The Bowelburna's scorcher is fed from extra-large fuel tanks which are also connected to the engine. This means the Bowelburna can travel great distances without refuelling, making it good for long-range raids.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Bowelburna	30cm	5+	+1	Scorcher	15cm	1	4+	0	Ignores to hit modifiers for cover Evil Sunz only

EVIL SUNZ GOBSMASHA

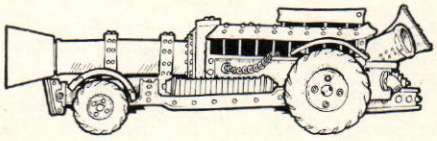
The Gobsmasha is an Evil Sunz war buggy characterised by its blocky, armoured hull and four large metal wheels. The Gobsmasha benefits from having thicker, fully enclosed armour and a bigger gun than ordinary war buggies. Evil Sunz use Gobsmashas to teach their young and impetuous Wildboyz the benefits of Orkish kultur and the joys of driving around at high speed – the heavier armour comes in particularly handy when the Wildboyz keep crashing into things. In battle each Gobsmasha is crewed by two or three Wildboyz (who jump around and try to grab the steering wheel off each other) and a hoary old Ork veteran (who fires the gun and stops the young Orks doing anything too daft).



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Gobsmasha	25cm	5+	0	Autocannon	50cm	1	5+	0	Evil Sunz only

EVIL SUNZ SPLEENRIPPA

Evil Sunz love Spleenrippas more than any other kind battlewagon. They are very, very fast, and armed with the biggest, shootiest gun they can carry. Spleenrippas are typically characterised by the huge, gleaming exhausts jutting from their huge throbbing engines, extra fat wheels and sumptuous red flame-effect paint jobs. Evil Sunz Boyz will scrimp and save for years to buy a Spleenrippa – and the lucky Orks who've got one just grin broadly and roar into battle, leaving the envious Boyz to eat their dust.

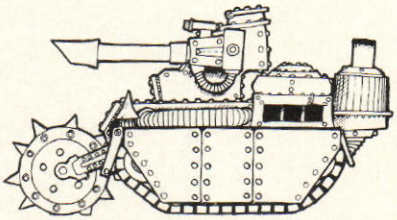


Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Spleenrippa	30cm	5+	0	Battlecannon	75cm	1	4+	-2	Evil Sunz only

BONECRUNCHA AND BONEBREAKA

The Bonecruncha and Bonebreaka are two variant types of Ork attack tanks used by all Ork clans. The main difference between the two tanks is that they carry different turret guns – twin autocannon on the Bonecruncha and a single heavy battlecannon on the Bonebreaka. Both tanks have a huge spiked death roller mounted on their front hull, like the one fitted to the Gibletgrinda battle fortress. This is what gives them their names, because they crunch and break the bones of the enemies they run over! A Bonecruncha or Bonebreaka can try to run over enemy troop stands simply by moving over them. Each stand suffers a hit on a D6 roll of 4, 5 or 6. If the troops don't get squashed or make their saving throw (assuming they have one) the Bonecruncha or Bonebreaka is bogged down in close combat and its movement ends.

If it squashes the troops the tank can keep moving and try to squash another victim until it runs out of movement or fails to squash a target and gets caught in close combat.



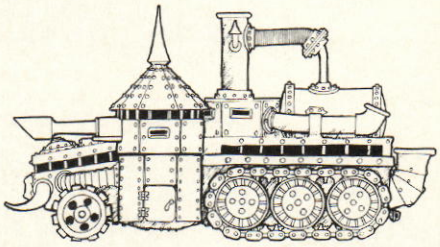
Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Bonecruncha	20cm	4+	+4	Autocannon	50cm	2	5+	-1	Deathroller
Bonebreaka	20cm	4+	+4	Battlecannon	75cm	1	4+	-2	Deathroller

SKULLHAMMA BATTLE FORTRESS

Skullhammas are a special sort of battle fortress commonly built by Evil Sunz or Speed Freek Mekboyz from other clans. Like the Gibletgrinda, the Skullhamma battle fortress is covered in massively thick armour plating and has twin turrets bristling with a fearsome array of weapons. Instead of having a gun tower and death roller the Skullhamma has a supercharged triple-overpressure turbo engine which occupies almost half of its hull. In short, Skullhammas are built for speed.

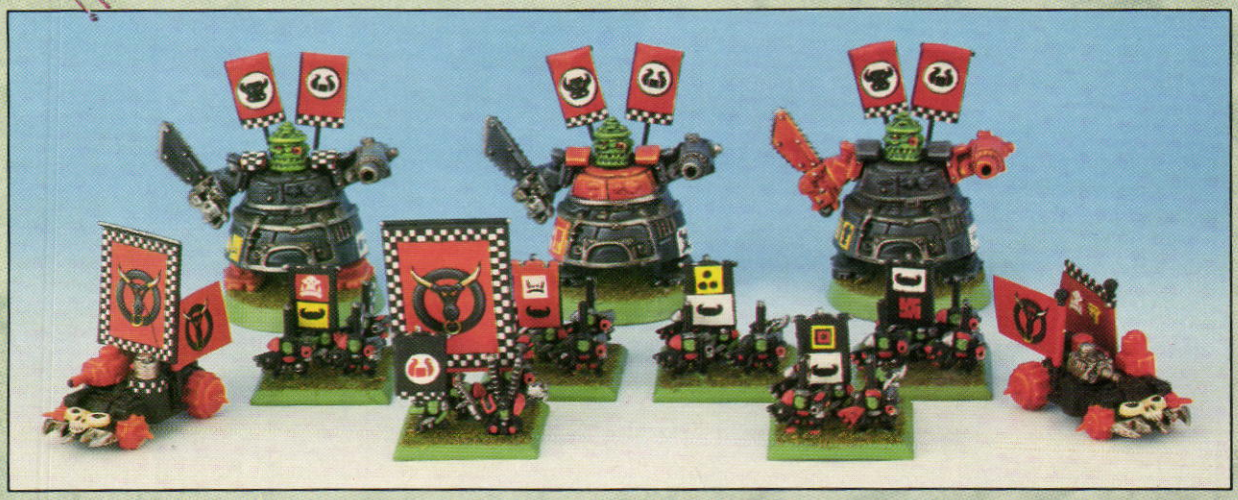
When a Skullhamma is moving at top speed the turbo supercharger cuts in and sends it hurtling forward at mind-boggling speed, the front wheels lift off the ground and a huge plume of churned dust rises behind it. Orks find speed addictive, it stimulates their brain and causes an intense feeling of euphoria. Consequently it is common to find the crews of Skullhammas never get off their battle fortresses: they live, eat and sleep in them - just occasionally slowing down long enough to send off Gretchin servants in search of more food and fuel. Because of the specially supercharged engine on a Skullhamma it can move at triple normal rate when it is on charge orders, ie a maximum move of 45cm.

Like a Gibletgrinda, the Skullhamma is too big to be pinned by normal troops and vehicles in close combat, so they can break through enemy lines with ease. Unlike the Gibletgrinda, the Skullhamma is heavily armoured all round so it can flank its opponents without worrying about being hit in weaker side or rear armour. As they are battle fortresses Skullhammas can always be given orders, even if they aren't within 10cm of a command unit - the Nob in command onboard the battle fortress tells the crew what to do. Up to five troop stands can fit into a Skullhamma - though getting the crew to slow down so they can get off is sometimes a problem! The weapons fitted to the Skullhamma are designed to devastate the enemy with long range salvoes from heavy, armour-busting weaponry. Often Skullhammas will use their high speed to get round enemy tanks and pick them off from the rear, or else hang back and use their long range guns to great effect.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Skullhamma	15cm	1+ all round	+4	Battlecannon	75cm	2	4+	-2	Carries 5 stands

HEAVY METAL

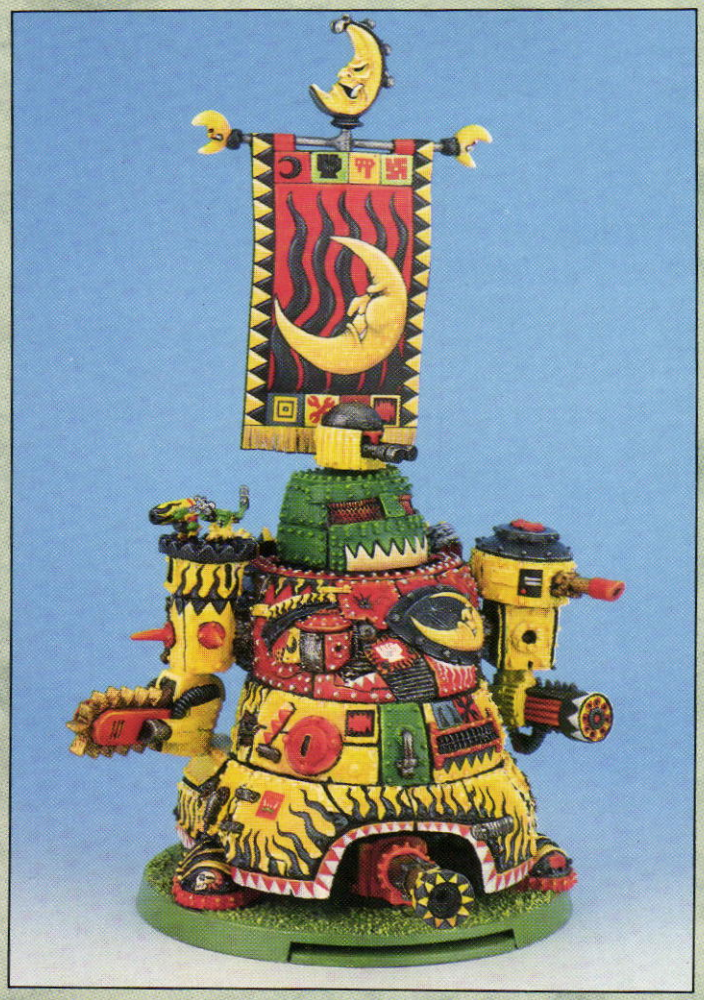


GOFF WARBOSS AND STOMPERS

GOFF BRAINCRUSHAS

DEATHSKULLS CLAN

GOFF GUTRIPPAS



BAD MOON GREAT GARGANT

DEATHSKULL GIBLETGRINDA

BAD MOON WEIRDBOY TOWER

GOFF LUNGBURSTAS

BLOOD AXE CLAN

GOFF WARBOSS AND STOMPERS

The Goffs' preferred colour is black, but we've added touches of red and green detail to brighten them up and make them stand out on the battlefield. Goblin Green was used for the Orks' faces, and if you like, this can be washed over with Green Ink for extra detail. The guns can be brought out by drybrushing them with Chainmail.

The banners were made from plasticard, and glued onto brass rods for poles. The unit banners are so small you can only fit quite basic designs onto them, but the larger banners were big enough for the Goffs' favourite symbol the horned skull.

Stompers: The Stompers were undercoated in Chaos Black, highlighted with a mix of black, Turquoise and Skull White. The red areas were painted in Go Fasta Red, first undercoated in Skull White. To shade the red, add Blood Angel Orange and Bad Moon Yellow to the red, and highlight in progressively lighter shades until you end up with pure yellow.

GOFF BRAINCRUSHAS

The Braincrushas were undercoated in Chaos Black, and the gun barrels then painted Skull White to show up the red properly. The roof areas were painted with a mix of Bleached Bone and Terracotta. Add more Bleached Bone and keep drybrushing until you finish off with pure Bleached Bone to bring out the detail on the roof plates.The banners were made from paper, painted with Bad Moon Yellow. The designs can be painted on, but we used transfers, which give a very bright, clean result, and save a lot of time and effort!

DEATHSKULLS CLAN

Orks of the Deathskulls clan wear blue, which they believe is a lucky colour. The Ork models were painted in Enchanted Blue, and Skull White added to the mix for the highlights. Use the same procedure as before for weapons (Chaos Black drybrushed with Chainmail) and the Orks' faces (Goblin Green).

The cream colour used on the command units is a mixture of Snakebite Brown and Bleached Bone. More Bleached Bone is added to the base colour to shade the highlights. The red detail is Go Fasta Red mixed with Blood Angel Orange, with Bad Moon Yellow mixed in for the paler highlights. Again, transfers were used for the banners.

GOFF GUTRIPPAS

These vehicles were base-coated in Chaos Black, which was shaded with a mixture of black, Turquoise and Skull White. The red areas were painted in Go Fasta Red over a white base, highlighted with Blood Angel Orange and Bad Moon Yellow. The gun barrel and the pipes at the rear of the Gutrippa were drybrushed with Chainmail.

BAD MOON GREAT GARGANT

The Gargant's head is painted Ork Green, then shaded with a mix of Woodland Green and Scorpion Green. Bilious Green is then added to the mix and shading is continued until the last highlight is pure Bilious Green. The eye plates are undercoated in a Chaos Black, and then painted in a mixture of Burnished Gold, Brown Ink, Blood Angel Orange and black.

For the rusty metallic bits, onto a base of Chaos Black apply Chainmail and highlight with silver. Then wash over the metal plates with a mix of Brown and Orange Ink – you may need to water this mixture down a bit.

The yellow areas were painted Bad Moon Yellow and highlighted by adding Skull White. The flames were painted in Space Wolf Grey and outlined with watery Chaos Black using a fine brush.

The great attention to detail makes this model really spectacular – every available flat area has been adorned with glyphs, decorated borders or flames. Note the two Orks on the Gargant's right shoulder and the flaming skull (symbol of the Kult of Speed) painted on its right foot.

DEATHSKULL GIBLETGRINDA

This is a unusually colourful model, painted in green, yellow, blue and red. Deathskulls are notorious scroungers, and probably 'acquired' the components for this vehicle from other clans or from their enemies.

Start by painting the vehicle with an undercoat of Chaos Black. The blue areas are painted in a mixture of Moody Blue and Enchanted Blue, shaded into lighter colours by adding Skull White. The yellow areas are painted in Bad Moon Yellow, and washed over with a mix of yellow and Orange Ink. When the wash is dry highlight by adding Skull White to Bad Moon Yellow until you get a nice, pale yellow colour.

GOFF LUNGBURSTAS

The Lungburstas are painted with a base coat of Chaos Black, then highlighted with a mix of black, Enchanted Blue and Skull White, up to a pale grey finish. The tracks and pipes are drybrushed in Chainmail and highlighted with Silver.

BLOOD AXE CLAN

The Rhinos of the Blood Axe Clan have been painted with a base coat of Battle Green, lightened with Skull White up to a pale light green. If you look closely, you will see that every Rhino is different, though they all have the crossed axes of the Blood Axe clan on their top side. Transfers were use as much as possible here to make the vehicles colourful and characterful, while maintaining a basic uniformity.

EVIL SUNZ SPLEENRIPPA SQUADRON

An Evil Sunz Spleenrippa Squadron consists of three Spleenrippas.

POINTS VALUE 100

EVIL SUNZ SPLEENRIPPA SQUADRON

An Evil Sunz Spleenrippa Squadron may only be added to an Evil Sunz clan or a Kult of Speed. It forms a separate formation but is still subject to the special Ork command rule. Several Spleenrippa Squadrons can be added to an Evil Sunz Clan or Kult of Speed. Each squadron forms a distinct formation. For each Spleenrippa Squadron you add, the break point of the clan goes up by +2 and the victory points awarded to your opponent for breaking the clan go up by +1.

VICTORY POINTS ADDS +1

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NOBZ WARBIKES

A Nobz Warbikes Mob consists of five Nobz Warbike stands.

POINTS VALUE 200

NOBZ WARBIKES

Nobz Warbike Mobz can be added to an Evil Sunz clan or a Kult of Speed. Each Nobz Warbike Mob forms a separate command unit. Several Warbike Mobz can be added to an Evil Sunz clan or Kult of Speed, each forming a distinct formation. For each Nobz Warbike Mob you add, the break point of the clan goes up by +3 and the victory points awarded to your opponent for breaking the clan go up by +2.

VICTORY POINTS ADDS +2

BRAINCRUSHA SQUADRON

An Ork Braincrusha Squadron consists of three Braincrushas.

POINTS VALUE 200

BRAINCRUSHA SQUADRON

A Braincrusha Squadron forms a separate formation but is still subject to the special Ork command rule. Several Braincrusha Squadrons can be added to an Ork clan. Each Braincrusha Squadron forms a distinct formation, and for each squadron you add, the break point of the clan goes up by +2 and the victory points awarded to your opponent for breaking the clan go up by +2.

VICTORY POINTS ADDS +2

SKULLHAMMA BATTLE FORTRESS

One Skullhamma Battle Fortress.

POINTS VALUE 100

SKULLHAMMA BATTLE FORTRESS

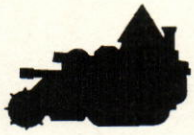
The Skullhamma Battle Fortress forms a separate formation and is not subject to the Ork command rule. Several Battle Fortresses can be added to an Ork clan. Each Battle Fortress forms a distinct formation. As a single vehicle the Skullhamma cannot be broken, only destroyed.

VICTORY POINTS 1

Your opponent gains 1 VP when the Skullhamma is destroyed.

GIBLETGRINDA BATTLE FORTRESS

One Gibletgrinda Battle Fortress.



POINTS VALUE 100

GIBLETGRINDA BATTLE FORTRESS

The Gibletgrinda Battle Fortress forms a separate formation and is not subject to the Ork command rule. Several Battle Fortresses can be added to an Ork clan. Each Battle Fortress forms a distinct formation. As a single vehicle the Gibletgrinda cannot be broken, only destroyed.

VICTORY POINTS 1

Your opponent gains 1 VP when the Gibletgrinda is destroyed.

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BONECRUNCHA SQUADRON

An Ork Bonecruncha Squadron consists of three Bonecrunchas.

POINTS VALUE 200

BONECRUNCHA SQUADRON

A Bonecruncha Squadron forms a separate formation but is still subject to the special Ork command rule. Several Bonecruncha Squadrons can be added to an Ork Clan, and each squadron forms a distinct formation. For each Bonecruncha Squadron you add, the break point of the clan goes up by +2 and the victory points awarded to your opponent for breaking the clan go up by +2.

VICTORY POINTS ADDS +2

BONEBREAKA SQUADRON

An Ork Bonebreaka Squadron consists of three Bonebreakas.

POINTS VALUE 200

BONEBREAKA SQUADRON

A Bonebreaka Squadron forms a separate formation but is still subject to the special Ork command rule. Several Bonebreaka Squadrons can be added to an Ork Clan, and each squadron forms a distinct formation. For each Bonebreaka Squadron you add, the break point of the clan goes up by +2 and the victory points awarded to your opponent for breaking the clan go up by +2.

VICTORY POINTS ADDS +2

EVIL SUNZ BOWELBURNA SQUADRON

An Evil Sunz Bowelburna Squadron consists of five Bowelburnas.

POINTS VALUE 100

EVIL SUNZ BOWELBURNA SQUADRON

An Evil Sunz Bowelburna Squadron may only be added to an Evil Sunz clan or a Kult of Speed. It forms a separate formation but it is still subject to the special Ork command rule. Several Bowelburna Squadrons can be added to an Evil Sunz Clan or Kult of Speed. Each squadron forms a distinct formation. For each Bowelburna Squadron you add, the break point of the clan goes up by +2 and the victory points awarded to your opponent for breaking the clan go up by +1.

VICTORY POINTS ADDS +1

EVIL SUNZ GOBSMASHA SQUADRON

An Evil Sunz Gobsmasha Squadron consists of five Gobsmashas.

POINTS VALUE 100

EVIL SUNZ GOBSMASHA SQUADRON

An Evil Sunz Gobsmasha Squadron may only be added to an Evil Sunz clan or a Kult of Speed. It forms a separate formation but is still subject to the special Ork command rule. Several Gobsmasha Squadrons can be added to an Evil Sunz Clan or Kult of Speed. Each squadron forms a distinct formation. For each Gobsmasha Squadron you add, the break point of the clan goes up by +3 and the victory points awarded to your opponent for breaking the clan go up by +1.

VICTORY POINTS ADDS +1

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SPACE MARINE™

EPIC ORK VEHICLES

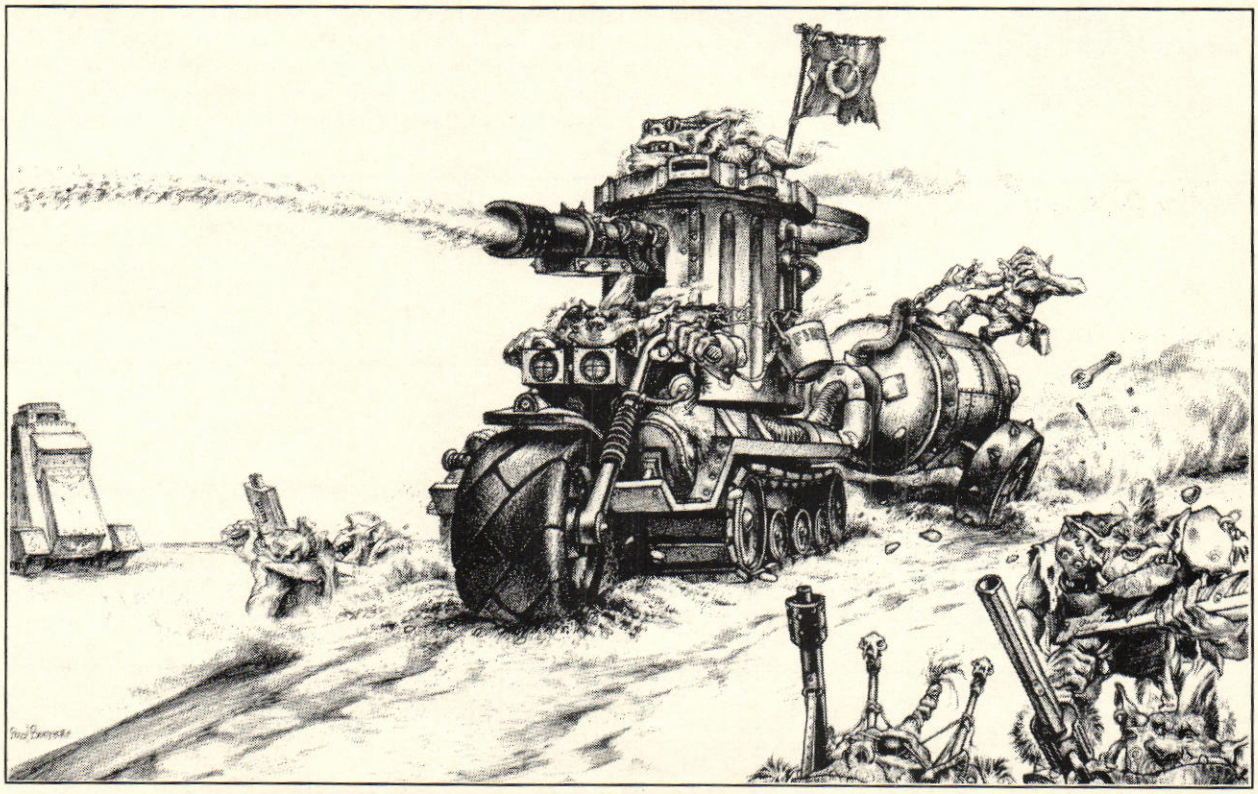
BY ANDY CHAMBERS

Our last feature on epic Orks proved so popular that we have decided to preview some more new vehicles and weapons from the forthcoming Space Marine supplement *Warlords*. The Orks' ingenious new inventions include the Pulsa Rokkit, used to destroy enemy infantry and tank formations, the Squig Katapult, and the mighty Snakebite Squiggoth – a squig so huge that it is mounted with guns and ridden into war.

SCORCHER

The Scorcher is a heavily modified wartrack with an armoured turret and a fuel tank on a trailer. It takes its name from the scorcher fire thrower with which it is armed. The scorcher is a dangerous weapon which runs off the unstable compound that Orks use for fuel. The fuel is pumped from the trailer through the turret and out of a broad nozzle. A burner ignites the fuel as it passes through the nozzle and produces a sheet of flame. The burning fuel washes over and through cover, lapping through windows and doors or setting vegetation alight so that the cover provides no protection, making the scorcher particularly good against infantry.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Scorcher	30cm	6+	+1	Scorcher	15cm	1	4+	0	Ignores to hit modifiers for cover



SNAKEBITE SQUIGGOTH

The Snakebite clan are the most wild and primitive of the Ork clans, with many Runtherdz and Painboyz but only a few Mekboyz. When the Waa-Ork takes a grip on the Snakebites the Mekboyz are all too busy making Gargants to build many battle fortresses and big tanks so the Runtherdz and Painboyz get together and start breeding really huge, mammoth-sized squigs called Squiggoths.

MARK GIBBONS

Squiggoths don't normally grow much bigger than a bull, but with the right fungus nutrients and tender loving care they can reach house-sized or even bigger! The Runtherd's Gretchin and Snotlings are sent scurrying out to scavenge whatever metal they can find and they build huge, ramshackle towers which are mounted on the Squiggoth's back. Because battlecannon are also hard to come by, old muzzle-loading swivel guns and bombards are dragged out of storage and mounted in the towers. These old guns also have the added advantage that the Snots and Grots can be trusted to load them without getting stuck in the worky bitz – because they don't have any worky bitz!

When the Snakebite clans march off to war they are accompanied by the trumpeting calls and the thunderous tread of the mighty Squiggoths. In battle the Runtherdz and Painboyz proudly sit high up in the swaying metal towers and bellow at the Snots and Grots to load and fire the guns, wincing as the odd Snotling loses its grip and plummets out of the tower. Squiggoths mount plenty of guns so their firepower is impressive if old-fashioned (Snakebites, of course, consider this an advantage).

Squiggoths are deadly in close combat, trampling foot troops and goring tanks with their huge tusks. They are also hard to kill, as their thick hide, awesome constitution and dull nervous system shields them from all but the most hideous wounds. The problem with Squiggoths is that when they finally realise that they are hurt or, indeed, dead, they tend to panic and rampage around madly until they finally keel over – which can be more than a little dangerous for any troops who happen to be in the way.

When a Squiggoth is hit and fails its saving throw, roll the scatter dice. If you roll a 'HIT' the Squiggoth folds up neatly on the spot and can be removed immediately. If you roll an arrow it means the Squiggoth hasn't died yet and rampages 2D6cm in the direction indicated by the arrow before it finally expires and is removed. Any troops run over by the Squiggoth are hit on a D6 roll of 4, 5 or 6 and must make an unmodified saving throw to survive.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Squiggoth	10cm	3+	+5	Bombards Swivel Guns	50cm 25cm	2 3	4+ 5+	0 0	Rampages 2D6cm when dead

WARTRACK

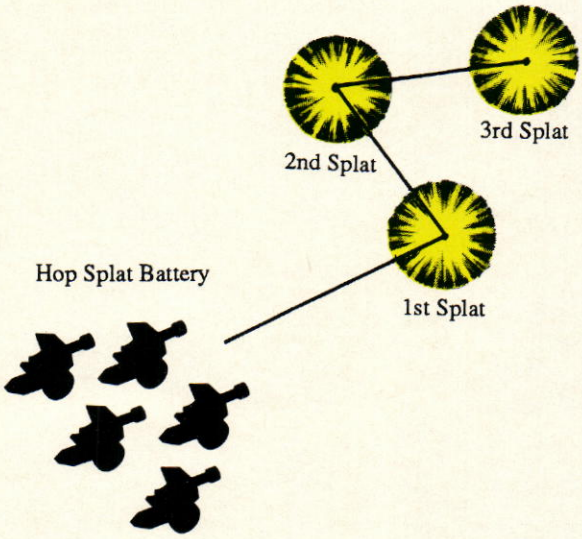
Like the war buggy the wartrack is an extremely common type of vehicle built by Ork Mekboyz from all clans. It has a set of tracks and a bike-type front suspension so it is fast and doesn't get bogged down in mud or other bad terrain.

The crew of two Orks sit behind each other with one acting as driver and the other as gunner. Wartracks are very mobile and can mount various different weapons – though autocannons are the most popular choice.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Wartrack	30cm	6+	+1	Autocannon	50cm	1	5+	0	

HOP SPLAT GUN

The Hop Splat gun is an ingenious artillery piece which fires a special hop-splat shell, named after the irregular way it hops across the battlefield. This shell consists of a rocket attached to a length of chain terminating in a heavy metal ball. Once the rocket shell has been fired the ball and chain becomes a whirling menace to anything in its path. When the shell hits the ground the ball is catapulted in a new direction, pulling the rocket free and sending the shell whirling off again. When a battery of Hop Splats is fired the air is filled with scything chains and whipping balls jumping erratically across the battlefield, and a lucky salvo can wipe out units of men and machines in moments.



Hop Splat guns are crewed by Gretchin and Snotlings but each battery includes several Ork Runtherdz who shout at the Snots and Grots to stop them slacking. Because of the presence of the Runtherdz a Hop Splat battery will always fire even if it doesn't have any orders. If there are no Ork command units within 10cm in the orders phase a Hop Splat battery will automatically have first fire orders. In the first fire segment of the combat phase the Hop Splats will fire at the nearest enemy unit in sight. If there is a command unit within 10cm you can pick their target as usual but otherwise the Runtherdz will just pick the nearest enemy unit they can see. Given the unpredictable nature of the hop-splat shells this can be rather dangerous to the Orks – as well as to their foes!

Hop Splat guns fire barrages but unlike most barrage weapons they can't fire at targets which they can't see. Take the barrage template and place it over an enemy model in sight and in range, roll to hit any targets under the template as for a normal barrage. Any hits scored have a -1 saving throw modifier. Now roll the scatter dice and place a second barrage template 3D6cm away in the direction indicated by the arrow. Roll to hit any new targets under the second template. Then roll again and place a third template 3D6cm away from the second template, roll to hit any new targets as above. The Hop Splat battery always shoots three barrages – in reality one barrage that hops from place to place, regardless of how many Hop Splat guns there are in the battery.

Hop Splat guns cannot move and shoot so they can only have first fire orders (in which case they can fire in the first fire segment of the combat phase but cannot move) or charge orders (in which case they can move up to 10cm but cannot shoot). There is no point in giving a Hop Splat battery advance orders.

Hop Splat guns are commonly towed into battle by wartracks or war buggies. A wartrack or war buggy can move normally while towing a Hop Splat gun and the gun can be unlimbered at any point in the vehicle's move. Because Hop Splats can't move and shoot, a battery which has unlimbered in the movement phase can't fire in the combat phase. A Hop Splat gun can limber up again as soon as a war buggy or wartrack is moved so that the models are touching in the movement, the vehicle can then complete its movement towing the Hop Splat gun. A Hop Splat battery can either unlimber or limber up in one turn - it can't do both.

MARK GIBBONS

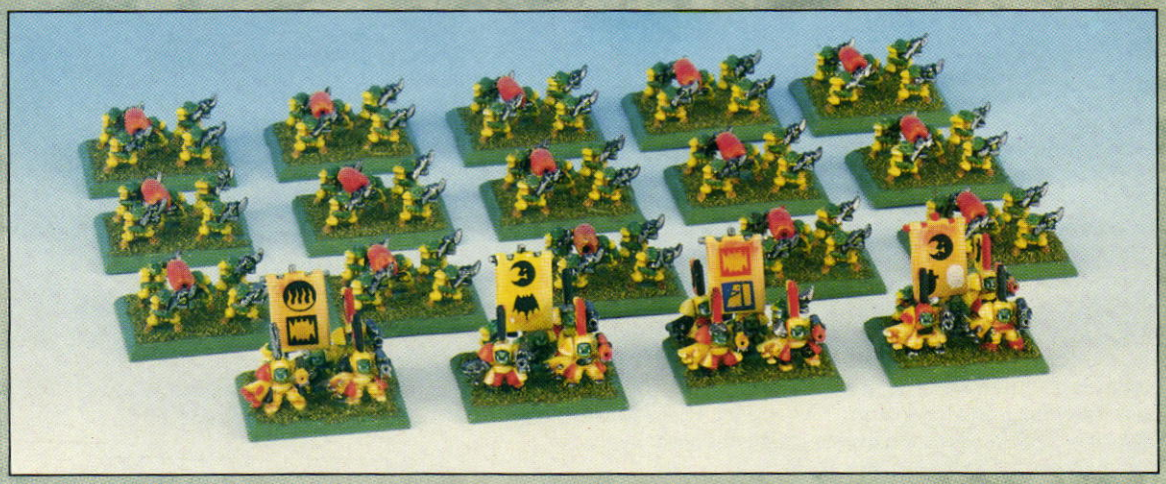
Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Hop Splat Gun	10cm on charge	None	-3	Hop-splat	50cm	1 barrage point		-1	3 Barrages

HEAVY METAL

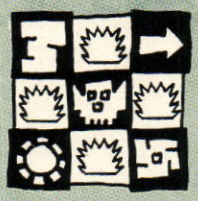
BAD MOON BATTLE WAGON VARIANTS

BAD MOON SKULLHAMMA BATTLE FORTRESS

BAD MOON SCORCHERS



BAD MOON CLAN



DEATHSKULLS PULSA ROKKITS

EVIL SUNZ CLAN

EVIL SUNZ BOWELBURNAS

EVIL SUNZ SPLEENRIPPA

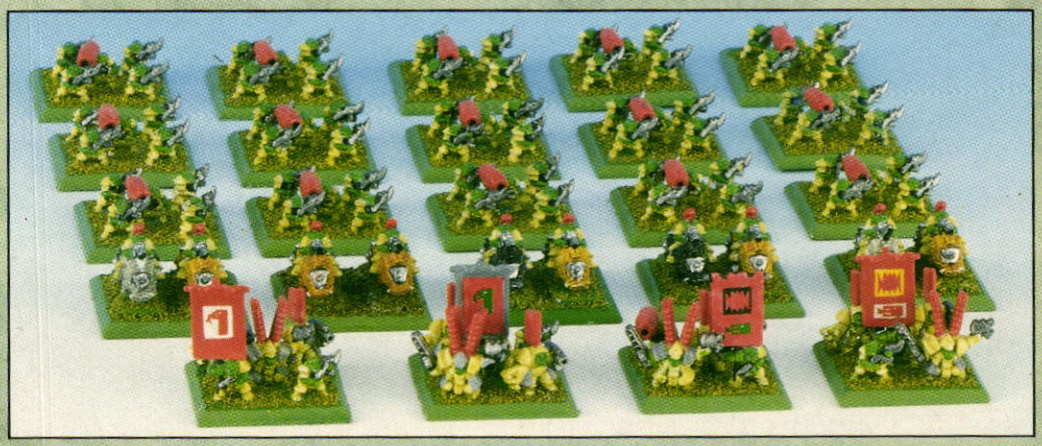
EVIL SUNZ GOBSMASHAS

SNAKEBITES BONEBREAKAS

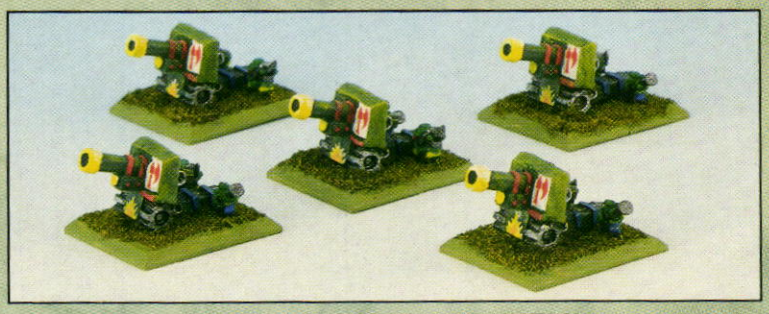
HEAVY METAL

SNAKEBITES SQUIGGOTHS

SNAKEBITES SQUIG KATAPULTS



SNAKEBITES CLAN



BLOOD AXE HOP-SPLAT BATTERY

BLOOD AXE WARTRACKS

MEKBOY PULSA ROKKIT

The Pulsa Rokkit is really a special force field generator which is launched into the midst of the enemy on a giant rokkit packed with a special solid fuel collected from the drops. The gigantic rokkits are usually launched from big tracked carrier vehicles, with each carrier mounting one rokkit. When the rokkit is launched it soars skyward with a great rush of flames and sparks, majestically arcing hundreds of feet up before plummetting earthward to bury its reinforced nose into the ground. Once the rokkit has come to earth the pulsa force field sends out powerful bursts of energy, like the ripples made by a stone when it is thrown into a pool.

Anything near the rokkit when it activates will catch the full force of the expanding field with vehicles being flipped over, men being tossed up into the air, buildings crumbling and trees snapping like matchsticks as the field passes over them. The generator continues to release energy at irregular intervals until the generator burns out or blows up. Because the pulsa generator keeps battering its targets with successive waves of force it is particularly good at smashing down immobile targets like buildings and fortifications, or breaking up slow-moving enemy formations.

Unfortunately, the rokkit itself is a little inaccurate, not to say completely unpredictable. Though at first great efforts were made to teach Gretchin to fly the rokkits very few candidates proved up to the job. Meks tried to conserve the few plucky fellows that did volunteer by giving them parachutes or rokkit packs so they could jump out, but there were still a lot of casualties. Nowadays Mekboyz point the rokkit in the right direction and hope for the best. Still, this doesn't seem to worry them much and just adds to the excitement.

Pulsa Rokkits can only be fired if the launchers are on first fire orders. Each battery of Pulsa Rokkits can only fire one rokkit per turn as the Mekboy commanding the battery has to personally oversee the preparations for the launch - bashing fins into the right shape with a hammer, filling the burner with fuel and so on. The rokkit can only fire straight ahead and you should take the opportunity to align it in the direction you want to fire during the movement phase.

When the rokkit is fired the player decides how much fuel he is putting in the rokkit by nominating a number between 1 and 20 - 1 is very little fuel and 20 is a full load. To see how far the rokkit travels the player rolls the nominated number of D6s, adds up the total and adds it to the rokkit's basic range of 50cm. The rokkit always travels at least 50cm so it has a range of between 51cm and 170cm, depending on how many dice you decide to roll. For example if you nominated 10 for your fuel the Pulsa Rokkit would travel 50+10D6cm (on average rolls 85cm) before landing. Once you know where the rokkit lands roll for scatter in the same way as for an indirect barrage – it's quite likely that the rokkit will start corkscrewing off-course while it's in flight.

The unusual thing about a pulsa field is that it uses two different templates. It starts off the size of a normal barrage template and then as the field expands to its full size the normal barrage template is replaced with a special 12cm template. When you've worked out where the rokkit lands place the smaller template at that point.

The Pulsa Rokkit starts to pulse out waves of force immediately so roll a D6 for each rokkit as it lands and look up the effect on the table below – the higher the roll the more ripples of energy the pulsa field creates. Unless a 1 or a 6 is rolled the pulsa generator will keep working so the template is left in position on the tabletop. Titans are the only models that can move through a Pulsa template, and even they count it as difficult ground. Troops and vehicles can't see through a Pulsa template unless they occupy an elevated position and see over it, if they are in buildings or on a hill, for instance. Skimmers and Titans can always see over a Pulsa template.

After the rokkit has landed and the generator has warmed up properly the pulses of force start to cover a wider area. At the start of the next combat phase place the special 12cm diameter Pulsa Rokkit template at the landing point. Roll a D6 on the Pulsa Rokkit Table and apply the effects to anything under the template. Again, unless you roll a 1 or a 6 the template stays in place and you roll for it on the Pulsa Rokkit Table again at the start of next turn's combat phase.

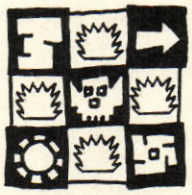
PULSA ROKKIT TABLE

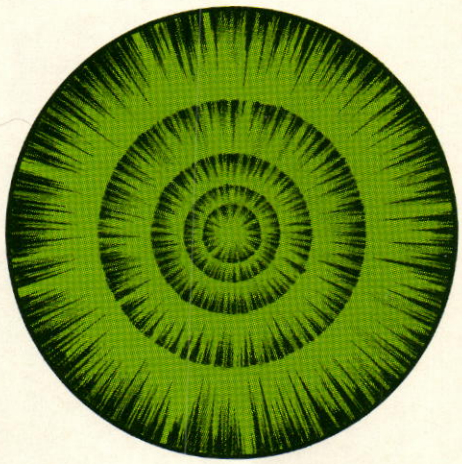
D6	Effect
6	**Ka-boom!** The pulsa generator crackles and sparks in a very spectacular fashion, throwing out massive force waves as it runs wild and explodes. Everything under the template is destroyed except for Titans or Gargants which suffer six hits with a -2 saving throw modifier. Anything within 6cm of the edge of the template suffers one hit with a -2 saving throw modifier on a roll of 3, 4, 5 or 6 on a D6. After you have worked out the results remove the Pulsa template.
2-5	**Hummmm.** Shock waves radiate from the pulsa field generator. Any troop stands under the template are destroyed on a 4, 5 or 6 on a D6. Vehicles, Titans and buildings under the template suffer a number of hits with a -2 saving throw modifier equal to the number rolled on the dice. Any surviving troop stands and vehicles are pushed out to the edge of the template and may not fire this turn. Leave the Pulsa template in position and roll again for its effect at the start of the next combat phase.
1	**Phut!** With a feeble spit of flame and a thin trail of smoke the pulsa field generator unleashes a single ripple of force before giving up the ghost. Work out the results as for 2-5 above and then remove the Pulsa template.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Rokkit Crawler	5cm	4+	0	Pulsa Rokkit	50cm+ ?D6	See above			One shot

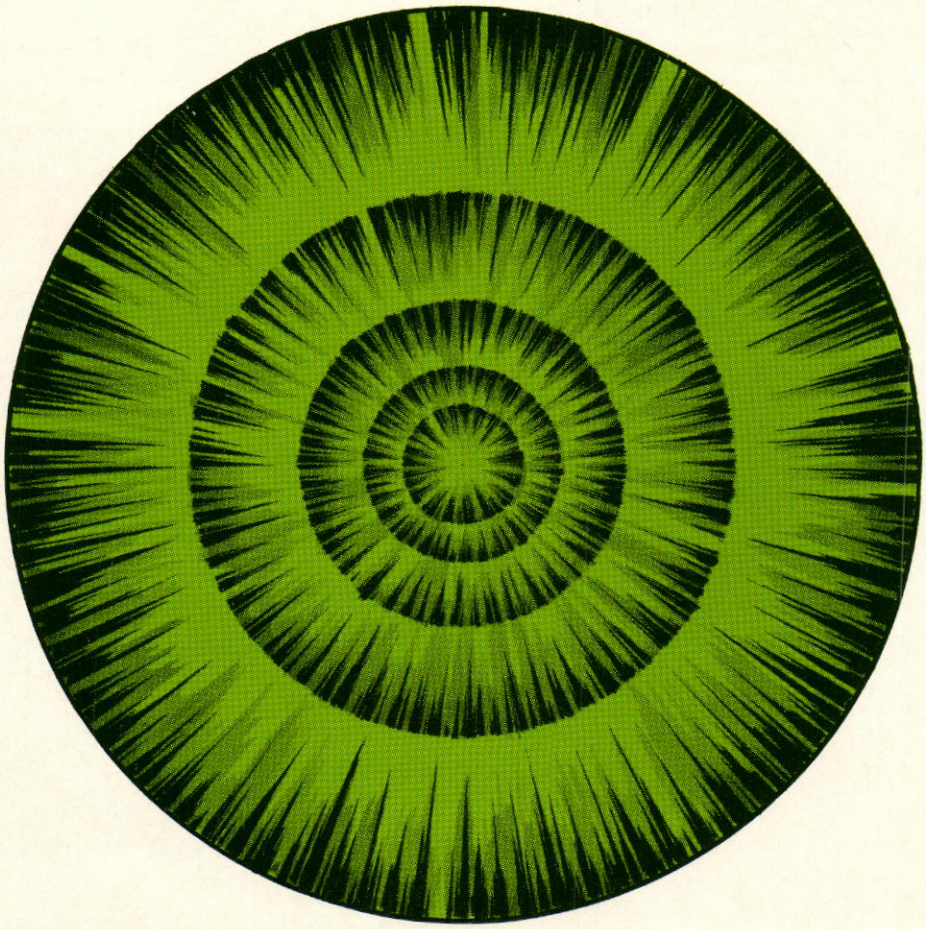
ORC DAMAGE TEMPLATES

SQUIG KATAPULT TEMPLATE





PULSA ROKKIT TEMPLATE



PULSA ROKKIT TEMPLATE

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SQUIG KATAPULT

Squig katapults lob large pots full of carnivorous buzzer squigs into the midst of the enemy. The pots crack open when they land and swarms of the enraged squigs pour out to attack anything nearby. Buzzer squigs are voracious insect-like creatures which are capable of stripping the flesh off a man-sized creature in seconds.

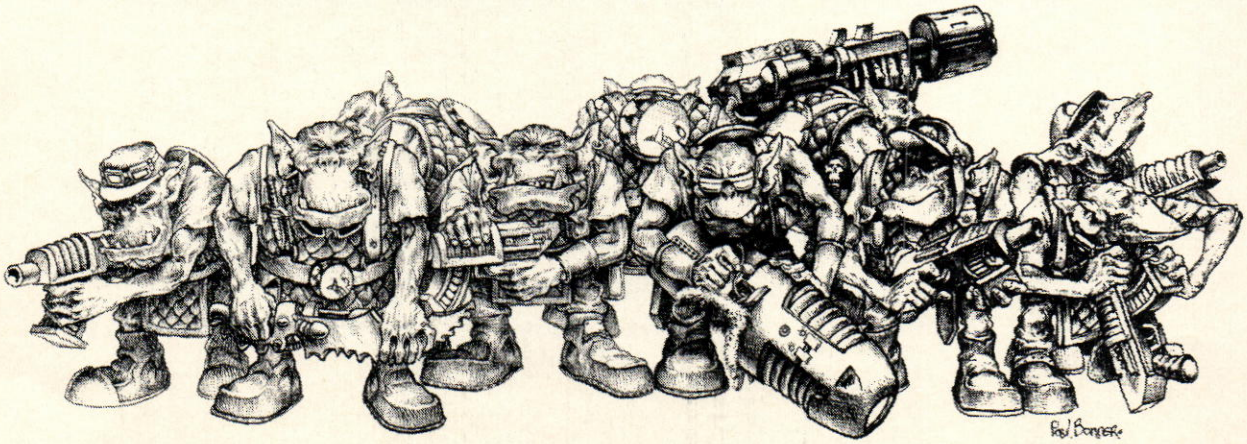
MARK GIBBONS

The actual katapults are constructed by Mekboyz and Runtherdz working together, building them out of wrecked vehicles with some kind of tracked tank like a Lungbursta supplying the chassis that the katapult is built onto. The katapult itself consists of two towers which house the winding mechanism and a long thrower-arm ending in a cup which holds the squig pots. Squig katapults are particularly popular with the Snakebites both because their clans have a lot of Runtherdz and because good, simple weapons such as katapults appeal to their traditional ways.

Squig katapults fire barrages but unlike most barrage weapons they can't fire at targets which they can't see. Take a special Buzzer Squig template for each katapult in the squadron which is firing and place it over an enemy model in sight and in range. Squig katapults are fairly inaccurate so roll the scatter dice and if you roll an arrow move the template 2D6 cm in the direction it points in. Anything under a Buzzer Squig template is attacked by the hungry squigs and hit automatically, regardless of cover. Buzzer squigs don't like the taste of Orks and Gretchin so they are completely safe from their attentions. Other vehicles and troop stands attacked by a swarm of Buzzer squigs need to make a saving throw to survive, but because the squigs can't bore through armour very easily the save is made with a +1 modifier. This means that even units that normally don't have a saving throw (like troop stands) will get a saving throw of 6+, and some well-armoured tanks will make their saving throw automatically.

After they've attacked the Buzzer squigs burrow into the ground and the template is removed. If the squigs cause any casualties they may go into a feeding frenzy and continue to swarm. Roll a D6 and on a 6 the Buzzer squigs are still hungry and the swarm moves 2D6cm in a direction determined by rolling the scatter dice, causing casualties on any troop stands or vehicles it moves over. After they've moved the swarm will burrow into the ground so the template is removed.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Squig Katapult	15cm	3+	+1	Buzz Squig swarm	50cm	See above		+1	Swarm may move
				Tower Guns	25cm	2	5+	0	



SCORCHER SQUADRON

A Scorcher Squadron consists of three Scorchers.

POINTS VALUE 50

SCORCHER SQUADRON

A Scorcher Squadron can be added to any clan. It forms a separate formation but it is still subject to the special Ork command rule. Several Scorcher Squadrons can be added to an Ork clan. Each Scorcher Squadron forms a distinct formation. For each Scorcher Squadron you add, the break point of the clan goes up by +2 and the victory points awarded to your opponent for breaking the clan go up by +1.

VICTORY POINTS ADDS +1

HOP SPLAT BATTERY

The Hop-splat Battery consists of five Hop-splat Guns.

POINTS VALUE 150

HOP SPLAT BATTERY

A Hop-splat Battery can be added to any clan. It forms a separate formation but it is still subject to the special Ork command rule. Several Hop-splat Batteries can be added to an Ork Clan. Each Hop-splat Battery forms a distinct formation. For each Hop-splat Battery you add, the break point of the clan goes up by +3 and the victory points awarded to your opponent for breaking the clan go up by +2.

VICTORY POINTS ADDS +2

WARTRACK SQUADRON

An Ork Wartrack Squadron consists of five Wartracks.

POINTS VALUE 100

WARTRACK SQUADRON

A Wartrack Squadron can be added to any Ork clan. It forms a separate formation but is still subject to the special Ork command rule. Several Wartrack Squadrons can be added to an Ork clan. Each Wartrack Squadron forms a distinct formation. For each Wartrack Squadron you add, the break point of the clan goes up by +3 and the victory points awarded to your opponent for breaking the clan go up by +1.

VICTORY POINTS ADDS +1

SQUIG KATAPULT BATTERY

A battery of Squig Katapults consists of three Squig Katapults.

POINTS VALUE 200

SQUIG KATAPULT BATTERY

A Squig Katapult Battery can be added to any Ork clan. It forms a separate detachment but is still subject to the special Ork command rule. Several Squig Katapult Batteries can be added to an Ork clan. Each battery forms a distinct formation. For each battery you add the break point of the Ork clan goes up by +2 and the victory points awarded to your opponent for breaking the clan go up by +2.

VICTORY POINTS ADDS +2

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SNAKEBITE SQUIGGOTH MOB

A mob of Snakebite Squiggoths consists of three Squiggoths.

POINTS VALUE 150

SNAKEBITE SQUIGGOTH MOB

A Squiggoth Mob can only be added to a Snakebite clan. It forms a separate detachment but is still subject to the special Ork command rule. Several Squiggoth Mobs can be added to a Snakebite clan and each mob forms a distinct formation. For each mob you add the break point of the clan goes up by +2 and the victory points awarded to your opponent for breaking the clan go up by +2.

VICTORY POINTS ADDS +2

MEKBOY PULSA ROKKIT BATTERY

A battery of Mekboy Pulsa Rokkits consists of three Pulsa Rokkits.

POINTS VALUE 250

MEKBOY PULSA ROKKIT BATTERY

A Mekboy Pulsa Rokkit Battery can be added to any Ork clan. It forms a separate detachment but is still subject to the special Ork command rule. Only one Pulsa Rokkit Battery can be added to a clan. The battery forms a distinct formation. If you add a Pulsa Rokkit Battery to an Ork clan the break point of the clan goes up by +2 and the victory points awarded to your opponent for breaking the clan go up by +3.

VICTORY POINTS ADDS +3

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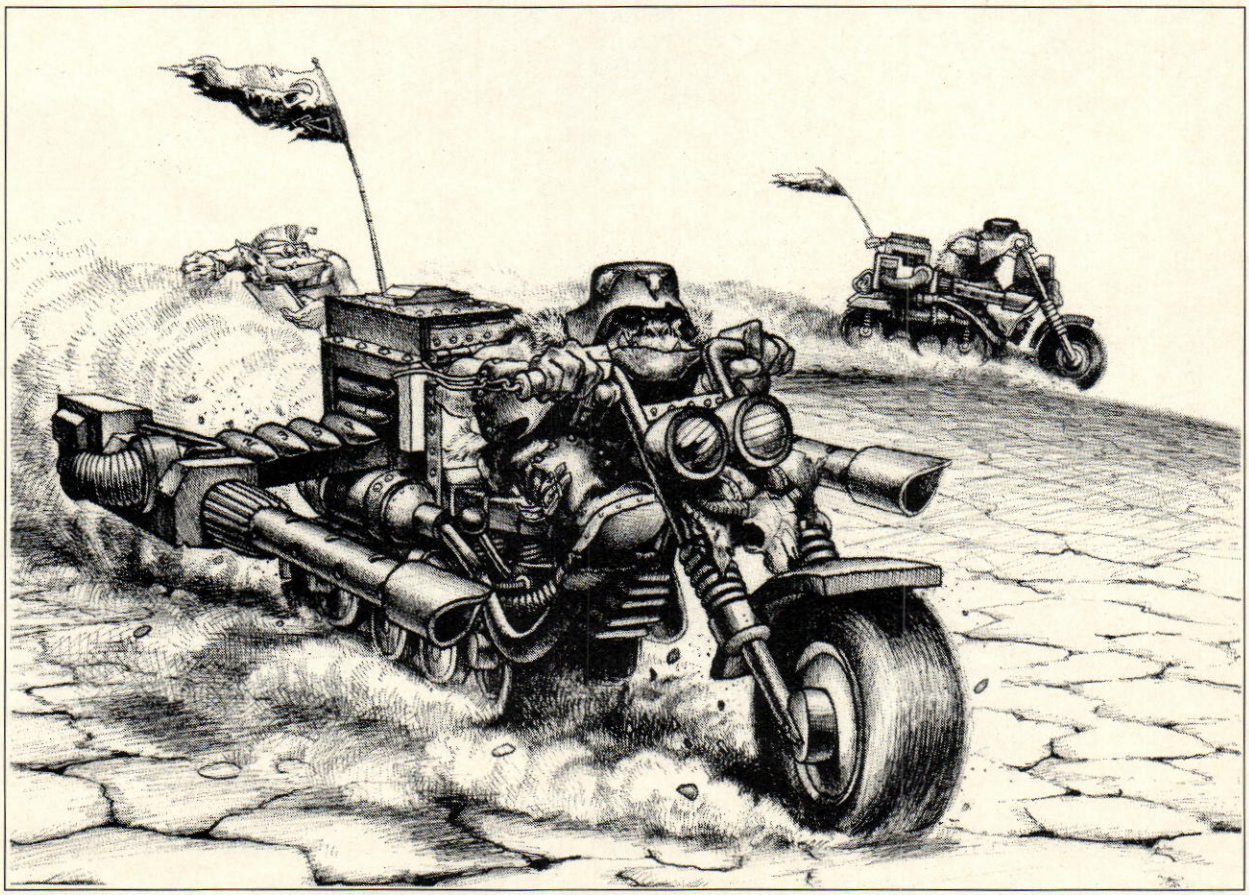


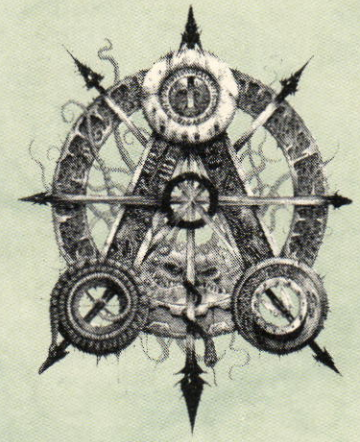
EAVY METAL

LORD OF CHANGE
DAEMON OF TZEENTCH

GREAT UNCLEAN ONE
DAEMON OF NURGLE

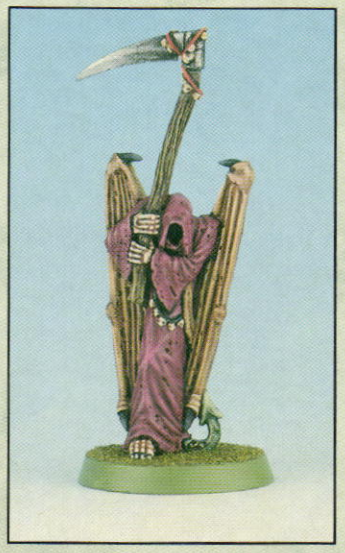
ANGRON DAEMON
PRIMARCH OF KHORNE

KEEPER OF SECRETS
DAEMON OF SLAANESH



FULGRIM DAEMON
PRIMARCH OF SLAANESH

MAGNUS THE RED
DAEMON PRIMARCH OF TZEENTCH



MORTARION DAEMON
PRIMARCH OF NURGLE

BLOODTHIRSTER
DAEMON OF KHORNE

SPACE MARINE™

MEKBOYZ AND SQUATS

By Andy Chambers

As the Warlords supplement thunders towards completion in a rising crescendo of frenzied activity we've stolen a few more pages of it to give you a sneak preview of it through White Dwarf. This month we present rules for the weird but potent vehicles and weapons of the Ork Mekboyz and the first of the selection of awesome war machines available to the Squats - the Land Train.

MEKBOY SPEEDSTA

Ork Warbosses always try to get hold of as many Mekboyz as they can when they go to war, as without the Mekboyz to maintain and repair their vehicles, the Boyz soon find themselves walking everywhere. This is partly why Meks are the most commonly seen Oddboyz on the battlefield. As well as constantly fixing all the Wartracks and Battlewagons that have broken down, Meks spend many happy hours scavenging around wreckage for things to put in their bitz-box and use on future projects.

Mekboyz are apt to be distracted by interesting wrecks and weapons so they are subject to the Ork command rule - so you can only give a Mek orders if there is a Nobz stand or other Ork command unit within 10cm of him in the orders phase. If a Mekboy has no orders he will respond appropriately, according to what clan he's from - Goffs charge, Bad Moons shoot and so on.

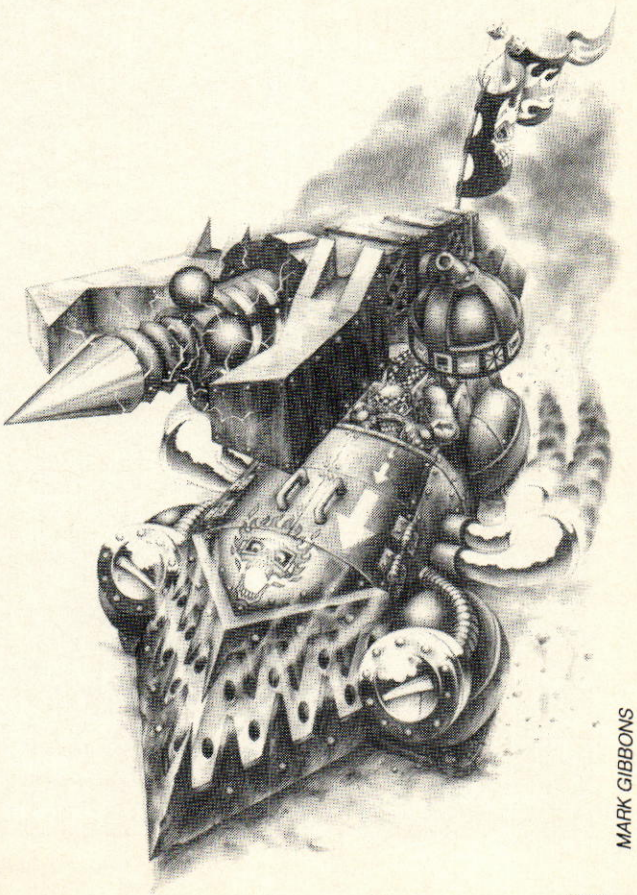
Meks don't just spend their time fixing stuff, they improve it too! A few extra spiky bitz here, a quick weldin' job there, and the odd complete engine rebuild - you can never be sure that you'll have quite have the same vehicle left by the time a Mek's finished with it. To represent this unique 'Kustomisin' each Mekboy card you choose in your force entitles you to randomly draw two Mekboy kustom repair cards which can be played on your Ork army.

The only thing Mekboyz like more than tinkering with machines is building and tuning their wickedly fast kustom battlewagons. Every Mekboy has his own pet 'projikt' he's working on. These often lie about forgotten for months or years but when the Waa-Ork starts a Mekboy will find the time (in between building weapons and Gargants) to finish off his special Kustom Speedsta with a few more widgits and gubbins and (most of all) new, shiny kustom weapons.

Speedstas are festooned with all manner of experimental gadgets, force fields and weapons which the Mekboy usually fits without testing them first, so understandably their performace is a little unpredictable. To represent this, Mekboy Speedstas have variable statistics which change constantly during the game as the Mekboy tinkers with the Speedsta to try and get the most out of it.

MOVE: The basic move of a Speedsta is 30cm but the squig fuel injection systems, turbochargers and so on fitted to the Speedsta mean that every time it moves you roll 2D6 and add the result to its move. On charge orders the Speedsta's move is 60cm +4D6.

SAVING THROW: The Speedsta is protected by all sorts of kustom force fields which can form a crackling, impenetrable dome of force one moment and be spectacularly shorting out with huge showers of sparks



MARK GIBBONS

the next. Therefore each time a Speedsta has to make a saving throw roll a D6 and halve the result to find out the effectiveness of the force field against that shot – so a roll of 1-2 = a 1+ saving throw, 3-4 = 2+, and 5-6 = 3+. Roll again to find out the saving throw each time the Speedsta is fired at by a different unit.

KUSTOM WEAPON: A Speedsta is always armed with some potent new kustom weaponry the Mekboy has invented. Giant cannon strapped to the sides of the Speedsta are popular but another great favourite is a rack of destruktor rokkits armed with experimental warheads - these let the Mekboy try out lots of different weapons without having to rebuild the Speedsta each time. A Speedsta can be armed with either of these two weapons so for simplicity we've included rules for both here rather than treating rokkit and kannon-armed Speedstas as two different vehicles and duplicating a lot of data.

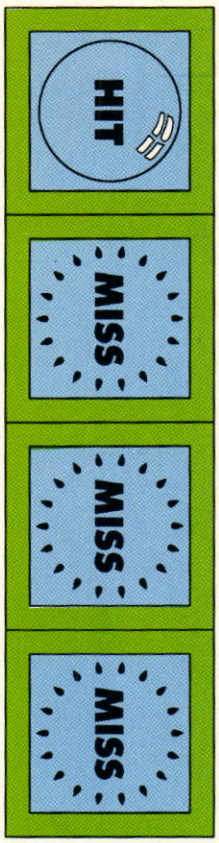
The super-explosive effect of the **kustom destruktor rokkits** spreads destruction over a wide area so rokkits count as barrage weapons. When you shoot a Speedsta with destruktor rokkits take a barrage template and place it over an enemy model or stand which is within range and in sight of the Speedsta. As this is a direct barrage you don't need to roll for deviation. Destruktor rokkits can't be used to fire indirect barrages at targets which are out of sight. Next, roll artillery dice to find out how many barrage points the destruktor rokkits are worth, then roll to hit everything under the template as for a normal barrage attack. Any hits are resolved with a -2 saving throw modifier. If a 'misfire' result is rolled the rokkits fail to fire momentarily - the Mekboy jumps out and fixes them automatically before the start of the next turn.

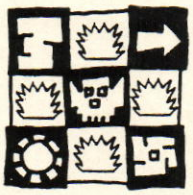
The **kustom kannon** fires a hail of armour-piercing explosive shells. The kustom kannon isn't very accurate because the recoil from the wildly firing kannon sends the Speedsta slewing around all over the place. Of course the Meks reckon that if they fire enough shells they'll probably hit the target anyway. When you fire the kustom kannon roll the artillery dice first to find out how many attack dice you get to roll. This means that you'll get to roll 2-10 attack dice. The to hit roll for a kustom kannon is 5 or 6 and hits have a saving throw modifier of -2, making the kustom kannon a very good weapon. Unfortunately if you roll a misfire result on the artillery dice one of the shells explodes in the breech and causes a hit on the Speedsta with a -2 saving throw modifier. If the Speedsta survives the explosion the Mekboy (slightly singed and blackened no doubt) jumps out and fixes the kannon before the start of next turn.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Mekboy Speedsta	30cm +2D6	Special	+3						
				Destruktor Rokkits	75cm	2-10 barrage pts		-2	
				Kustom cannon	75cm	2-10 attack pts		-2	

Ork Speedstas roar out from a Mekboys Compound

BUBBLE CHUKKA COUNTERS





Photocopy or remove this page from your White Dwarf and glue it to some stiff card. When this has dried, you can cut out the counters and templates and use them in your games.

SQUAT DRAGON FIRETHROWER TEMPLATE

MEKBOY DRAGSTER DEFLEKTOR FIELD TEMPLATE

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BUBBLE CHUKKA SPEEDSTA

Ambitious Mekboyz replace the kustom cannon on their Speedstas with large force field weapons called Bubble Chukkas. From its whirring innards the machine produces a stream of invisible force field bubbles - much like a stream of soap bubbles. Most of the fragile bubbles burst immediately but some stick together and amalgamate into larger, stronger spheres. If a bubble hits a suitable surface, such as the hull of a vehicle, more bubbles will adhere to it increasing the size and strength of the bubble until the whole object is surrounded by a giant force field bubble.

Because the force field is invisible the entrapped crew of a vehicle have no idea of their predicament until it's too late. When the vehicle next tries to fire its guns the shots rebound off the inside of the force field bubble and hit the vehicle. The Bubble Chukka always shoots at the very beginning of the combat phase, though it may not fire if it's on charge orders. Because of its unusual nature the Bubble Chukka uses special rules to secretly determine whether it hits or misses.

At the beginning of the game take four Bubble Chukka counters for each Bubble Chukka in your force, ensuring that you have one 'hit' counter and three 'miss' counters. Shuffle all the counters face down or place them in an opaque container like a mug or cup. When you come to fire the Bubble Chukkas at the start of the combat phase draw two counters for each Bubble Chukka without looking at them. A Bubble Chukka can fire at any vehicle or Titan it can see within its 50cm range. Place one or two counters face down next to the models you want to target. Titan shields afford no protection against the force field bubbles but you can only affect a single weapon on the Titan, so ensure you make it clear which weapon you want to target by actually placing the counter on the Titan's data sheet or on the model's weapon. Infantry stands are too small for the bubbles to adhere to so they may not be attacked with a Bubble Chukka.

If the opposing player wants to fire a vehicle or Titan that has been bubbled make sure he designates exactly which weapons he's firing and then flip the counter face up. If the counter reads 'Miss' the bubbles fail to latch on properly and the target is unaffected - complete its firing as normal. If the counter reads 'HIT' the target has been trapped in an invisible force bubble and all the weapons it's firing rebound off the inside and hit it automatically! Make saving rolls for each hit with appropriate saving throw modifiers for the weapons fired.

A Titan gains no protection from its shields as the shots rebound while still inside them. The hits on a Titan strike the weapon which fired - roll the hit location dice to see if the hits are shifted to a different location, then make armour saving throws with the appropriate modifiers for the firing weapons.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Bubble Chukka Speedsta	25cm +2D6	Special 1-3+	+2	Bubble Chukka	50cm	See above			

LIFTA-DROPPA SPEEDSTA

The Lifta-Droppa is another Mekboy invention commonly fitted to Speedstas which utilises traktor beam technology. It is a large and ungainly device, which looks not unlike a crane. When the Lifta-Droppa hits a target it latches a strong, narrow beam of traktor energy onto its victim. The boom-mounted projector swings upwards, lifting the target high into the air above the battlefield. When the Mekaniak judges the moment right he turns off the beam and lets his victims plummet to their doom.

The Lifta Droppa has a range of 75cm and has to roll a 4, 5 or 6 on a D6 to hit its target. If the target is hit it has to make a saving throw with a -4 modifier. A failed save means it's been caught by the traktor beam and is lifted high up into the air. The Ork player can designate where he wants to drop his victim within 6cm. Roll the scatter dice to see if the Mekboy manages to get his helpless victim on target. A 'HIT' indicates he's bang on target; an arrow means the victim flies 2D6cm in the direction of the arrow before plummeting to the ground. The falling victim is automatically destroyed. A model struck by a falling model or troop stand is automatically destroyed unless its saving throw is better than the saving throw of whatever fell on it - so, for example, a troop stand landing on a super heavy tank won't do any damage, but a super heavy tank landing on a troop stand would squash it!

Titans and buildings are too big and heavy to be picked up by a Lifta Droppa but can be hit by falling models. Titans lose a shield if struck by a falling model, or suffer a hit if they have no shields left. Roll for location as normal, the location hit will suffer damage unless its saving throw is better than the model hitting it. A building will only suffer damage if it is hit by something really big like a super heavy tank. If this happens make an unmodified saving throw for the building and if it fails it collapses into rubble.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Lift Droppa Speedsta	20cm +2D6	Special 1-3+	+2	Lifta Droppa	75cm	1	4+	-4	

MEKBOY DRAGSTER

Dragsters are stripped-down Speedstas that have had their weapons removed and replaced with a particularly sneaky device - the deflektor field. Most of the Dragster's hull is filled with thrumming capacitors and giant force field projectors which erect an invisible dome of force in a 6cm radius around the vehicle.

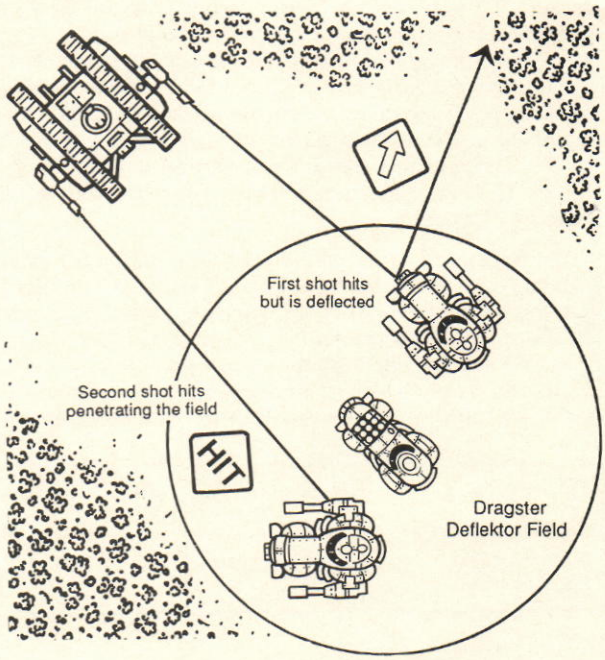
The idea is that when anything shoots at the Dragster the deflektor field (hopefully) bounces the shot away in a random direction, sometimes even destroying the firer! Mekboy Dragsters always race to the areas of heaviest fighting and try to get really close to the enemy so they can laugh at them gawping with amazement as their shells and laser bolts bounce off the invisible dome of force.

Whenever the enemy shoots at and hits something inside or behind the deflektor field (including the Dragster itself) check to see if the shot is deflected by rolling the scatter dice. You can easily check whether a shot hits the field by placing the Gargant belly gun high-explosive template over the Dragster and drawing a straight line from the firer to the target. If the line crosses any part of the template roll to see if the shot is deflected.

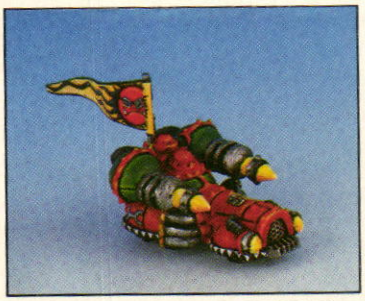
If the scatter dice roll comes up as a 'HIT' the shot has penetrated the field, the intended target is hit and a saving throw is taken as normal. If an arrow is rolled the shot is deflected off in the direction shown and travels out to its remaining range - so if a weapon with a 50cm range was fired at the field from 30cm away and deflected it would travel 20cm in the direction rolled on the scatter dice.

The first object in the path of the deflected shot is automatically hit unless it is also inside the field (ie within 6cm of the Dragster) in which case it is ignored. Keep tracing the line of the shot until it strikes something outside the field or runs out of range. Barrage attacks which are deflected by the field don't tend to bounce so far because of their high trajectory. Barrages are deflected 4D6cm in the direction indicated.

Units can fire out of the deflektor field and indirect barrages can be fired over it without problems but things trying to fire through the field always have a chance of being deflected. Unfortunately the deflektor field isn't big enough to cover Gargants or Titans so they gain no protection from it.

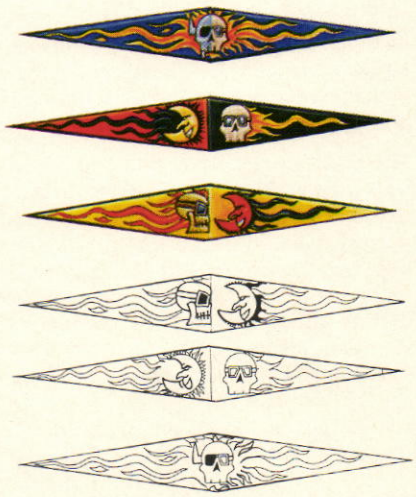


Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Ork Dragster	35cm +2D6	3+	+2	Deflektor Shield	See above				



MEKBOY BUBBLE CHUKKA SPEEDSTA

MEKBOY SPEEDSTA WITH KUSTOM KANNON



ORK SPEEDSTA BANNERS

These banners may be photocopied, cut out, painted and stuck to your Ork Speedstas. In addition a wide range of Ork decals are available from Citadel Miniatures for adding tiny details and kustomising your Meks' vehicles.

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THE LAND TRAIN

Land Trains are rare artefacts which date back to the foundings of the Squat Home Worlds. In the hard, dangerous environment of the Home Worlds the Land Trains crawled back and forth through devastating electrical storms, earthquakes and land slides transporting vital equipment, food and raw materials between the strongholds. After the strongholds had been established the Land Trains still transported bulky loads from one place to another through the huge interconnected tunnel complexes below the surface.

Lovingly maintained by the Engineers Guild, the Land Trains survived the long Age of Isolation and the Age of of Trade almost forgotten until the Ork invasion of the great Stronghold of Imbach. As swarms of green skinned invaders flooded into the mighty stronghold the Engineers Guild hastily converted their surviving Land Trains into armed fighting platforms and sent them into the tunnels. The massive, armoured Land Trains came as a great shock to the Orks, who never even suspected their existence, and for a time the Orks were hurled back.

To this day the heroic exploits of three of the Land Trains, Pride of Imbach, Lord Uri's Honour and Grunhag's Bane are celebrated in epic sagas throughout the Squat Home Worlds. After the fall of Imbach many Warlords ordered that their Land Trains be refitted with potent weapons and readied for war.

A Land Train comprises a huge, armoured engine which tows behind it a number of smaller tracked 'carriages' called Battlecars. The Land Train engine mounts two heavy battlecannon and a monstrously destructive Doomsday cannon as well as numerous bolters. Because the bolters fire from slits and cupolas positioned around the engine to rake marauding enemy infantry they can fire in any direction. The engine's other weapons can only fire to the front.

The great size and power of the Land Train means that it can't be pinned in close combat by anything smaller than a super-heavy tank or a Titan. Troops and smaller vehicles simply get shunted out of the way by the Train as it moves forward in its next movement phase. The engine and Battlecars are clad in immensely thick armour plate. Unlike most vehicles the armour on a Land Train is just as thick on the sides and rear as on the front so no modifier is made on saving throws for shots hitting the Land Train's sides or rear.

Apart from its massively thick armour the Land Train engine is also protected by two void shields which operate in exactly the same way as those on Titans, each one absorbing a single hit before it temporarily collapses. When the Land Train engine is linked to its Battlecars the void shields expand to cover the Battlecars as well as the engine itself. The extra energy supplied by the power units in the Battlecars supplements the number of void shields the engine can raise by one extra void shield for each Battlecar the engine is towing.

While the engine and Battlecars are linked up the whole Land Train is given a single order counter and moves as a single model, but the engine and Battlecars count as separate vehicles for the purposes of shooting, saving throws and close combat. This means that once the Train's void shields have been knocked down the attacker has to specify whether he is aiming at the engine or one of the Battlecars.

If one of the Battlecars is destroyed the Squat player is allowed to give the two halves of the Train separate orders. Each 'Battlecar' is an independently functioning vehicle with a computer brain controlled from the engine so if one Battlecar is destroyed and breaks the train the Battlecars can manoeuvre separately to link up again. Remember that only the half of the Train including the engine will have any void shields. If the engine is destroyed the whole Land Train will be halted and will go onto first fire orders for the rest of the game.

Mortar Battlecars mount a large barrage weapon called a Siege Mortar. The Siege Mortar fires heavy shells capable of bursting apart heavy tanks or bringing buildings crashing down into rubble. A similar weapon is carried by the Imperial Bombard, but the Land Train mounted weapon benefits from having a higher rate of fire and greater stocks of shells, allowing it to lay down a heavier barrage. Because the Siege Mortar lobs its shells up in a high arc it can't fire at targets closer than 50cm, giving it a minimum of range of 50cm.

Dragon Battlecars carry a large, very heavy firethrower. This is a particularly useful weapon to carry for tunnel-fighting and battling in built-up areas, where the torrent of flames can burn out enemy infantry from side tunnels and buildings with ease. To use this weapon take the special flame template and place it so that the pointed end is touching the Dragon Battlecar and the rounded end lies away from it within the normal 180° frontal fire arc. The template represents the fall of flames and all targets within the area are hit on a 4, 5 or 6 on a D6. No hit modifiers are applied for cover as the flames burn through it or lap around and over it.

Berserker Battlecars have a crenellated battlement and an autocannon mounted in a turret, as well as numerous firing slits. They carry a unit of Squat Berserkers whose job is to attack anything that gets too close to the Land Train and clear out terrain impassable to the vehicle. While they are still aboard the Train the Berserkers can fire from the battlements, counting as being on the same orders as the Train itself. The Berserker unit of five attack squads is included for free - it costs no points and counts as separate detachment so it can move away from the Train and operate independently.

Bomb Battlecars carry a single large missile armed with a high yield rad-bomb. This is a one-shot missile which is particularly useful for clearing concentrations of enemy forces in woods or buildings as the powerful radiation-pulse generated by the warhead passes straight through cover. The missile has effectively unlimited range and can be guided to its target with unerring accuracy by targeting systems mounted in the Land Train engine if the target is in sight of the engine, hitting the target point automatically.

The missile can also be launched at a point out of sight using the missile's internal guidance systems if the Train is on first fire orders. The missile's own guidance system is less reliable, however, so roll for deviation as for an indirect barrage weapon. When the missile is launched either remove the model from the Battlecar or mark it with a counter. The rad-pulse produced by the missile covers a large area so the 12cm Gutbuster high explosive template is used to represent its blast instead of the normal barrage template. Place the template at the landing point. Anything even partially under the template will be hit on a 3 or more on a D6 regardless of modifiers for cover. Saving throws are taken with a -1 modifier. Unlike most barrage weapons the rad-bomb doesn't affect buildings so it has no chance of turning them into rubble.

As you can see by looking at the card, the Land Train comes supplied with one Battlecar automatically. Obviously, the exact type of this Battlecar will depend on the model you have chosen, as the Land Train comes packaged with one random Battlecar.

A Squat Land Train can be chosen as a special card to go with any Squat company card. The fighting strength of the Land Train can be increased by choosing extra Battlecar support cards for it. Each Battlecar support card adds three Battlecars to the Land Train but the engine can pull a maximum of seven Battlecars - the original Battlecar, plus up to two support cards' worth.

A Land Train must have at least one of each type of Battlecar before it can have a second Battlecar of a particular type, and it must have two of each sort of Battlecar before it can pick a third Battlecar of the same type. So, for example, a Land Train with four Battlecars would have to have one of each type - a Mortar Battlecar, a Dragon Battlecar, a Berserker Battlecar and a Bomb Battlecar. A Land Train with seven Battlecars would have to have the same selection of one each of the four Battlecars but could go on to pick a second Bomb Battlecar, a second Mortar Battlecar and a second Dragon Battlecar, for example.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Land Train Engine	10cm	1+ all round	+6	Battlecannon Doomsday cannon Bolters	75cm 200cm 15cm	4 D6+3 barrage pts 8	4+ 6+	-2 -3 0	2 void shields
Mortar Battlecar	5cm	2+ all round	+3	Siege Mortar Bolters	50-150cm 15cm	6 barrage pts 2	 6+	-3 0	Adds +1 void shield
Dragon Battlecar	5cm	2+ all round	+3	Firethrower Bolters	Special 15cm	Special 2	4+ 6+	0 0	Adds +1 void shield
Berserker Battlecar	5cm	2+ all round	+3	Autocannon Bolters	50cm 15cm	2 2	5+ 6+	-1 0	Adds +1 void shield Carries 5 stands
Bomb Battlecar	5cm	2+ all round	+3	Rad bomb Bolters	Special 15cm	See above 2	 6+	-1 0	Adds +1 void shield

IRON EAGLE ATTACK GYROCOPTER

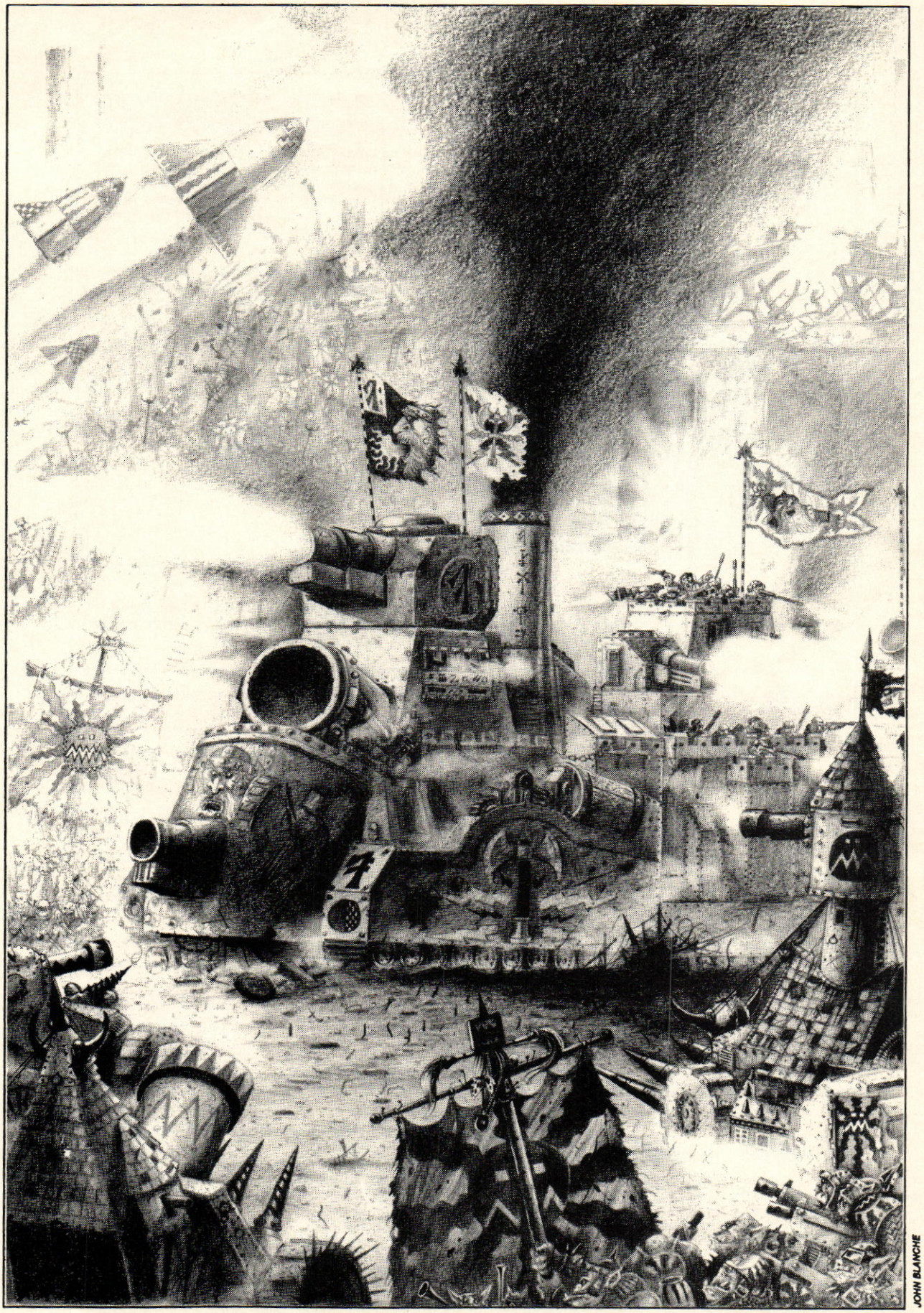
Iron Eagle attack gyrocopters are armoured flying machines used to mount high speed attacks on enemy forces. By using dense terrain to cover their approach, daring Guild aeronauts can spring upon enemy artillery and HQs in lightning fast raids, swooping through them with their cannon blazing. Using its speed and manoeuverability an Iron Eagle gyrocopter wing can strike unexpectedly almost anywhere.

The gyrocopter achieves its unprecedented manoeuvrability by combining traditional gravitic thrusters with high-powered turbofans which give it extra power and lift. Two aeronauts act as crew, one flying the machine and firing the main battlecannon armament while the other navigates and fires the tail-mounted autocannons.

Brotherhood Warlords are always more than happy to have the support of Iron Eagles to offset their slower moving ground forces and take the foe off-guard. Iron Eagles are skimmers so they can fly over impassable or difficult terrain without penalty as long as they don't finish their movement in impassable terrain. Iron Eagles can also make pop-up attacks.

The exceptional manoeuvrability of Iron Eagle attack gyrocopters means that they can fire in any direction, not just their forward 180 ° arc.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Gyrocopter	40cm	4+	+3	Battlecannon Autocannon	50cm 50cm	1 2	5+ 5+	-2 0	Skimmer

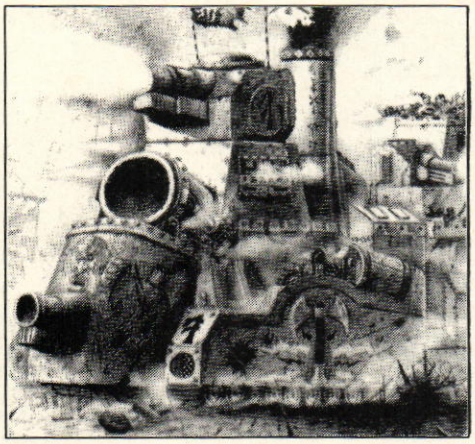


A mighty Squat Land Train forges into attacking Evil Sunz Orks.

SPECIAL CARD

SQUAT LAND TRAIN

A Squat Land Train consists of one Land Train Engine and one Battlecar.



POINTS VALUE 350

SQUAT LAND TRAIN

Squat Land Trains are ancient war machines dating back to founding of the Squat Homeworlds. Used extensively for tunnel fighting and sieges, a Land Train comprises a large, heavily armoured engine and a number of carriages mounting massive weapons or carrying assault troops. You can buy support cards of extra carriages to increase the size of your Land Train.

BREAK POINT 1: The Squat Land Train is broken once it has lost one model – either the engine or the Battlecar Once the Land Train is broken it must take a morale check.

MORALE VALUE 1: The Land Train must roll 1 or more on a D6 to pass its morale check.

VICTORY POINTS 4

Your opponent gains 4 VPs when the Land Train is broken.

LAND TRAIN BATTLECARS

Three Land Train Battlecars.

POINTS VALUE 200

LAND TRAIN BATTLECARS

Land Train Battlecars can only be chosen to accompany a Land Train special card. The Battlecars do not fight as a separate formation, but are added to a Land Train to increase its fighting strength.

Each Battlecars card you add to a Land Train increases its break point by +2 and the victory points awarded to your opponent for breaking the Train goes up by +2.

VICTORY POINTS ADDS +2

IRON EAGLE GYROCOPTER SQUADRON

An Iron Eagle Gyrocopter Squadron consists of three Iron Eagle attack gyrocopters.

POINTS VALUE 200

IRON EAGLE GYROCOPTER SQUADRON

BREAK POINT 2: The squadron is broken once it has lost 2 models. Once the squadron is broken it must take a morale check.

MORALE VALUE 2: Squats must roll 2 or more on a D6 to pass their morale check.

VICTORY POINTS 2

Your opponent gains 2 VPs when the squadron is broken.

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MEKBOY DRAGSTER

One Mekboy Dragster.

POINTS VALUE 100

MEKBOY DRAGSTER

An Ork Mekboy Dragster can be added to any Ork clan. It forms a separate detachment but is still subject to the special Ork command rule. Only one Mekboy Dragster can be added to an Ork clan except Blood Axes or Evil Sunz which can have two and a Kult of Speed which can have five. Each Dragster forms a distinct formation. For each Dragster you add the break point of the Ork clan goes up by +1 and the victory points awarded to your opponent for breaking the clan go up by +1.

VICTORY POINTS ADDS +1

MEKBOY SPEEDSTA

One Mekboy Speedsta.

POINTS VALUE 100

MEKBOY SPEEDSTA

An Ork Mekboy Speedsta can be added to any Ork clan. It forms a separate detachment but is still subject to the special Ork command rule. Only one Mekboy Speedsta can be added to an Ork clan except Blood Axes or Evil Sunz which can have two and a Kult of Speed which can have five. Each Speedsta forms a distinct formation. For each Speedsta you add the break point of the Ork clan goes up by +1 and the victory points awarded to your opponent for breaking the clan go up by +1.

VICTORY POINTS ADDS +1

MEKBOY BUBBLE CHUKKA SPEEDSTA

One Mekboy Bubble Chukka Speedsta.

POINTS VALUE 100

BUBBLE CHUKKA SPEEDSTA

A Bubble Chukka Speedsta can be added to any clan. It forms a separate detachment but is still subject to the special Ork command rule. Only one Bubble Chukka can be added to a clan except Blood Axes or Evil Sunz which can have two and a Kult of Speed which can have five. Each forms a distinct formation. For each Bubble Chukka you add the break point of the clan goes up by +1 and the victory points your opponent gets for breaking the clan go up by +1.

VICTORY POINTS ADDS +1

MEKBOY LIFTA DROPPA SPEEDSTA

One Mekboy Lifta Droppa Speedsta.

POINTS VALUE 100

LIFTA DROPPA SPEEDSTA

A Mekboy Lifta Droppa Speedsta can be added to any clan. It forms a separate detachment but is still subject to the special Ork command rule. Only one Mekboy Lifta Droppa can be added to a clan except Blood Axes or Evil Sunz which can have two and a Kult of Speed which can have five. Each one forms a distinct formation. For each Lifta Droppa you add the break point of the clan goes up by +1 and the victory points awarded to your opponent for breaking the clan go up by +1.

VICTORY POINTS ADDS +1

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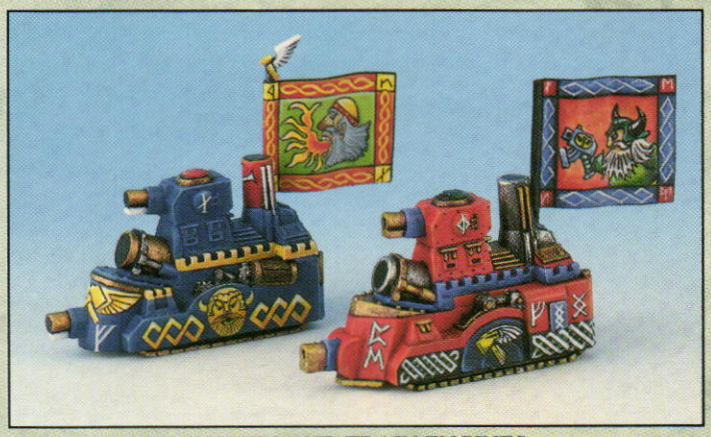
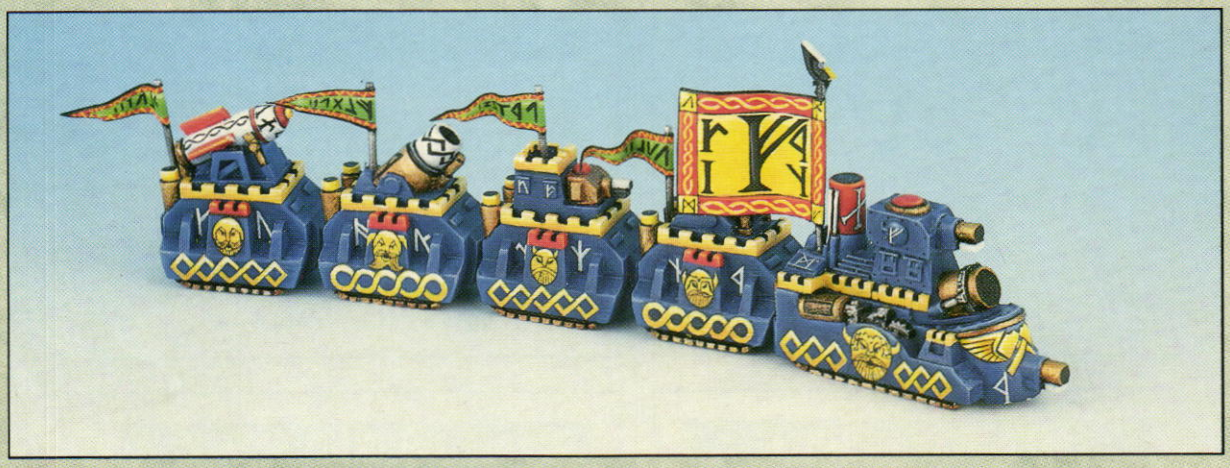
SQUAT LAND TRAINS

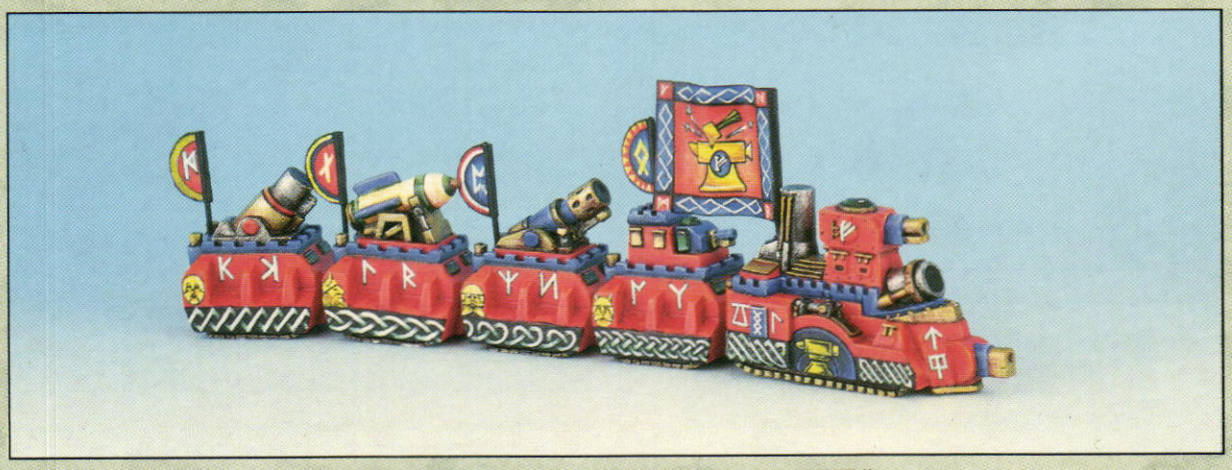
Squat Land Trains are ancient machines maintained and crewed by the Engineers' Guild. Each Land Train has an individual name which pertains to its past exploits or the Stronghold it originates from, examples include the Hammer of Bruggen, Pride of Imbach and Gotrek's Anvil. The colours of a Land Train reflect both the Strongholds traditional colour scheme and the colours of the Engineers Lodge in that Stronghold. Stylised ancestor masks are used as common form of decoration along with Squat runes and complex, intertwining designs.



SQUAT LAND TRAIN ENGINES



THE SQUAT LAND TRAIN "LORD KETTRI'S REVENGE"



THE SQUAT LAND TRAIN "GOTREK'S ANVIL"

GRAND WARLORD AND HEARTHGUARD

SQUAT LANDTRAIN BANNER

SQUAT WARRIOR BROTHERHOODS

Each Squat Stronghold has several Warrior Brotherhoods. The Brotherhood have their own distinctive uniforms which use different combinations of the Strongholds colours. On the left and below you can see examples of a Warrior Brotherhood from the Mjolna Stronghold. These use the traditional Mjolna Stronghold colours of red, green and yellow, for body armour, uniform and helmets respectively. Other Brotherhoods from Mjolna would use different combinations, red helmets and yellow body armour for example. The Warrior unit is led by a Warlord and his personal retinue, these are equipped with exo-armour and bear the Brotherhood's battle banner.

A SQUAT WARRIOR UNIT OF THE MJOLNIR BROTHERHOOD LED BY A WARLORD

SQUAT LANDTRAIN BANNER

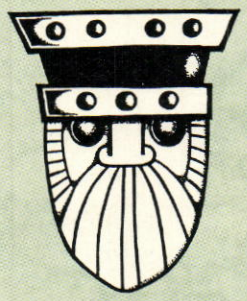
SQUAT COMBAT SQUADS FROM (LEFT TO RIGHT) THE THUNGRIM, GRINDEL, KELEKAN AND BRUGGEN BROTHERHOODS

SQUAT GRAND BATTERY

GUILD BIKERS AND TRIKES

Every Squat Stronghold contains a lodge of the Engineers' Guild. In times of war the Engineers take to the battlefield on bikes and trikes to supply fast attack forces to support the Brotherhoods. The Guild units shown below are from the Mjolna Stronghold, as shown by their red and green uniforms. To distinguish themselves from the Brotherhoods, the Lodge members wear blue caps rather than the Brotherhood's yellow helmets.

GUILD TRIKES LED BY A GUILDMASTER



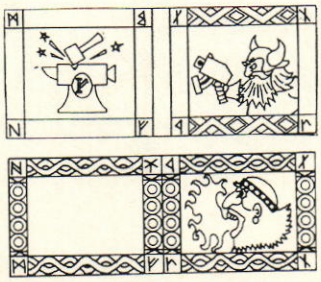
GUILD BIKERS LED BY A GUILDMASTER

SQUAT THUNDERER UNIT OF THE GRINDEL BROTHERHOOD LED BY A HEARTHGUARD SQUAD

SQUAT THUNDERERS

Squat Thunderer units are made up of the most hardened veterans in a Brotherhood. On the left is an example of a Thunderer unit from the Grindel Brotherhood, shown in their distinctive white uniforms. Thunderer units are exceptional in that their members are armed entirely with Heavy Bolters, Lascannon and Missile Launchers.

SQUAT BANNERS AND EDGING DESIGNS



These banners may be photocopied, cut out, painted and stuck to your Squat Land Trains. To make the banner poles, you can use thin wire or a straightened out paper-clip.

The bar below is a sample edging design of the kind that appears on many Squat vehicles and banners. Squats have a tradition of decorating their vehicles and uniforms with complex, swirling devices of this type, with no two designs ever being quite the same. There are literally thousands of such motifs, each unique in its design and history.

EPIC SQUATS

LAND TRAINS

The most powerful and spectacular models in the epic Squat army are the mighty Land Trains. Protected by void shields and bristling with devastating firepower they have an almost legendary status on the battlefields of the 41st Millennium. Tales are still told of when a single one of these awesome mobile fortresses was able to rumble forward to strike terror into the hearts of the enemy.

Elsewhere in this issue, we've provided the rules for including the Land Train in your epic Squat Battleforce and in this special Squat 'Eavy Metal, Mike McVey explains how to get the best finish on your Land Train models.

Squat vehicles are characterised by the use of strong colours and specific styles of decoration. In the two models we've painted, a single colour, either red or blue, has been used as the basis for the whole colour scheme. Each carriage of the Land Train is dedicated to one of the revered Squat ancestors, and their stylised image has been painted onto the side panels. Each of the engines has been dedicated to an ancient and powerful warrior and the whole model has been covered with runic symbols.

The ancestor heads are fairly straightforward to paint onto the models. Each one is based around a rough oval shape. The first step is to rough out your designs on a sheet of paper so that you know exactly what you are going to paint. The only aspects of the design that really differ are the shapes and styles of the beard and helmet. When these are changed the whole character of the head alters.

Paint the oval shapes onto the carriages in white paint where you want the heads to be. This will act as an undercoat for the design and make sure that the colours stay clean and bright. The details of the design can be painted on in Sunburst Yellow and shaded with brown ink. Use a fine brush and keep the paint thinned down so that it flows smoothly onto the model. It is best to use simple designs at first until you get an idea of how they look, and then move on to more complex patterns as your confidence and skill increases.

The other striking feature of these models is the intricate Celtic-style knotwork painted around the base of the engine and the carriages. Although they may look complicated, these designs are actually quite easy to paint. The designs on the blue train, 'Lord Kettri's Revenge' consist of one twisted line that appears to weave in and out of itself. Breaks have been painted where lines meet to give the impression that one of the lines goes behind the other. As with the ancestor heads, it's a good idea to draw out the design on paper before you start to paint. Once you have worked out how the designs work it is really just a question of being neat.

The designs on the red train, 'Gotrek's Anvil' are slightly more complex and consist of up to four interlinked lines. Designs like these take a lot of preparation. It's best to use some graph paper to work them out on before you start to paint so that you can see where each line goes. A clever three dimensional effect has been achieved by shading part of the design so that some lines appear to run behind others. This sort of detail work takes a lot of practice and patience but for a model as special as the Land Train the effort is well worthwhile.

Another distinctive feature of the paint scheme is the runes that are painted both on the banners and the vehicles themselves. These are first carefully painted onto the model in black and then overpainted with white to give them a strong outline. It's easier to do this if you first of all lightly draw the design onto the miniature with a sharp, soft pencil to act as a guide before the paint is applied.

Banners form a very important part of Squat tradition. The large banners on the Land Trains show the most revered ancestors of a particular Stronghold while the smaller pennants display runic slogans. Several banners are included on these pages for you to use on your models, and some of them have blank spaces for you to fill in your own runes or decorative borders. All you need to do is carefully cut them out and mount them on a short length of wire. A pin vice can be used to drill a small hole into the miniature and the wire should be glued into this.

SQUAT WARRIOR BROTHERHOODS

Squat Strongholds are defended by a number of Warrior Brotherhoods, each of which uses different combinations of the Stronghold colours on their uniforms. Tim has painted the miniatures in these photographs to a high standard with shading and highlighting added over the basic colours.

One of the most characterful features of Squat Warriors is their use of gold and bronze decoration on their weapons and armour. The colours from the new Metallic Paint Set, Glistening Gold and Dwarf Bronze are ideal for this. The Mole Mortars and Thudd Guns have also been painted in these colours to contrast with the red and green of the Mjolnir Brotherhood uniforms.

The Bike and Trike squads are ridden into battle by members of the Engineers Guild. While the Guild are a part of the Stronghold they are fiercely proud of their engineering skills and display the Guild's symbol, the winged hammer, on their uniforms and equipment. Both the Land Train engines show variations on this design painted in a rich golden yellow. A small winged hammer has been modelled onto the top of the banner pole on 'Lord Kettri's Revenge'.

Tim Prow

SPACE MARINE™

Warlords describes Ork and Squat forces of the 41st Millennium, and contains background, rules and army cards for using these armies in your games of Space Marine. The Orks section contains expanded details of the Ork Clans, new weapons and vehicles, the mighty Ork Gargants, and the unpredictable but deadly machines of the Ork Mekboyz. The Squat rules cover troops and special characters of the fiercely independent Squat Home Worlds such as Warlords, Living Ancestors, Warrior Brotherhoods and Guild aeronauts, plus the Squat Land Train and the gigantic Colossus. The rulebook also contains a full colour section illustrating Ork and Squat colour schemes, glyphs, banner designs, and photographs of painted miniatures.

The Warlords box also includes new card templates, Gargant data cards, Mekboy kustom repair cards and over a hundred epic army cards for the vehicles and troops described in the rule book. The contents of this product can be used in conjunction with the army cards and rules from Space Marine and all the Space Marine supplements.

GAMES WORKSHOP™

EPIC® BATTLES

ORK AND SQUAT WARLORDS IS NOT A COMPLETE GAME. A COPY OF SPACE MARINE IS REQUIRED TO USE THE CONTENTS OF THIS BOX

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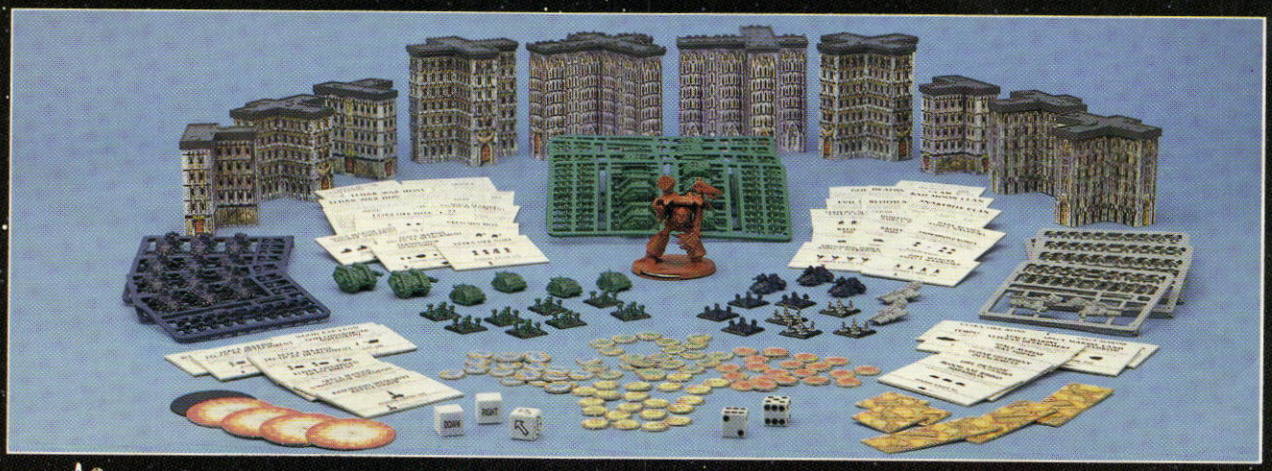
The game rules cover all the Eldar, Ork and Space Marine models in the Space Marine game box - plus a variety of models from Citadel Miniatures' Epic scale range. This completely new and original game system is easy to learn and fast and exciting to play.



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GAMES™ WORKSHOP

SPACE MARINE®

THE BATTLE FOR GOLGOTHA

By Andy Chambers and Jervis Johnson

On the arid world of Golgotha, Ork Warlord Ghazghkull Thraka is once again preparing his forces for an assault on the Imperium... Those of you who've been along to the recent Chaos Roadshows may have seen Andy and Jervis battling it out with the Studio Ork and Squat armies. In this Space Marine battle report we recount the first encounter between these two mighty forces.

The old man was tired. He had not slept properly for a long time. He was sick of the long pursuit and weary of the unending war. The Ork Warlord seemed to know neither doubt nor fear and was all the more frightening because of it. Defeat did not shake his confidence. Uncertainty did not enter his mind. He had taken the destruction of the Ork armies on Armageddon in his stride, and immediately and ruthlessly started rebuilding his power base here on the arid world of Golgotha. Already he'd welded a disparate coalition of tribes into a force powerful enough to conquer the western continent. This was the last chance to stop him. "By the Emperor, where did the Warlord find the strength?" There were times when the old man almost admired Ghazghkull Thraka.

"Almost," he thought, savouring his hatred – "almost." The old man had many reasons to hate the Ork. He'd seen too many good people die because of Thraka's mad ambition. He had seen cities plundered, populations annihilated, and a world laid waste by war, all because Thraka suffered the delusion that his daemon gods had chosen him to rule the galaxy.

The old man leaned forward and braced himself on the Baneblade's huge turret. Overhead, the two fading moons looked down on the dawn-silvered land. He raised the magnoculars to his eyes and touched the focusing runes. The Ork horde leapt into view. Instantly he was transported back to similar dawns on Armageddon, when he had looked out the great view port of Hades Hive and seen a sea of bestial green faces. He recognised the silhouette of a great gargant. It towered over a smaller kustom gargant. Around their bases were hundreds of other crudely constructed vehicles and war-machines. As the old man watched, thousands of green warriors broke camp and made ready for battle.

The horde out there was but a fraction of the size of the army Ghazghkull had once commanded and would command again, if he was not stopped. It was a puddle compared to an ocean but the sight of it brought back the unwanted memories that haunted the old man.

He remembered the giant gargants, their guns blazing from behind miles of earthworks, as they pounded his home-city to rubble. He remembered the terrible wave attack by the uncountable frenzied horde that had finally broken the will of the defenders. He remembered the men he'd led, and the people who had believed in him. Dead now, their faces seen only in the nightmares that drove him from his sleep.

He remembered the cries of the wounded and the pleas of the starving and the gibbering of those who had gone mad with fear. He recalled the shudder of the Hive as shells from the distant gargants ploughed into its armoured walls. He remembered faces gaunt with hunger and eyes dull with weariness as tired men looked to him for leadership. They trusted me, thought the old man, and I failed them. They asked me for leadership and I gave them lies. I promised them salvation and you gave them death. For that you will pay, Ghazghkull Thraka, this I promise you.

The bellow of monstrous engines filled the air as the Squat Warriors tested the motors of their Landtrain. As if in answer to the challenge, the engines of the Ork warbuggies roared to life. He heard the smooth whir of turrets rotating on the Landtrain's side. The running lights of Iron Eagles flashed overhead as they moved to strafe the forward Ork positions. Soon the sun would rise and the battle would begin in earnest. Squat trikes bounced over the hill, skidding round deathcactus trees as they took up position. A bearded warrior turned in his seat and saluted as he passed. The old man saluted back.

For all the Squats' bravado and the dour boasts of their chieftains, the old man knew this was their last throw of the dice. They had mustered all their remaining might for this battle. Arrayed here were all of their ancient, ingeniously constructed death-machines. Tracked mobile fortresses, Goliath Megacannons, Attack Gyrocopters, massed artillery. stalwart infantry. They had brought all the warriors they could. It would be enough, thought the old man. It had to be enough...

"I have followed you too far to fail now Ghazghkull Thraka," thought the old man. "I bear the gift of death. You cannot outrun me. There's no place in this universe where you can hide. I have waited a long time for vengeance. I'm tired but not so tired I cannot kill you. Maybe then I won't see the faces of the dead. Maybe then I'll be able to sleep."

The old man put down the field glasses and dropped down into the Baneblade's turret. Captain Yateman sat asleep in his command chair, his legs stretched out, his feet resting on the gunnery console. Gently the old man woke him.

"Make ready, Captain. It's time to move." Yateman rubbed the sleep from his eyes and gazed up trustingly at the old man.

"Yes, sir, Commissar Yarrick!"

WAAAGH GHAZGHKULL! (Andy Chambers)

Over the course of writing Ork and Squat Warlords the Orks have become one of my favourite forces in Space Marine. They have such a massive selection of troops and vehicles to choose from that the forces you can field are almost infinitely variable, and because the bulk of their army cards are cheap you can put together a fearsome swarm of greenskins even with relatively few points to spend. The Orks are almost exclusively geared up to fighting at short range and close combat so one of the most important parts of selecting an army is to try and ensure that you select the right combinations of clan cards and support cards. You need to aim at producing massive combined break points for your clans so you can steamroller your opponent before he can break enough of your clans to win the game. I've found it's vital for the Orks to use their numerical superiority to maximum effect by piling into the foe at one point in the line and overwhelming them in close combat.

Of course the Ork command rule forces the clans to stick together in dense clumps so too much concentration on manoeuvring to grab objectives tends to lead the Orks into getting picked off piecemeal at long range where they can't hit back. This problem is particularly apparent against the Squats who have plenty of artillery (the bane of the Orks) as well as sturdy infantry and well 'ard bikers to throw back anything which survives the barrages and withering firepower of their giant war machines, so overwhelming them needs a concerted effort with the best boyz available for the job.

I started out by picking the clans which would form the core of my force for the game. I reckoned I could afford about three clans and I definitely wanted one of these to be a Kult of Speed. These would give me some fast nutters to flank the slow moving Squats, distract their fire from my main assault and possibly overrun vulnerable artillery and isolated pockets of foot troops.

The second clan I picked was the Goffs, an Ork clan which is so stompy that in my opinion it forms an absolutely vital part of any Ork army. This is because the Goff boyz have a hefty close assault factor and twice as many Nobz stands as any other clan, making them exceptionally mean and deadly when it finally comes down to the nitty gritty of stickin' the boot in in close combat. The third clan I went for was the Death Skulls, partially because they're cheap but mainly because they're allowed to choose support cards which are ordinarily restricted to other clans (they can 'borrow' them - usually without asking the owners first!). This meant I could use anything specific to a different clan, like Snakebite Squiggoths for instance, if I wanted to.

So, with my main force sorted out it was time to turn my attention to picking some special cards before I finally filled out my ranks with support cards. Having three clan cards I could pick up to three special cards. I usually take a Warboss and retinue because the extra Nobz in battlewagons are incredibly useful for keeping an attack moving by herding errant Ork mobz back into battle and blasting massive holes in the enemy. Of course in this game I would be using Warlord Ghazghkull and his retinue to fulfil the same role instead. Ghazghkull's morale bonus and special ability to invoke the power of the Waaagh! would come in particularly handy when it came down to close assaulting the Squats, giving me an extra edge when I needed it most.

The second special card I chose was a Mekboy Gargant, partially influenced by the fact that the new model looks so great and partially by the fact that its kustom force field makes it almost impervious to fire for at least a couple of turns, something which would be very handy in trying to close in with the Squats. The Mekboy Gargant was armed with with a deluxe kustom kannon and a krusha arm, a close combat weapon good for tearing down buildings and picking up vehicles to throw at the enemy.

The third special card I picked was a Great Gargant, obviously a survivor from Ghazghkull's Gargant Bigmobs on Armageddon. Great Gargants, like Goff clans, form one of the essential components of a potent Ork army: they're very hard to kill and carry a meaty selection of guns in addition to the dreaded gut-buster mega cannon. I knew that Jervis was bound to use a Land Train and probably a Squat Colossus as well. These two war machines are very hard to kill with normal fire but a single ball round from the Gargant's belly gun should be sufficient to destroy such heavily armoured targets.

Many people make the mistake of sitting their Gargants at the back of the forces on first fire orders when to be really effective they have to keep advancing forward with the main body of the Orks. This is because the Gargant's longest ranged guns have a range of 75cm and the all-important gatling cannon has a range of 50cm, hence lurking around at long range renders most of a Gargant's weapons useless. The other thing to remember about Gargants is that if they are fitted with a Gork or Mork head they will keep the Ork's morale intact even in the most extreme circumstances.

With all three special cards chosen I was just left with the support cards to worry about. I knew that the Kult of Speed was bound to take the most casualties early on as they tried to hurtle round Jervis' flank, and they also had the lowest break point. I decided to heavily reinforce the Kult of Speed and push up its break point as much as possible, preferably with relatively cheap stuff so I could afford some support for the Goffs and Deathskulls. Anything included in the Kult of Speed would also have to be quite fast just so they could keep up! To start with I cast my eye over Evil Sunz vehicles (which can be included in a Kult of Speed) and came up with a Gobsmasha squadron and a Bowelburna squadron, both of which are cheap, fast and numerous. I also decided on a Scorcher squadron and a Wartrak squadron on the same criteria and to round out the support for the Kult to a full five cards I also picked a battery of Hop-Splat guns. The Hop-Splats may seem like an odd choice but I reasoned that they could be towed into range by the Wartraks and left to their own devices as the Runtherdz commanding the guns make sure that they fire even if there aren't any Nobz in range to prompt them. The combination of these support cards pushed the Kult of Speed's break point up by a massive 13 points, more than doubling it at minimal cost. This left me with some points to spend on support cards elsewhere.

I wanted to get some Mekboy support cards with my last few points to ensure I got a few kustom repair cards for my force. Now, I said earlier the Ork's real limitation is the range of most of their weapons. There are two Mekboy weapons which are exceptions to this – Shokk Attack Guns and Pulsa Rokkits. Shokk Attack Guns have an unlimited range so if I could position them on a high point somewhere they could launch their Snotling attacks against vulnerable targets like artillery anywhere on the table. The Mekboy Pulsa Rokkits would be handy for trying to drop on big, stationary or slowing-moving targets like the Squat fortress or the inevitable batteries of mole mortars for instance. I assigned the Shokk Attack Guns to the Goffs and the Pulsa Rokkits to the Death Skulls. This

THE GAME BACKGROUND

The recent release of the Ork and Squat Warlords supplement for Space Marine resulted in a lot of exciting battles being fought at the Design Studio. So many of you have written in to say just how much you've enjoyed the battle reports we've been running in the last few issues of White Dwarf that we thought it would be an excellent time to write up a report about a battle between our magnificently painted Orks and Squat armies.

We decided to choose armies to a value of 4000 points for this battle, giving us slightly larger forces than we normally use (which are 3000 points - quite a good size for a competition style game) but still giving us a game we could comfortably finish in an afternoon. This meant that in order to secure victory either Jervis or myself would have to gain 45 or more victory points through breaking the enemy units and holding objectives. Of course, 4000 points is a fairly conservative size for a game. For anybody who wants a real challenge I'd thoroughly recommend allying with some friends and trying a game with 10,000+ point forces for a truly apocalyptic experience!

Jervis chose to play the Squats, an excellent choice now they've got a selection of new and awesomely effective models like the Overlord Airship and the Goliath Mega-cannon at their disposal. This meant I played the Orks which suited me fine because I really like the hugely varied selection of troops and tanks available to them, and I find the unpredictable Mekboy weapons endlessly entertaining.

We decided that it would be fun to include the Ork Warlord Ghazghkull and Imperial Commissar Yarrick in our forces, the two characters who were instrumental in the Battle for Armageddon. We recently published Space Marine rules for Commissar Yarrick and Warlord Ghazghkull in White Dwarf and we've developed their history into a narrative campaign through battles fought at Chaos Roadshows up and down the country. In our continuing story Ghazghkull is attempting to crush the Squat mining colony on Golgotha to gain prestige amongst the local Ork Warbosses and weld together another Waa-Ork. Commissar Yarrick has pursued Ghazghkull to Golgotha where he is helping the Squats and trying to kill Ghazghkull once and for all. Yarrick wants vengeance for the bloodshed and destruction caused on the hive world Armageddon by Ghazghkull's crusade and to prevent the Ork Warlord 's ambition bringing more death and destruction down on the Imperium.

We set up the game on one of the 8' x 4' tables at the Studio, using the terrain set-up rules from Space Marine. Once we'd rolled for table edge we replaced two towns on Jervis' table edge for the Squat fortress and tower from our scenery collection. This neatly tied the terrain we were fighting over to the protagonists, the Squats would be defending their stronghold from the ravaging Orks! We placed two objective markers on the fortress and another one on the tower to show their importance in the battle. This is a good example of how you can bend the normal rules on placing terrain and objectives to give a story to your Space Marine games.

We've written up the battle itself as a story and limited our own comments to our respective sections on planning, deployment and conclusions. We used a polaroid camera to take pictures of the game as it was fought and kept notes of moves and events for later reference. Because of the practical problems of getting good photos while a game is in progress I used the polaroids and notes to help me re-shoot the pictures for this article later on with proper lighting and cameras.

WARLORD GHAZGHKULL THRAKA 'S ORK HORDE

DEATHSKULL CLAN

The Deathskull Clan consists of 1 command unit of 4 Nobz stands, plus 1 Boyz Mob of 15 Boyz stands.

COMMAND UNIT — BOYZ MOB

POINTS VALUE 500

EVIL SUNZ BOWELBURNA SQUADRON

An Evil Sunz Bowelburna Squadron consists of three Bowelburnas.

POINTS VALUE 50

SCORCHER SQUADRON

A Scorcher Squadron consists of three Scorchers.

POINTS VALUE 50

EVIL SUNZ GOBSMASHA SQUADRON

An Evil Sunz Gobsmasha Squadron consists of five Gobsmashas.

POINTS VALUE 100

GOFF CLAN

The Goff Clan consists of 1 command unit of 8 Nobz stands, plus 1 Boyz Mob of 15 Boyz stands.

COMMAND UNIT — BOYZ MOB

POINTS VALUE 650

WILDBOYZ MOB

The Wildboyz Mob consists of four Wildboyz stands.

POINTS VALUE 50

MEKBOY PULSA ROKKIT BATTERY

A battery of Mekboy Pulsa Rokkits consists of three Pulsa Rokkits.

POINTS VALUE 250

SPECIAL CARD
GREAT GARGANT

POINTS VALUE 850

SPECIAL CARD
GHAZGHKULL THRAKA

Ghazghkull Thraka is one of the greatest Ork Warlords of all time. He and his retinue are represented by a single unit consisting of Ghazghkull's stand and 5 Nobz stands with 2 Battlewagons. A Battlewagon can carry up to 5 stands.

POINTS VALUE 350

SPECIAL CARD
MEKBOY GARGANT

POINTS VALUE 450

KULT OF SPEED

An Ork Kult of Speed consists of 1 command unit of five Nob Warbikes, plus two War Buggy Mobz of five War Buggies each.

NOB WARBIKES — WAR BUGGIES

POINTS VALUE 400

WARTRAK SQUADRON

An Ork Wartrak Squadron consists of five Wartraks.

POINTS VALUE 100

HOP-SPLAT BATTERY

The Hop-splat Battery consists of five Hop-splat Guns.

POINTS VALUE 150

MADBOYZ MOB

A Madboyz Mob consists of four Madboyz stands.

FREE

MEKBOY SHOKK ATTACK GUN TEAM

A Mekboy Shokk Attack Gun Team consists of four Shokk Attack Guns.

POINTS VALUE 100

left me with 50 points to spend (Jervis had exceeded his points total by 50) so I picked a Wildboyz mob to bolster up the Goffs – the extra four stands of close combat troops would be most useful to them as I only expected the Death Skulls to move up in a fire support role. I also had a Madboyz mob available, which was free, so I took it and stuck it in with the Death Skulls. Madboyz mobs are effectively independent so I wouldn't have to worry about them staying in command range, something which might come in useful.

Having two Mekboy mobs (the Pulsa Rokkits and the Shokk Attack Guns) I was entitled to four kustom repair cards. I drew *Super Stikkbomz, Rokkit Packs, Cyboars* and *Soundz*. I gave the Super Stikkbomz to the Goff boyz as I expected them to get heavily embroiled in close combat. I could only give the rokkit packs to the Madboyz as I didn't have any Stormboyz in my force (only Madboyz and Stormboyz are nutty enough to use rokkit packs). I didn't have any Snakebites Boarboyz in my force so I couldn't use the Cyboars card – it was just a good idea the Mekboyz came up with and discarded. The Soundz card represents huge speakers mounted on vehicles which blare out Goffik rok and boost the Ork's morale so I gave this card to the Gobsmashas to help keep the Kult of Speed going. I picked the Gobsmashas because there were five tanks in the Squadron and they had a better armour save than most of the other squadrons in the Kult of Speed, so I reasoned that they would probably survive the longest. So, with my Ork force sorted out it was time to come up with an infallible plan.

DA PLAN

I was absolutely certain that Jervis would concentrate his forces in and around the fortress and the tower, probably aiming to turn the open areas around them into a killing zone. He probably wouldn't worry about trying to grab the objectives dispersed further away from the fortress because he wouldn't have enough manpower. I, on the other hand would most assuredly need to pick up all the objectives I could before trying to winkle the Squats out of the tower and the fortress. The trick would be to grab the available objectives without splitting up my forces too much and letting Jervis' artillery to pound me to death or his bikers isolate and destroy one of my clans.

I decided to deploy the Goffs in the woods on my left so they would have plenty of cover to advance through as they moved up to capture objectives 3 and 4. If they ran into little opposition they could then launch an assault on the fortress. I placed the Death Skulls in the centre to advance up the hill and capture objective 6 before moving forward to give supporting fire against objective 5 in the tower. The Kult of Speed would be deployed to the right of the Death Skulls so they could sweep past objective 7 and use the hills as cover to approach the tower before overunning it and charging on towards the fortress. If there were no Squats deployed near objective 8 I decided that I would send a single squadron of vehicles to go and grab it. I knew that the squadron would end up out of command range of any Nobz but, being Speed Freeks they would carrying on charging around and eventually link up with the rest of the Kult of Speed again.

Next I had to decide on where to deploy the two Gargants and the other bits of support for the clans. I placed the Great Gargant between the Goffs and the Death Skulls so it could give both of them plenty of support and be in a central position – the Great Gargant is pretty slow so I didn't want to have to redeploy it unless I had to. The Gutbuster belly gun on the Great Gargant is a very potent weapon but it takes a turn to reload so it would definitely be best to fire it as soon as possible and start reloading instead of holding my fire and risk losing the chance to use it at all if the belly gun got damaged while I hesitated. Hence the Great Gargant started the game with a ball round loaded into its belly gun, which I would fire at the most worthy target as soon as I got an opportunity. I placed the Mekboy Gargant on the far left, next to the Goffs. From here it would move forward as fast as it could and try to engage any Squats on the open plain around the fortress. It would probably draw a lot of fire in such an exposed position but hopefully the kustom force field would protect it from most of the damage and distract Jervis long enough for my other forces to move up unmolested.

I put the Shokk Attack Guns next to the great Gargant so that they could climb the hill in front of them to get a good vantage point, move into the woods for some cover and then settle down to hit anything in range with their weapons. The Pulsa Rokkits would stay in cover behind objective 6 with the Madboyz nearby to protect them. Ghazghkull and his retinue would start off near the Great Gargant and then move to where they were needed most. Obviously, Ghazghkull would wait until a lot of the Boyz were in close combat before he declared a Waaargh! and even then he would wait until after everything on first fire had shot so that they wouldn't get too excited and inaccurate under the wave of Orky high spirits.

THE SQUATS OF GOLGOTHA PRIME (Jervis Johnson)

My only previous experience of playing the Squats was when I used a small contingent of them as allies to a large Imperial army. I was therefore looking forward to giving them a proper 'field-test'. We had decided to play a 4000 point game, and to include Ghazghkull and Yarrick in the two armies. Yarrick would cost me 150 points, and as I would need to include at least one Imperial Company card to be allowed to have him in the army I decided to choose that first. We have a house rule that character stands from Special cards (like Inquisitors, Space Marine Commanders, and, of course, Commissar Yarrick) are allowed to 'commandeer' HQ vehicles from other units to replace their normal mode of transport. Because of this I decided to take a company of Baneblades as my Imperial Company card, so that Yarrick could commandeer a Baneblade to ride around in. Not only would this make it harder for the Orks to harm him, but it would also provide a suitably impressive vehicle for the mighty Commissar Yarrick to take in to battle.

With the Imperial allies chosen and out of the way, I could start picking my Squat army. After subtracting the 650 points for Yarrick and the Baneblades I was left with 3350 points to spend on the Squats. As I had not really used the Squats before, I simply wanted to try out as great a variety of units as possible to see what they were all like. The first thing I decided was that I should have at least one of each of the new models that we have made for the Squats: the Land Train with all four types of carriage, a Colossus, a Goliath Mega-Cannon, an Overlord Armoured Airship, and an Iron Eagle Gyrocopter Squadron. This little lot cost me 1650 points, almost half of what I had left, and I hadn't chosen any company cards yet! Still, I was getting lots of guns for my points, and I couldn't bring myself to leave any of these impressive new models out of the army.

Having rather perversely chosen all of my allies, support and special cards first, I now went on to pick the backbone of the

THE SQUAT STRONGHOLD OF GOLGOTHA PRIME

IRON EAGLE GYROCOPTER SQUADRON

An Iron Eagle Gyrocopter Squadron consists of three Iron Eagle attack gyrocopters.

POINTS VALUE 200

SQUAT GRAND BATTERY

A Squat Grand Battery consists of 1 battery of 5 Thudd Guns and 2 batteries of 5 Mole Mortars.

POINTS VALUE 400

SPECIAL CARD
COMMISSAR YARRICK

Commissar Yarrick is one of the bravest hero's in the Imperium. He is represented by a single unit consisting of a Commissar stand and a Rhino.

POINTS VALUE 150

IMPERIAL GUARD BANEBLADE COMPANY

An Imperial Guard Baneblade Company consists of 3 Baneblades. No. 1 Baneblade is also the company HQ tank.

POINTS VALUE 500

OVERLORD ARMOURED AIRSHIP

POINTS VALUE 250

GOLIATH MEGA-CANNON

POINTS VALUE 150

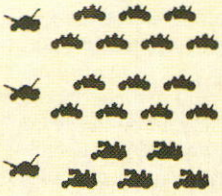
SQUAT LAND TRAIN BATTLECARS

Three Land Train Battlecars

POINTS VALUE 200

SQUAT GUILD BIKER FORCE

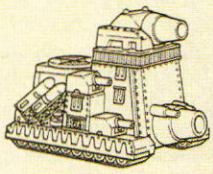
A Guild Biker Force consists of 2 biker squadrons of 1 Guildmaster stand and 7 Guild biker stands plus 1 trike squadron of 1 Guildmaster and 5 Guild trikes.



POINTS VALUE 600

SPECIAL CARD
SQUAT COLOSSUS

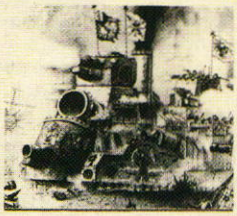
The Squat Colossus is a huge war engine built from the same armoured shell as the Leviathan. Colossi are used to break enemy defences with their devastating firepower or to act as mobile fortresses. Each Colossus also carries a special recon gyrocopter to spot targets at long range.



POINTS VALUE 500

SPECIAL CARD
SQUAT LAND TRAIN

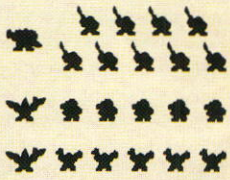
A Squat Land Train consist of 1 Land Train engine and 1 Land Train Battlecar.



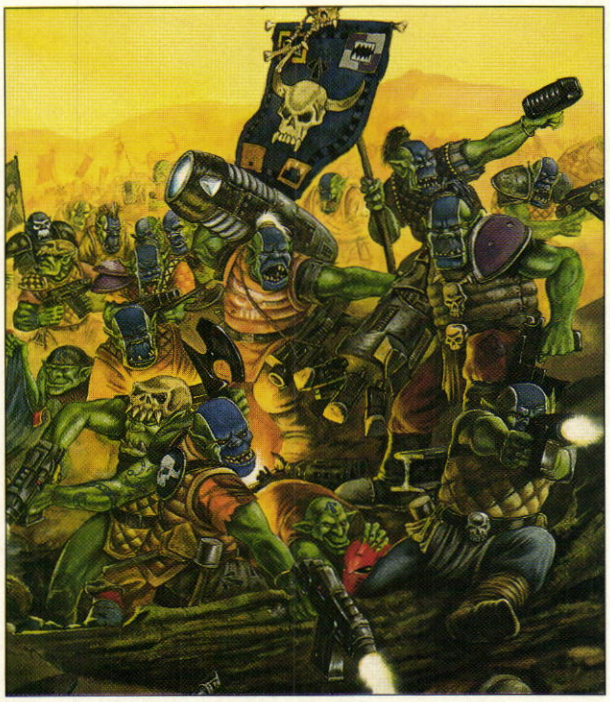
POINTS VALUE 350

SQUAT WARRIOR BROTHERHOOD

A Squat Warrior Brotherhood consists of 1 Warrior unit of 1 Warlord stand and 9 combat squads, 1 Thunderer unit of 1 Hearthguard stand and 5 heavy squads, and 1 Berserker unit of 1 Hearthguard stand and 5 attack squads.



POINTS VALUE 750



force, my company cards. The first card I took was a Warrior Brotherhood, as I was going to need at least a few infantry to hold any objectives. This left me with about 1000 points for my remaining troops. I was strongly tempted to take another Brotherhood for 750 points backed up by a support card or two, but in the end I plumped for a Guild Biker Force and Grand Battery. The Grand Battery is a logical choice for any Squat Army, but especially so against an Ork army where the barrages have a chance of inflicting massive carnage amongst the hordes of Ork Boyz. The reason for choosing the Guild Bikers was less tactically sound – I like using massed fast attack troops like Imperial Rough Riders, Eldar Wind Riders or the Orks Kult of Speed, and so I couldn't resist the chance to use the Squat equivalent in their Guild Bikers. Unfortunately, I invariably get carried away and get my fast attack force wiped out very quickly – but at least they die gloriously! Anyway, these two cards took my total to 4050 points, which was just over 4000 point limit, but Andy very generously agreed to up the forces by 50 points and we were ready to set-up.

MAKING THE PLAN

It's always difficult to come up with a sensible plan the first time that you use an army. Still, I had a rough idea of each of my unit's strengths and weaknesses, and bearing this in mind I set about figuring out what I needed to do.

My first step was, as always, to decide on an overall strategy. Once I had got this figured out I could allocate units to the missions that best suited them within my overall plan. I was determined not to make the mistake of spreading my troops too thin on the ground in a misguided attempt to attack each and every objective on the table, and decided I would keep my troops closely grouped so that they could provide each other with supporting fire. As there were three objectives in my set up zone this meant that my army would be have to be concentrated around them on my right flank. Taking a look at the lie of the land on the right, I decided that I would attempt to grab the two objectives that lay to my front on the hill and in the woods (numbers 3 and 4 on the map). I would anchor this attack with a strong force near the small fortress (objective 5), and try to blast the Orks to pieces as they moved up on me across the plain in the centre of the table. The down side of this plan was that it would give the Orks the chance to grab objectives 6, 7 and 8 without any opposition, but I hoped that while they were doing this the concentrated firepower of my Squat army would break enough Ork clans to earn me the victory points to win the game.

Having determined on a plan, I now had to allocate troops to carry it out. I decided that I would split my army into four main groups. The first would be used to garrison the objectives in my set up zone. The second would be an assault force used to grab the objectives 3 and 4. The third would be my 'fire base', positioned on my left flank to pound the Orks, and the fourth would provide artillery support for the other three!

Choosing the garrison was easy – it obviously had to be the Warrior Brotherhood. I put the Thunderers in the large fortress to protect objectives 1 and 2, from which vantage point they would hopefully be able to provide fire support for my assault force, and used the Warrior unit to garrison the tower containing objective 5. The remaining unit of Berserkers was split off to join my assault force

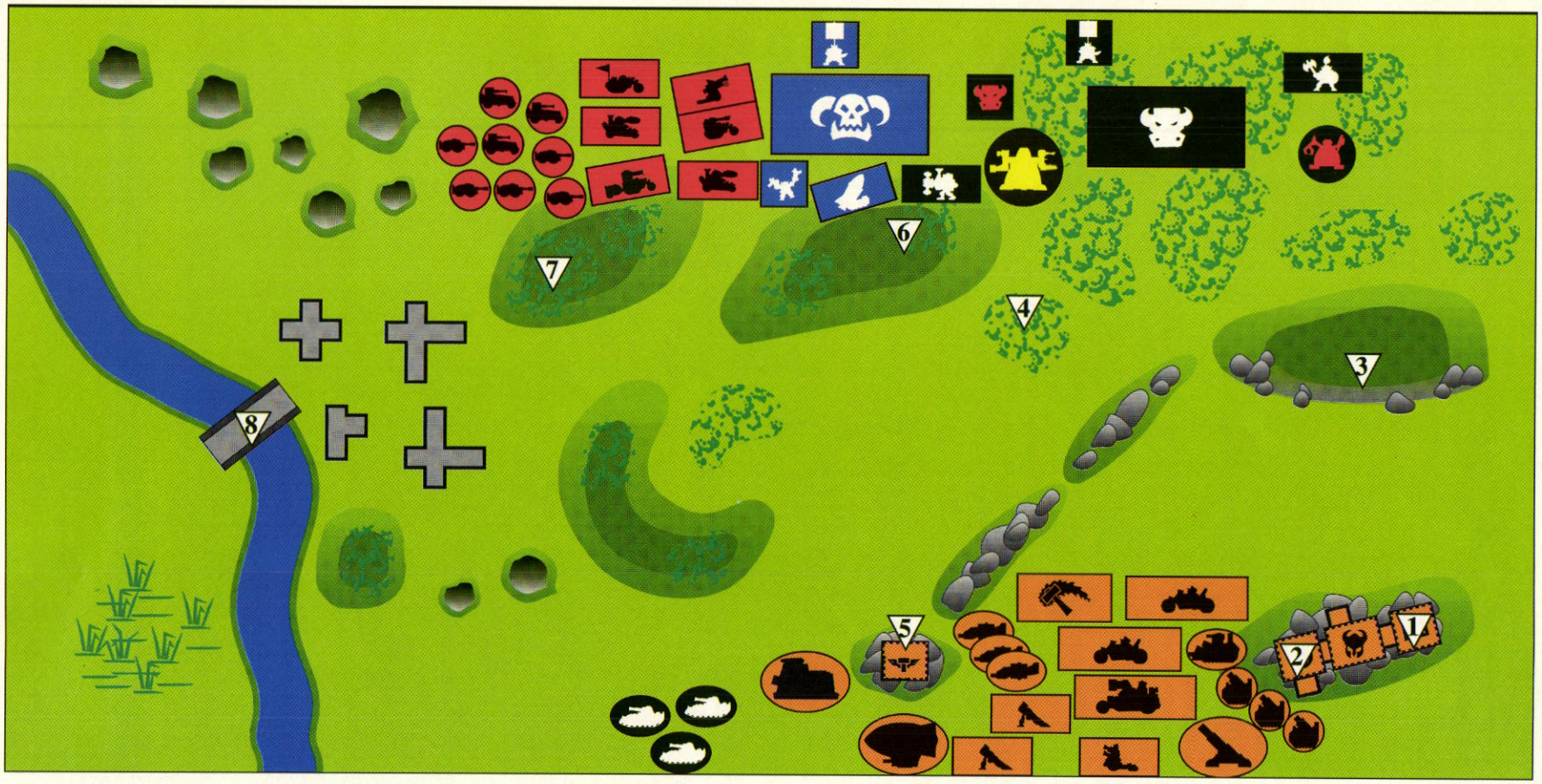
In addition to the Berserkers, the assault force included my other close combat specialists, namely the Guild Bikers! I also decided to include the Land Train in the assault, because it had numerous short range weapons and also had a carriage crammed with more Berserkers! These troops were positioned in between the fortress and the tower, as far forward as I could get them, and as close to the objectives they had to capture as possible. When you have to try to capture anything, there is no point making your troops travel any further than they have to!

My 'fire base' was made up of my shootiest units, namely the Baneblades, Colossus and Overlord Airship, supported by the Squat Warriors in the tower. The Baneblades and Colossus were positioned close to the tower were they could get as good a field of fire at the centre of the table as possible, while the Overlord was placed behind the tower, high in the air where it had a commanding view of the battlefield.

The fourth group was the easiest to pick, as it simply consisted of all of my artillery units. I positioned it to the left of the large fortress, so that it could provide direct fire support at anything that got past my fast attack group, while still being out of the way of most of the Ork long range supporting fire.

This just left the Iron Eagle Squadron, and I have to admit that I wasn't absolutely sure how to use them. They were fast enough to join the assault group and shooty enough to join the fire base. In the end I simply plonked them in between the two groups and decided to wait till battle was joined before I decided which way to send them.

The final step in preparing for any battle is to take a look at your opponent's set-up and see how this affects your plans. The number of Orks massed against my left flank meant that I decided that the Iron Eagles would join my fire base on the left flank rather than taking part in the assault on objectives 3 and 4. I decided that I would try to blow away the Ork's Cult of Speed on the first turn using the massed guns of my fire base and artillery, because otherwise they would over-run my left flank. I would then try to take out his Gargant on the second and third turns with my fire base while my artillery pounded his infantry as they tried to move up. My assault group would move up and capture the objectives as planned.



GHAZGHKULL'S ORK HORDE

Goff Clan

- Goff Nobz
- Wildboyz Mob
- Mekboy Shokk Attack Gun Team
- Ghakghkull Thraka
- Mekboy Gargant

Kult of Speed

- Nob Warbikes
- War Buggies
- Evil Sunz Gobsmasha
- Evil Sunz Bowelburna
- Wartrak Squadron
- Hop-Splat Battery
- Scorcher Squadron

Deathskull Clan

- Deathskulls Nobz
- Madboyz Mob
- Mekboy Pulsa Rokkit Battery
- Great Gargant

THE SQUATS OF GOLGOTHA

- Squat Berserkers
- Squat Warriors
- Squat Thunderers
- Mole Mortars
- Thudd Guns
- Squat Guild Trikes
- Squat Guild Bikes
- Commissar Yarrick
- Overlord Armoured Airship
- Goliath Mega-Cannon
- Iron Eagle Gyrocopter
- Squat Land Train
- Squat Land Train Battlecar
- Squat Colossus
- Imperial Guard Baneblade

TURN ONE

GHAZGHKULL'S ORK HORDE

Goff Clan

- Goff Nobz
- Wildboyz Mob
- Mekboy Shokk Attack Gun Team
- Ghakghkull Thraka
- Mekboy Gargant

Kult of Speed

- Nob Warbikes
- War Buggies
- Evil Sunz Gobsmasha
- Evil Sunz Bowelburna
- Wartrak Squadron
- Hop-Splat Battery
- Scorcher Squadron

Deathskull Clan

- Deathskulls Nobz
- Madboyz Mob
- Mekboy Pulsa Rokkit Battery
- Great Gargant

THE SQUATS OF GOLGOTHA

- Squat Berserkers
- Squat Warriors
- Squat Thunderers
- Mole Mortars
- Thudd Guns
- Squat Guild Trikes
- Squat Guild Bikes
- Commissar Yarrick
- Overlord Armoured Airship
- Goliath Mega-Cannon
- Iron Eagle Gyrocopter
- Squat Land Train
- Squat Land Train Battlecar
- Squat Colossus
- Imperial Guard Baneblade

The battle opened with the roar of engines as the Guild bikers and trikes deployed before the fortress sped forward to the edge of the woods, seizing objectives 3 and 4 under the noses of the Goff boyz and the Mekboy Gargant crashing through the dense woodland. The Land Train *Gotreks Anvil* snaked forward after the bikers like a great crimson serpent. To the right the Death Skulls surged forward like a green tide, swarming around objective 6, heartened by the presence of the Great Gargant at their flank which clanked forward with giant, earth-shaking strides.

Raising huge plumes of dust the Kult of Speed swept through the valley to their right, using the folds of the land to conceal their approach from the waiting Squat guns. A trio of Bowelburnas split from the horde and drove through the ruins toward the distant bridge. The huge, heavy forms of the Baneblades rolled forward on rattling tracks to protect the Squat flank from the onrushing horde even as the Colossus swivelled majestically to bring the great maw of its Doomsday cannon to bear on the hidden foe. Before the tower a squadron of Iron Eagles droned forward as the long cylindrical form of an Overlord armoured airship drifted high above.

Moving low and fast, a single Iron Eagle gyrocopter lifted from the landing pad slung low on the Colossus' back and sped forward, over the seething mass of buggies and Wartraks, pirouetting neatly above objective 7 to view the Orks in the valley below. The input data-link between the Iron Eagle and the Colossus pulsed briefly with coordinates and targeting priorities. Then, with a mighty roar, the Colossus unleashed its full fury against the densely packed column. Plasma missiles and monstrous shells rained down, smashing Orks and machines like children's toys, turning the valley into a flaming cauldron of death and destruction. The distant Goliath spoke, adding its devastating cargo to the storm. Clods of earth burst from the ground and shrapnel whickered across the valley as tunnel torpedoes burst upwards like malevolent jack-in-the-boxes. The manic Orks came on regardless, speeding through the maelstrom of fire and wreckage, unshakeable in their fury and determination. The Speed Kult Nobz blasted wildly at the hovering Gyrocopter. Most of their shots went wide but one volley wrecked the Gyrocopter's delicate turbofans and sent it tumbling to the ground.

The Great Gargant ground to a halt and turned to face the Colossus. A salvo of battlecannon fire from the Colossus exploded against the Gargant's power fields without effect. The massive gutbuster swivelled, screeching on rusty bearings, to point at the foe. A thunderous rumbling issued from the bowels of the Gargant before a huge tongue of flame

The Kult of Speed races forward as the Squats prepare to launch their devastating barrage.

flashed from the gun and the dark blur of a huge cannonball flew through the air to crash down in front of the Colossus. Skidding forward, the ball smashed through the Colossus' shields one after another before hitting its hull and cracking it open with awesome force. The carnage was hidden in a bright mushroom cloud of incandescent flame as the Colossus' plasma reactor went critical. The green horde yelled and cackled in triumph over the pyre as licking tongues of plasma fire burned nearby Squat warriors and triggered the ammo of one Baneblade, wrecking it with internal explosions barely contained by its thick armour. A return salvo of battlecannon fire from the surviving Baneblades rocked the Gargant but failed to find a chink in its power fields.

The crest of the hill beside the Gargant was ripped apart by cannon fire from the Iron Eagle squadron, cutting down Snotlings and Mekboyz lugging their huge Shokk Attack Guns onto the summit.

In response the Gargant opened fire with its battlecannon. The air around the Gyrocopters rippled with shockwaves as the shells burst amid them and punched one Gyrocopter out of the sky. On the left a salvo from the Land Train crashed against the Mekboy Gargant, but its shields held and pushed aside the shells with a mass of crackling blue sparks. More heavy shells burst amongst the woods, blasting apart mobs of Goffs unlucky enough to be in their path. From behind the hills a Pulsa Rokkit soared skyward on a tail of flames and sparks, arcing high above before plummeting down to impact in front of the Thudd guns and Mole Mortars lined up beside the fortress. Ripples of greenish light began to radiate from the battered form of the Rokkit accompanied by an ominous, rising hum.

TURN 1 VICTORY POINT TOTALS

ORKS: 20 VP

SQUATS: 25 VP

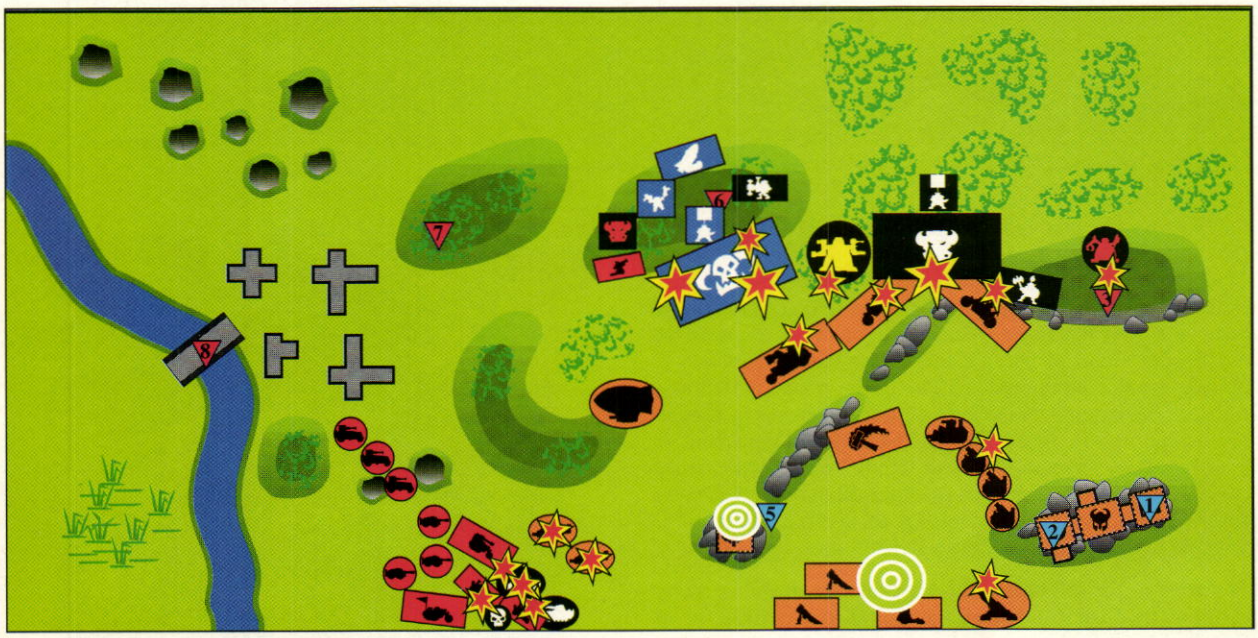
TURN TWO

The battered survivors of the Kult of Speed raced onward over the hill to burst upon the Baneblade's unprotected flank in a storm of hurtling machines and howling Orks. The Iron Eagles wheeled about and scudded back to help the Imperial tanks, only to fall into the trap as the waiting Speed Kult Nobz blasted them out of the sky with a devastating crossfire. The Guild bikers gunned their engines and roared out of hiding to crash into the oncoming Goff clan and the Wildboyz whooped with glee as they leapt into the fray. The Guild trikes bravely dashed out to face the towering Great Gargant as it rumbled forward but were devastated by a burst of fire from the Death Skulls Nobz around objective 6. The survivors let rip at the Gargant with their multi-meltas and skidded away.

The Overlord armoured airship slid over the valley full of burning Ork vehicles, dogged by ineffectual fire rising up from Ghazghkull and his retinue. By way of return, its guns smashed the retinue's battlewagons into junk and cut down Death Skull boyz as they swarmed down the hill towards the tower. Amongst the Squat artillery batteries confusion reined momentarily as the pulsa field in front of them suddenly expanded, tossing aside Mole Mortars and Thudd Guns with powerful ripples of energy. Far away the Ork's Shokk attack Guns whirred into life and hordes of crazed Snotlings appeared from nowhere, swarming in to attack the Squat gun-crew under the shadow of the Goliath mega-cannon. The Squat artillery tenaciously clung onto their positions and sent barrage after barrage against the advancing Death Skulls.

The Mekboy Gargant halted and raised its rapid-fire kustom kannon, rattling off a salvo of shots against the distant Land Train and battering down half its void shields. A detachment of Squat Thunderers stationed in the fortress replied, hammering the Mekboy Gargant with missile launchers and lascannon. The kustom force field caught most of the rounds and shunted them aside, some rounds penetrating only to ricochet off the Gargant's patchwork armour. The Squat Land Train thundered on towards the pass and unleashed its own barrage against the battered Death Skulls advancing down the slope of the hill. The slope was a scene of bloody carnage with Death Skulls scuttling from shell hole to shell hole seeking shelter from the storm of shells. Dozens of boyz burned in the dazzling flare of a rad-bomb, and others were blown apart in a chain of huge explosions as the giant siege mortar and Doomsday shells struck home.

Behind the hill the Madboyz finally worked out which levers to press on their rokkit packs and leapt into the air with howls of idiot laughter, cork-screwing wildly before they came to earth again with resounding thump halfway up the hill.



GHAZGHKULL'S ORK HORDE

Goff Clan

- Goff Nobz
- Wildboyz Mob
- Mekboy Shokk Attack Gun Team
- Ghakghkull Thraka
- Mekboy Gargant

Kult of Speed

- Nob Warbikes
- War Buggies
- Evil Sunz Gobsmasha
- Evil Sunz Bowelburna
- Wartrak Squadron
- Hop-Splat Battery
- Scorcher Squadron

Deathskull Clan

- Deathskulls Nobz
- Madboyz Mob
- Mekboy Pulsa Rokkit Battery
- Great Gargant

THE SQUATS OF GOLGOTHA

- Squat Berserkers
- Squat Warriors
- Squat Thunderers
- Mole Mortars
- Thudd Guns
- Squat Guild Trikes
- Squat Guild Bikes
- Commissar Yarrick
- Overlord Armoured Airship
- Goliath Mega-Cannon
- Iron Eagle Gyrocopter
- Squat Land Train
- Squat Land Train Battlecar
- Squat Colossus
- Imperial Guard Baneblade

The Guild bikers struggle to the death with the Wildboyz and Goffs.

Another giant pulsa rokkit shot skywards, this time crashing down squarely on the low roof of the tower. The tower shook as it exploded, unleashing a single pulse of force which tossed Squat warriors over the battlements to their death on the rocks below. The remaining Squat warriors angrily blasted at the shattered remnants of the Death Skulls on the distant slopes, but clouds of smoke and explosions hid their targets too well to cause any damage.

Ghazghkull gazed down from his lofty position and saw his followers embroiled in combat on left and right. He saw the Death Skulls wavering before him and decided the time was ripe to call on the Ork gods Gork and Mork and unleash the power of the Waaagh! Ghazghkull let out a mighty howl which echoed and re-echoed down the valleys, being returned and redoubled by the answering yells and screams of the horde as they ripped into their foes with reckless abandon.

Already hard pressed, the Baneblades were rapidly overrun by a torrent of red-painted vehicles, surrounded by churning clouds of dust. A Wartrak skidded to a halt beside one slab-sided Baneblade, a frothing Ork leapt aboard and pushed a bundle of Stikkbomz under the turret rim, cracking open the mammoth tank with a gout of smoke and flames. The black-clad form of Yarrick leapt from the cupola of his Baneblade to meet the oncoming horde. With a sweep of his power claw he decapitated the driver of a speeding buggy, it skidded, rolled and burned. The surviving Baneblade cut down the offending Wartrak in a hail of bolter fire and crushed another war buggy beneath its broad tracks before slamming two more battlecannon shots into the distant form of the Great Gargant. The Kult of Speed whirled away for a moment on the verge of retreating but the power of the Waaagh! was on them and they drove back into the fray with renewed vigour.

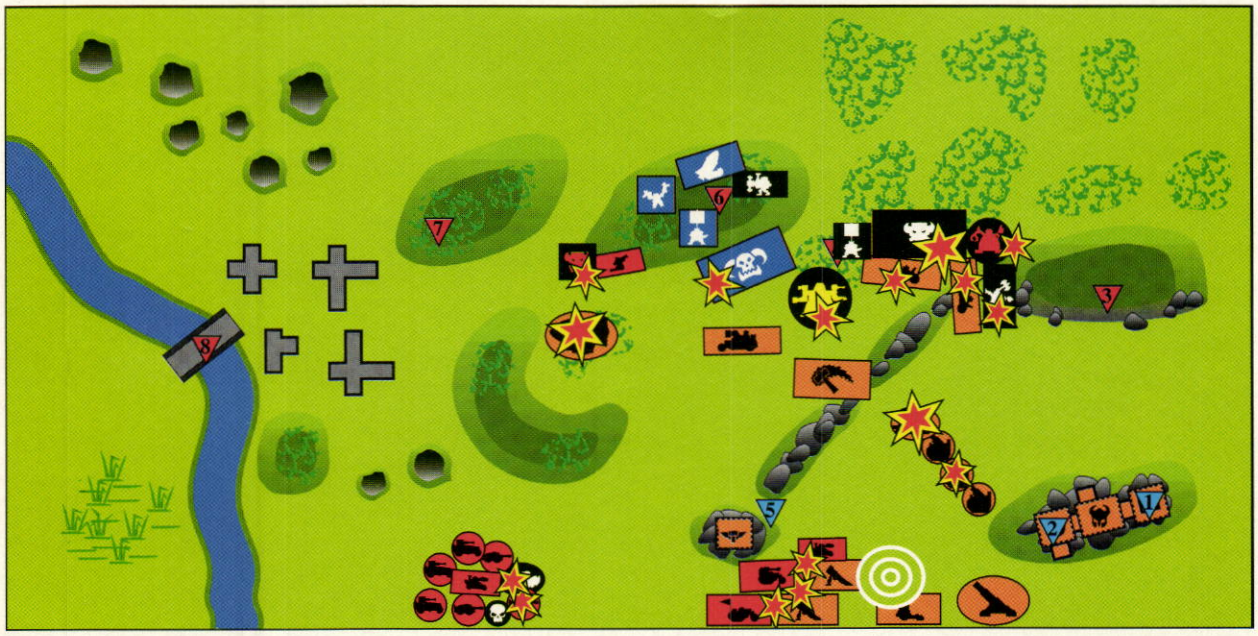
In the woods mobs of Goff boyz readied their super stikkbomz. Some ambushed the Guild bikers as they sped down the narrow paths and others were caught unawares and wiped out in a blur of flashing chrome and chattering bolters. Many were blown apart by the dangerously unstable stikkbomz as they prepared to throw them, but everywhere the spirit of the Waaagh! drove the Orks onward in a killing frenzy. Towering like a metal mountain Great Gargant reared above the melee, crunching through the trees and shattering them like matchsticks. Its gatling cannon swung in an arc, riddling the area with shells and hosing it clear of bikers. The Squats were driven back from objectives 3 and 4 and victory seemed within Ghazghkull's grasp.

TURN 2 VICTORY POINT TOTALS

ORKS: 37 VP

SQUATS: 24 VP

TURN THREE



GHAZGHKULL'S ORK HORDE

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- Goliath Mega-Cannon
- Iron Eagle Gyrocopter
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- Squat Land Train Battlecar
- Squat Colossus
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Sallying forth once more, the surviving Guild bikers charged in amongst the remaining Goffs lined up at the edge of the wood. The Mekboy Gargant, its shields crackling with pent-up energy, whirled about and clattered down the hill to smash into the fresh wave of bikers. Squat Berserkers stormed through the pass with the Land Train close on their heels but arrived too late to save the Guild. Surrounded and outnumbered the bikers fought and died, their bolters stitching red ruin through the Goff horde until both sides had virtually wiped each other out. Mobs of cheering Wildboyz that had spilled out onto the plain suddenly disappeared in a torrent of flames belched from the Land Train. The Mekboy Gargant staggered under another volley of fire from the Squat Thunderers, its force field generator whined and smoked as it struggled to deflect the excess energy but still held against the onslaught. The Goffs dived back into the woods and wavered for a moment on the verge of full flight. They took fresh heart and turned back as the earth shook beneath the approaching tread of the Great Gargant tramping toward the pass.

High-arcing shells crashed down and the Gargant's power fields shook visibly as artillery pounded it from afar. A salvo from the Land Train smashed away the remaining fields and tore great rents in the Gargant's iron hide. Gouting great clouds of steam from its breached boiler, the Great Gargant ground to a halt as it turned to face its tormentor. Grinding on its tortured bearings, the massive gutbuster gun angled round to level at the foe.

The gun shuddered with a deafening report and a ball round smashed into the Land Train Engine, bursting through its shields before ricocheting off its sloping, armoured prow. The shrieking metal sphere bounced up into the air before crashing down on one of the battlecars further down the train. The Great Gargant turned all its remaining guns on the Land Train, pounding it with salvo after salvo until it was reduced to fragments of twisted metal.

Fusion fire fell on mobs of Death Skulls as they tried to scuttle for cover, the two surviving Guild trikes had dodged around the Great Gargant while its guns were engaged and now hammered at the decimated Death Skulls. The Death Skulls would have vacated the hill then and there but under Ghazghkull's stern eye they dared not. Half of Ghazghkull's retinue were cut down in a lashing storm of shells as the Overlord airship swung towards the Death Skulls and Ghazghkull's retinue, guns blazing along the length of its hull, spitting death at the Orks below. The air filled with a crisscross tracery of fire as the Nobz opened up on the drifting

airship, shells drummed against its armoured hull until a lucky shot found its mark and tore a ragged hole along its length. Wallowing with deceptive grace the airship tumbled out of the sky trailing fire before crashing onto the hillside below in blazing ruin.

Near the tower there was a momentary lull as the wartraks and Nobz of the Kult of Speed veered away from Yarrick and the last Baneblade to race past to the artillery batteries. The Speed Freeks rampaged through a battery of Mole Mortars with reckless abandon, gunning down the Squat crews and crushing them under their tracks.

Suddenly another mob of Speed Freeks swept down on the beleaguered Commissar. One speeding buggy crumpled against the armoured flank of the Baneblade. A Gobsmasha charged at Yarrick with its wheels spinning on the soft turf. He hurled a krak grenade and its blocky hull seemed to collapse in on itself with the impact. Yarrick turned to fight his way back to the Baneblade only to see it explode with dull roar. As he tried to dodge another rushing Gobsmasha it smashed into him him as it slewed past, knocking him back with the bone crushing impact. Yarrick struggled to stand, battling against the blackness that was engulfing him before falling back unconscious.

The Orks were triumphant, everywhere across the shell scarred battlefield they howled in triumph. Though virtually untouched the Squat Warrior Brotherhood had no hope of driving the foe back. But the fortress still stood and the Orks had suffered most of their casualties amongst their boyz, which ruled out an immediate assault. The Squat Warlord grimly ordered his warriors to retreat and defend the fortress. Ghazghkull's boyz settled in for a lengthy siege.....

TURN 3 VICTORY POINT TOTALS

ORKS: 52 VP

SQUATS: 42 VP

The victorious Goffs mop-up the last of the Guild bikers, while in the distance, the Kult of Speed crashes into the Squat Grand Battery..

CONCLUSION

So – glorious victory for the Orks and miserable defeat for the Squats. We decided that Ghazghkull would definitely take Commissar Yarrick prisoner and try to persuade him to join his retinue, Yarrick being one of Ghazghkull's *Grodz* (an Ork term meaning best friend or favourite enemy, to an Ork these are often the same thing!). Yarrick would, of course, rather die than join Ghazghkull and will attempt to escape at the first opportunity. Now we'll go on to play a Warhammer 40,000 game based on Yarrick attempting to escape from Ghazghkull's dungeons – the plot thickens!

'ERE WE GO 'ERE WE GO 'ERE WE GO! (Andy Chambers)

Hah! Gave those damnable stunties the drubbing they deserved. Of course it was a tight run thing, and it's worth noting that I lost the initiative roll on every turn, which combined with getting constantly clobbered by artillery and first firing units made life very uncomfortable. However, I resisted the temptation to hunker down and try to fire back because the Squat artillery would have just annhiliated me. Remember that Orks faced with artillery do best to get as close to the enemy as possible, preferably into close combat. That way at least he has to risk dropping barrages on his own men by accident! Still, if I hadn't been lucky enough to have Ghazghkull around I probably would have taken such a severe beating in turn two that I would have lost the game. Not only did he give all the Goffs and Speed Kultists in close combat an extra dice to roll at a vital time but the Waaagh! also kept the Kult of Speed in the fight at a point when they probably would have gone onto fall back orders and failed to carry through their attack. So Ghazghkull was well worth the extra 100 points he cost. How about everything else?

Well, the Kult of Speed more or less won the game for me by attracting so much attention as they swept round Jervis' flank. I was lucky that they weren't broken on the first turn of the game by the huge amount of artillery that was dropped on them – they lost twelve vehicles in those initial barrages! Fortunately I'd known this would probably happen and reinforced them enough to absorb the damage. The Great Gargant also served me very well by destroying the Colossus and the Land Train as well as absorbing a lot of firepower. The fact it had a Mork head also kept the Goff's morale intact even when they were broken. I kept the Gargant on advance orders throughout the game so it could move up and bring all of its guns into range, putting more pressure on Jervis to try and take it out.

Yarrick is overrun and captured by the Kult of Speed

I didn't use the Mekboy Gargant quite so well. I had intended to keep it racing forward on charge orders so it could get into close combat as soon as possible, but on the second turn I wimped out and put it on first fire orders because I was worried about it being assaulted by the Guild bikers. In retrospect it would have been better to draw some of the bikers off the Goffs anyway. As it was, it did draw plenty of fire from the Thunderers but achieved little else. The Goffs did reasonably well, even though they suffered a lot of casualties, mainly from their own super stikkbomz!

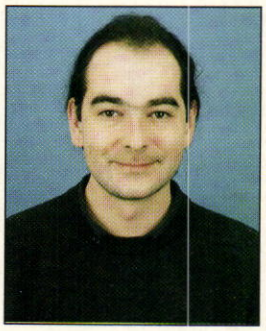
The Death Skulls got a very raw deal because I deployed them stupidly. I should have placed them further to the left so they could use the cover offered by the woods. Caught on the exposed hillside they suffered horrendous casualties, a lot of them because the Land Train and Mole Mortars could see them and used direct fire barrages to punish them for my mistake. I also put them on advance orders on the second turn so they could shoot, always a dumb thing to do with Ork boyz. You should either first fire or charge like hell. Messing about on advance orders just leads to firing back after you've suffered loads of casualties from the enemy who are invariably on first fire orders themselves.

Ghazghkull would probably have been better off staying on the left as well, to throw some more weight into my assault – he and his Nobz didn't get to shoot anything much apart from the Overlord. Initially I had moved them over to try and deal with the Baneblades but much to my surprise the Baneblades were overrun by the Kult of Speed in short order. As a result, Ghazghkull and his Nobz were left with nothing to do unless they wanted to risk the same dash across open ground that the Death Skulls were attempting and dying in droves.

The Pulsa Rokkits and the Shokk Attack Guns did a reasonable job. The Pulsa Rokkit that landed in front of the artillery caused some disruption and the one which landed on the tower would've have been excellent if I hadn't rolled a 1 for its effect. I mucked up on the third turn by letting the Nobz get too far away to give orders to the the Mekboys, though another Rokkit would probably have made little difference at that stage. The Shokk Attack Guns got too badly shot up to do much but they kept the Goliath busy for a bit with Snotling attacks. Hop Splats just died horribly. And the Madboyz? Well they did absolutely nothing but they were free!

As for Jervis, I think that his deployment was just a little bit too predictable for once. He should have definitely put something out to contest objectives 7 and 8, probably the Iron Eagles or the Trikes – both of these units were destroyed pretty quickly when they were stuck in the front line. Placing some sort of opposition on my flank would have given me something else to worry about and might have stalled me longer. The Colossus and the Land Train should have taken great pains to stay clear of the Gargant's belly gun. They're both very vulnerable to it but are not too big to use cover in order to stay out of sight. Jervis also made the mistake of wavering for a while about whether to try and knock out the Great Gargant or not. This led him to waste a lot of his shots – he damaged the Gargant eventually but it was too little, too late.

SQUAT DEBRIEFING (JERVIS JOHNSON)



Oh well, another brilliant plan down the tubes... So what went wrong? On the whole I'm not that upset with the way that the battle went – apart from losing of course! My main failing and its one that I often make, was not maintaining my concentration all the way through the battle. This led to me making a number of stupid mistakes, like forgetting to fire the Thunderers on the first turn and forgetting to move the Berserkers on the second. You never know, the Thunderers might have got lucky and taken out the Mekboy Gargant, while the Berserkers would have been in position to attack on the third turn and maybe even grab an objective counter off the Orks. Either of these events would at least have given me a draw, if not an outright win. One of Andy's main strengths as a player is that he rarely, if ever, makes mistakes of this kind because his level of concentration is so good.

This being said, there are a couple of changes to the way I'd have set-up and executed my plan if I was starting all over again. My use of the Iron Eagles was very poor, and I realise now that I should have used them to harry the flanks of the Ork advance, sending them round wide to my left so that they could also be used to threaten to capture the objectives on the left hand side of the table. Launching them into the middle as I did just resulted in their being shot down quickly. The same could be said of the way I used the Overlord Airship, although because it's slower it is less useful in this role. The other thing I would change is my positioning of the Land Train. Where it was, it had few targets to shoot at, and it would have been far more useful in the fire base on my left flank. I could have debusssed the Berserkers at the start of the game and sent them off to join in the assault any way, and the short range firepower of the Land Train – the main reason for including it in the Assault Force – was never used anyway!

Turning to Andy's side of the table, it's difficult to find much to fault. The Pulsa Rokkits could have been used more effectively (I'd have kept on shooting them at my artillery), and the Death Skulls would probably have been better off moving through the thick woods with the Goffs rather than advancing in the open as they did. As it was the Death Skulls got clobbered without having very much effect on the game at all. Still, when all's said and done, Andy's plan worked and mine didn't, so I can't go on too much about the mistakes he made! Instead I'll just have to figure out a way to get Yarrick out of that Orky dungeon....

The Overlord Armoured Airship looses a hail of fire into Ghazghkull's retinue positioned on the crest of the hill.

SPACE MARINE™

Warlords describes Ork and Squat forces of the 41st Millennium, and contains background, rules and army cards for using these armies in your games of Space Marine. The Orks section contains expanded details of the Ork Clans, new weapons and vehicles, the mighty Ork Gargants, and the unpredictable but deadly machines of the Ork Mekboyz. The Squat rules cover troops and special characters of the fiercely independent Squat Home Worlds such as Warlords, Living Ancestors, Warrior Brotherhoods and Guild aeronauts, plus the Squat Land Train and the gigantic Colossus. The rulebook also contains a full colour section illustrating Ork and Squat colour schemes, glyphs, banner designs, and photographs of painted miniatures.

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The Warlords box also includes new card templates, Gargant data cards, Mekboy kustom repair cards and over a hundred epic army cards for the vehicles and troops described in the rule book. The contents of this product can be used in conjunction with the army cards and rules from Space Marine and all the Space Marine supplements.

EPIC® BATTLES

ORK AND SQUAT WARLORDS IS NOT A COMPLETE GAME. A COPY OF SPACE MARINE IS REQUIRED TO USE THE CONTENTS OF THIS BOX

SPACE MARINE®

CHAOS AT KADAVAH

By Richard Helliwell and Mark Watts

"Take no prisoners! Spare no lives!" The cry went up from the army of lost souls.

Lesser daemons shimmered into being at the call of their masters. Great rune-encrusted cannons took up position on the crest of the hill. The ornate daemon-headed snouts of their muzzles swivelled to bear on the enemy positions as their crews chanted the loading stanzas of the Artilleryman's Lament. Beastmen and monstrous Trolls formed up in ranks, confident that the power of their dark gods would protect them from incoming fire. The human cultists chattered excitedly among themselves. The fools were awed by the powers they had unleashed to aid their petty rebellion. They sung the ancient dark hymns happily, convinced that victory was within their grasp.

Brother-Captain Karlsen was bored. He checked the action of his bolter listlessly. Over the ten thousand long years of his damnation it had fused with his flesh till now it was an extension of his arm. He willed the weapon to work and it clicked menacingly. A late-arriving cultist scuttled up to him, seeking guidance. Karlsen turned his baleful red-eyed gaze upon him and indicated the rest of the doomed cretins with a flick of his tentacles. The man hurried away. Karlsen felt nothing but utter contempt for the fool.

What could that miserable human know of true rebellion? Karlsen had followed the Warmaster himself when he took up arms against the Emperor. A hundred centuries ago he had gazed with adoration upon the face of Horus before the last great battle. A hundred centuries ago he had stormed the Palace Imperial on Earth, howling his defiance of the Emperor and all human order. A hundred centuries ago, following his Primarch, he had turned his face away from the light and set his feet upon the path of immortal sin. A hundred centuries ago he had sold his soul and gained...what? It was best not to think about it.

In the distance, amid the rubble of Kadavah, he saw the crimson Rhinos of the Blood Angels move to take up position. His altered eyes looked within the vehicles and saw the troubled souls of the Space Marines within. The deluded imbeciles actually wanted to defend the shrine of their senile god. They were proud to lay down their lives for a deity whose time had passed ten thousand years ago.

Karlsen gazed on the Space Marines with pure, corrosive hatred. What could these puppies know of war? Karlsen had stridden through ancient days when true warriors had fought mighty battles that sundered the entire galaxy. Worlds had burned, armies had been slaughtered. Then, the Blood Angels had been foes worthy of respect. Now they were but pale shadows of what they once had been. Now there were no more giants on the side of the putrid Loyalists.

Only the few remaining rebel Primarchs were worthy of respect. In them the flame of ancient times burned undimmed. In them was something worthy of his undying loyalty. They still understood Karlsen's undimmed rage and hatred. They still fought the Long War.

Blood Angels, hah! Ten millennia ago he had killed their distant predecessors with his bare hands. Ten millennia ago he had butchered twenty Blood Angels in a single day on the walls of the Inner Palace. Ten millennia ago he had stood outside the Ultimate Gate and watched their Primarch, Sanguinius, cast down like a broken angel by a daemon of the Warp. He wondered what those pathetic fools would say if he told them that? Would they understand? No – they would not. That was the truth of it. There were so few left who could understand. Down the long, lonely centuries of his personal rebellion he had learned that. His old comrades were mostly gone now – dead or true daemons with little interest in the old times, the best times.

His armoured skin tingled. A red light filled his mind. Incipient madness threatened. He knew from the eddies in the Warp that Magnus, his Primarch, was about to appear. Soon he would be in battle, able to lose himself for a few happy hours in the fear and the exhilaration of combat, able to blot out his ennui in bloodlust and find relief for his craving for lasting peace in the exercise of his old power and skill. It was all that there was left to him.

The air shimmered. Magnus arrived, towering over the troops surrounded by a halo of polychromatic light. The Chaos horde advanced towards the distant fearful city. Karlsen was to the fore.

GEOFF TAYLOR

THE LUXOR UPRISING

The Luxor Uprising is now enshrined in the annals of Imperial history as a prime example of how a lack of planetary discipline, the failure of routine monitoring procedures by the Inquisition and weakness and tolerance on the part of an inept Planetary Governor can lead to the deaths of millions and the near destruction of an entire planet.

During the Luxor Uprising, members of the old decadent noble orders rose to overthrow Imperial Governor Luger. Certain deranged cultists performed ancient and forbidden rituals to summon aid from the Powers of Chaos. Their mad prayers were answered by the Lords of the Warp. The Space Hulk *Reaper of Souls* drifted into the system and unleashed the Thousand Sons against the still-loyal Planetary Defence Force.

No untrained human warriors could stand against these renegade Space Marines, accompanied by their Primarch Magnus the Red, and his brutal ally M'kach'n, a Greater Daemon of Tzeentch. As if this were not enough, an orgy of bloody human sacrifices on the Black Altar of Khorne had unleashed a dread Lord of Battles and his minions against the overwhelmed defenders.

Just before Governor Luger's palace fell, a distress call was sent out by his aides and the Imperium instantly dispatched a force of Grey Knights and Blood Angels to Luxor to banish the horrific forces of darkness. The arrival of the Space Marines drove back the forces of Chaos and the decisive battle of the campaign was fought around the capital city of Kadavah, the site of one of the Imperium's most sacred shrines, the ruined Temple of the Emperor Triumphant.

THE EVE OF BATTLE.

For this battle we decided to pit the courage and tenacity of the the Blood Angels Space Marine Chapter against the insane ferocity of the forces of Chaos. Mark chose to play the forces of Chaos, a heretical change from commanding his usual army of stalwart Imperial Guard. Richard rose to the challenge of leading some of the Emperor's finest troops.

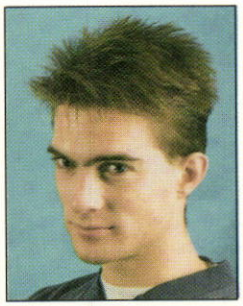
We decided to play with 4000 point armies. This would give us enough points for an interesting selection of troops while still keeping the game a suitable size to play in an afternoon. In order to win the game, both sides had to achieve 45 victory points by capturing objectives or breaking enemy units.

We set up the battlefield on one of the Studio's 8x4 tables, placing the terrain according to rules in Space Marine. Once all the scenery was positioned, we re-arranged some of the terrain to tie in with our storyline. The battle was set on the outskirts of the vast devastated city of Kadavah. We decided that the buildings near to the craters were already in ruins, the rubble of previous bitter clashes between the two sides. Here we placed the shattered remains of the Imperial Temple whose hallowed grounds were to be the site of such bitter fighting. We'd rolled up a river, and as it covered two areas of the table, we placed a bridge on each section to make crossing easier (there's no point in using scenery that just makes part of the tabletop unplayable.)

After we'd placed the eight objective markers, we rolled a dice to see who would get the choice of table edge. Richard won and he decided to defend the rubble of the once doomed city. Having pledged his soul to the powers of Chaos, it was now Mark's sworn duty to drive him out.

GEOFF TAYLOR

THE HORDE OF CHAOS
(Mark Watts)



What I really enjoy about playing the forces of Chaos is the great variety of troop types available to you. From the awesome Daemon Primarchs through to the lowly Chaos cultists, the selection is vast.

At the heart of every Chaos army stand the Greater Daemons. It is around them that the daemonic minions and mortal followers gather. With this in mind I always construct my army by first choosing which Greater Daemons I want to use. For a 4000 point army I chose to have three. This left me with enough points to purchase the three support cards that each must have.

As Chaos is very much a close combat army I decided to redress the balance a little and give myself some supporting fire to cover my advance. To this end I looked first towards Khorne with all his mighty war machines. I chose the Lord of Battle as my first Greater Daemon card. This gave my army a bit of the long range firepower it was lacking, as well something that could face up to the Titans that Richard was sure to pick.

Continuing with this idea in mind I summoned two minion cards' worth of Daemon Engines and one minion card's' worth of the Great Cannon of Khorne. Along with these weapons of mass destruction I chose some Juggernauts of Khorne and some Bloodletters to enable my chanting horde to do what Khorne's followers do best, (spill blood and collect skulls).

Continuing with my evil work, I asked aid from the Chaos Power of Tzeentch. The Daemon Primarch Magnus the Red answered my pleas. His Beam of Power makes him an awesome killing machine, quite capable of melting down super heavy tanks and delivering the deathblow to Titans unlucky enough to be caught with void shields down. Accompanying Magnus was his own Chapter of Chaos Space Marines, the Thousand Sons and a detachment of Chaos Cultists. With their +3 close assault factor, missile launchers and near unbreakable morale the Thousand Sons would provide me with some good reliable troops. The cultists were there to provide that extra bit of firepower,

To enable the Thousand Sons to deploy quickly I bought them a detachment of Rhinos. For Magnus's last minion card I opted for some Trolls. Their random movement makes them a little unpredictable but this is compensated for in their ability to regenerate. There's nothing more satisfying than seeing your Trolls get up after your opponent has just spent a turn mowing them down.

For my final Greater Daemon card I chose the Lord of Change, another servant of Tzeentch. With its Bolt of Change and ability to fly, this Daemon is guaranteed to make your opponent nervous.

For minion cards to accompany it, I chose bands of Minotaurs and Trolls to give me some good close combat ability and some Daemonic Pink Horrors. Finally, to acquire some fast troops capable of grabbing objectives and harassing the enemy, I expended my last points on some Disc Riders.

THE CHAOS BATTLE PLAN

The most important thing when fighting any battle is to be aware the strengths and weaknesses of your army. The beauty of fighting with a Chaos force is the tremendously varied, colourful and unpredictable nature of the army itself. With its immortal Daemons and their mortal followers like Beastmen, Trolls and Minotaurs, Chaos armies have excellent close combat troops. Remember: your opponent doesn't get first fire against daemons when they charge him!

The varied mutations that the followers of the dark powers often succumb to are represented by Chaos cards and these are incredibly useful to thwart the plans of your opponents. On the negative side the forces of the Warp are somewhat lacking in long-range fire power. This makes them vulnerable to an enemy with long-range firepower who is able to blast your forces as they advance to get to grips with him. Any plan you come up with must take these factors into account.

I decided to concentrate the bulk of my army in the middle of the table where the cover and the objectives were thickest. I intended to grab as many objectives as I could in the first turn, as the Lord of Battle and the Daemon Engines get bonuses to their hit rolls, saving throws and close assault factors if the Chaos forces are winning the battle on points. I also knew that in order to get my troops into hand-to-hand combat as quickly as possible, I would be forced to do most of the moving, so every scrap of cover would be important.

It was inevitable that my casualties would be high in the first couple of turns. I knew Richard would opt to have as much firepower as he could afford. I thought his plan would be to

THE BLOOD ANGEL SPACE MARINES

SPACE MARINE DEVASTATOR COMPANY

A Space Marine Devastator Company consists of 1 HQ unit plus 3 devastator detachments.

HQ UNIT + Devastator Detachment 1 | Devastator Detachment 2 | Devastator Detachment 3

1 Space Marine command stand + 1 Rhino

Each devastator detachment consists of 6 Space Marine devastator stands and 3 Rhinos. Each Rhino carries 2 stands.

POINTS VALUE 1000

SPACE MARINE BATTLE COMPANY

A Space Marine Battle Company consists of 1 HQ unit plus 1 tactical detachment, 1 assault detachment, and 1 devastator detachment.

HQ UNIT + Tactical Detachment 1 | Assault Detachment 2 | Devastator Detachment 3

1 Space Marine command stand + 1 Rhino

Each detachment consists of 6 Space Marine stands of the appropriate type and 3 Rhinos. Each Rhino carries 2 stands.

POINTS VALUE 850

IMPERIAL GUARD STORM HAMMER COMPANY

An Imperial Guard Storm Hammer Company consists of 3 Storm Hammers. No. 1 Storm Hammer is also the company HQ tank.

No. 1 HQ Tank

No. 2

No. 3

POINTS VALUE 500

SPECIAL CARD

SPACE MARINE CHAPLAIN

The Space Marine Chaplain stand is accompanied by his own Rhino carrier.

POINTS VALUE 50

SPECIAL CARD

2 WARHOUND SCOUT TITANS

POINTS VALUE 500 FOR TWO WARHOUNDS

SPACE MARINE BIKE SQUAD

A Space Marine Bike Squad consists of a single formation of 5 bike stands.

POINTS VALUE 150

SPECIAL CARD

LIBRARIAN

Every Space Marine Chapter has powerful psykers called Librarians. These potent warriors use their psychic abilities to support their brother Space Marines on the battlefield. Librarians are particularly useful when fighting other psychically powerful creatures including daemons and some Elder xenos-more-powered fighting machines.

The Librarian stand is accompanied by a Rhino.

POINTS VALUE 100

IMPERIAL GUARD COMMISSAR

For every Imperial Guard company you automatically receive an extra Commissar card for free. Each card entitles you to field a Commissar stand plus its Rhino transport.

POINTS VALUE - FREE!

GREY KNIGHT DETACHMENT

A Grey Knight Detachment consists of four Grey Knight stands.

POINTS VALUE 400

SPACE MARINE WHIRLWIND SQUADRON

A Space Marine Whirlwind Squadron consists of 3 Whirlwinds.

POINTS VALUE 150

SPACE MARINE DREADNOUGHT SQUAD

A Space Marine Dreadnought Squad consists of 4 Dreadnoughts.

POINTS VALUE 100

SPACE MARINE BIKE SQUAD

A Space Marine Bike Squad consists of a single formation of 5 bike stands.

POINTS VALUE 150

THUNDERHAWK GUNSHIP

POINTS VALUE 50

DAVE GALLAGHER

eliminate as much of my force as possible before the hordes of darkness got to grips with him. I intended to use my more numerous troops like the Beastmen and Cultists to soak up incoming fire and hopefully spare the smaller but deadlier units of close-combat troops such as the Bloodletters. Trolls are also particularly good in this role because their regenerative ability allows them to take a lot of hits (this is so long they do what you want, rather than just wander around stupidly!).

I deployed the Lord of Battle and the Daemon Engines of Khorne in the centre where they could support my advancing infantry with much needed firepower. As these vehicles have good saving throws and can survive several hits I hoped they would attract a lot of the Space Marine fire.

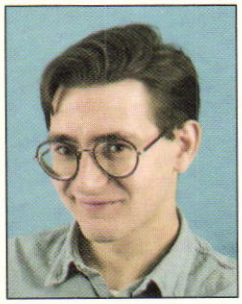
I placed the Cannon of Khorne on top of the hill overlooking objective 3 where they commanded a good view of the battlefield. I intended them to stay on first fire orders throughout the game. They were to support my attack in the centre and demolish the buildings which I was sure the Space Marines would deploy.

To protect the Cannon from any fast surprise attacks by speeders, bikes or gunships I positioned the Chaos Cultists on the slopes of the hill. Magnus the Red stood nearby since this was also a good vantage point for him to pick out targets for his Beam of Power. The Thousand Sons mustered near their Primarch and the Lord of Change. This gave me the option of either using them to guard objectives once I captured them or to get them into a suitable position to cast their Chaos Reward card of a magical vortex.

On my left flank, positioned by the river and accompanying the Lord of Change, were the Minotaur warband and the Thousand Sons Rhino-mounted detachment. With this force, possibly supported by the Pink Horrors, I intended to take the first bridge (the location of objective four) and then sweep on to either objective five in the buildings or objective six on the other bridge. On the right flank my Disc Riders took up position behind objective one. I hoped that they might be able snatch objective eight should the chance arise. As I had no intention of contesting this side of the board anyway these fast moving skimmers could harass any advancing Space Marines by making hit and run or pop-up attacks.

That was it. The Hordes of Chaos were deployed. Now all that remained was for us to grasp victory in our taloned fists!

THE BLOOD ANGEL ARMY (RICHARD HELLIWELL)



I play Space Marine using my own army of Blood Angels so I jumped at the chance to fight against Mark using the brilliantly painted Studio army. It was just too tempting an offer to resist.

Knowing that Chaos Daemons and creatures such as Trolls and Minotaurs are only deadly in close combat, I decided to include plenty of long range fire power in my force. To this end my first chosen company card was a Space Marine Devastator company. They are very expensive but I have found them to be invaluable in many frays. The Devastators were going to rain death on the advancing forces of Chaos from hills and other advantageous positions.

My next company card was a Space Marine Battle Company, taking my Devastator detachments up to a total of four, enough to give an even spread of hard-hitting troops across the table. The Battle Company also provided a detachment of both assault and tactical Space Marines. These would be useful in holding and taking objectives and, hopefully, protecting the Devastators.

The third company card I chose was a Imperial Guard Storm Hammer Company. These Super Heavy Imperial tanks have a withering fire power from their battle cannons and at close quarters those fourteen bolters per tank are perfect for cutting chunks from the Chaos army. The Imperial Guard Storm Hammer company card also allowed me a free Commissar card. This can be useful for giving orders to the Storm Hammers if you lose their command tank.

With three company cards you are allowed to take up to three special cards so I decided to take all three. My first choice was a Warhound Titan card (the card and full rules for the Warhound were printed in White Dwarf issue 144). I would usually have taken a Warlord Titan with lots of barrage weapons, but with 2350 points spent already I could not justify the extra cost. The Warhounds were both armed with Turbo-laser Destructors. One had a Plasma Blastgun, while the other had a Vulcan Mega-Bolter.

THE CHAOS HORDE

GREATER DAEMON
Khorne's Lord of Battles

POINTS VALUE 500

KHORNE BLOODLETTERS

A pack of Khorne Bloodletters consists of five Bloodletters.

POINTS VALUE 150

KHORNE JUGGER

A unit of Khorne Juggers consists of five Jugger stands.

POINTS VALUE 150

GREATER DAEMON
Tzeentch Lord of Change

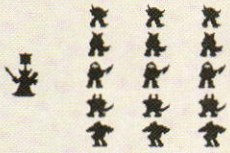
M	Save	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.
15cm	2+	-4	Bolt of Change	15cm	1	3+	-1

POINTS VALUE 300

SPACE MARINE LEGION
Thousand Sons

The Thousand Sons consists of three detachments of Chaos Space Marines and a Champion of Chaos. Each detachment consists of five Chaos Space Marine troop stands.

Chaos Champion + Detachment 1 | Detachment 2 | Detachment 3



POINTS VALUE 500

GREATER DAEMON
Magnus the Red - Primarch of the Thousand Sons

Magnus escaped the aftermath of the Horus Heresy by using his sorcerous powers to open a warp interface through which the ships of the Thousand Sons could flee to the Eye of Terror. There Tzeentch granted Magnus the Planet of Sorcerers to rule.

POINTS VALUE 300

DAEMON ENGINES OF KHORNE

A squadron of Daemon Engines of Khorne consists of three Daemon Engines of Khorne.

POINTS VALUE 300

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POINTS VALUE 300

TZEENTCH DISC RIDERS

A unit of Tzeentch Disc Riders consists of five individual flying discs.

POINTS VALUE 200

CHAOS SPACE MARINE RHINO SQUADRON

A Chaos Space Marine Rhino Squadron consists of 3 Rhinos.

POINTS VALUE 50

TROLL WARBAND

A Troll Warband consists of 10 stands of Trolls plus a Chaos Champion.

POINTS VALUE 250

THE CANNON OF KHORNE

A battery of Cannon of Khorne consists of three Cannon of Khorne.

POINTS VALUE 200

MINOTAUR WARBAND

A Minotaur Warband consists of 10 stands of Minotaurs plus a Chaos Champion.

POINTS VALUE 250

TZEENTCH HORRORS

A pack of Tzeentch Horrors consists of five Horrors.

POINTS VALUE 150

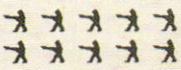
BEASTMAN WARBAND

A Beastman Warband consists of 10 Chaos Beastmen stands plus a Chaos Champion.

POINTS VALUE 200

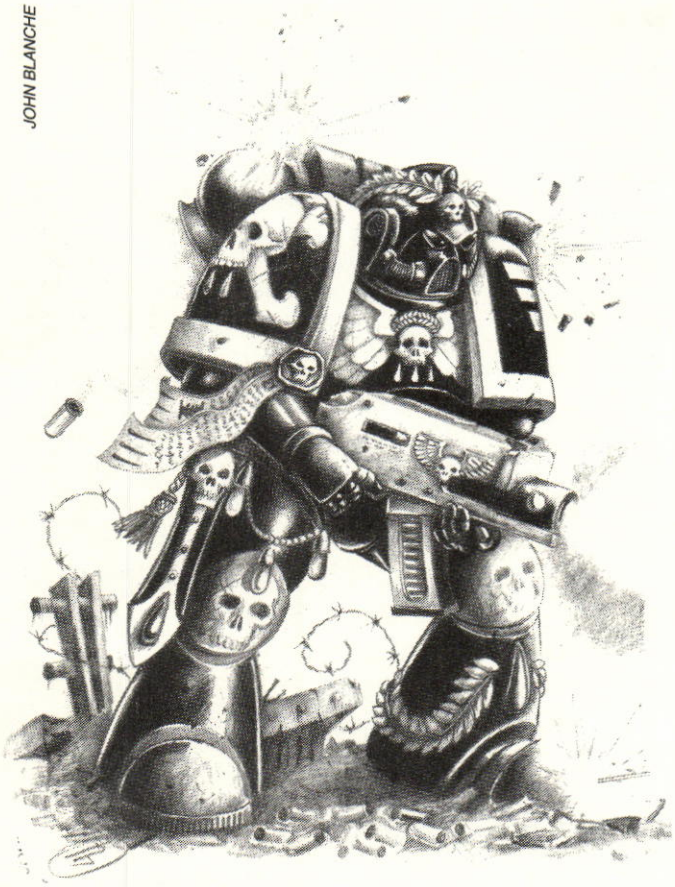
CHAOS CULTISTS

The Chaos Cultists consist of 10 Imperial Guard stands.



POINTS VALUE 200

JOHN BLANCHE



I took the Space Marine Librarian because of his special powers against Daemons. My final choice of special cards was the Space Marine Chaplain. He was there to improve the Space Marines' close assault factor during those nightmare close combats with Daemons and other chaotic creatures.

With only 1000 points left for support cards I had to choose very carefully. The obvious choice was a Grey Knight Detachment, a must when fighting Daemons. Even at 400 points their Daemon destroying-abilities are easily worth the cost.

Adding a Space Marine Whirlwind Squadron gave me some badly needed barrage weapons to bring down a hail of destruction onto the Chaos hordes. I also took two Space Marine Bike squads. Hopefully they would be able to race forward and snatch any exposed objectives. I had already bought a lot of troops to stand back and fight with long range weapons, so I needed something to raid into enemy territory.

Although the bikes should be good for raids up to half way across the table, for deep strikes I picked a Thunderhawk Gunship. These are very cheap and well armed, but they can be smashed to the ground with ease so great care must be taken when using them. With only 100 points left, my last card just had to be the reliable Space Marine Dreadnought Squad, with its good fire power and high saving throws.

Once I'd chosen my force, I rolled a dice for each Space Marine detachment to see whether any of their members would be gripped in a frenzy of fearlessness and band together to form the Death Company. On a roll of 5 or 6 a stand is removed from each detachment in your force to build up a special company of Blood Angels who never check morale, cannot be broken, and attack with a close assault factor of 4+!

Unfortunately I rolled 4 or under for all but one of my detachments. With only one stand available, Mark and I agreed not to bother with the Death Company for this game. This was a great shame as these fearless and heroic troops would have proved extremely useful.

THE IMPERIAL PLAN

First of all I decided to keep the Grey Knights and Thunderhawk dropship off the table. My plan was to bring these on later when I got the initiative and when the Daemons were out in the open. This would give the Grey Knights a good chance of destroying those warp-spawned abominations.

I set up the main body of my Devastators on the two hills, in the two large buildings and on the bridge. The Devastators in the buildings might prove vulnerable to the buildings collapsing, but, like the Devastators on the the hills, they could at least get a clear view of the battlefield. I decided the reward balanced the risk.

The Devastators on the bridge fulfilled a number of valuable uses. They were immediately in possession of objective six. They had an excellent field of fire across a large empty area, and they had the protection of the bridge which counted as a -1 to hit for cover! (The last was a house rule that Mark and I agreed upon before the battle. While it is not in the actual Space Marine rulebook, it seemed logical that the mighty plasteel structures of the bridges would provide some cover from incoming fire.)

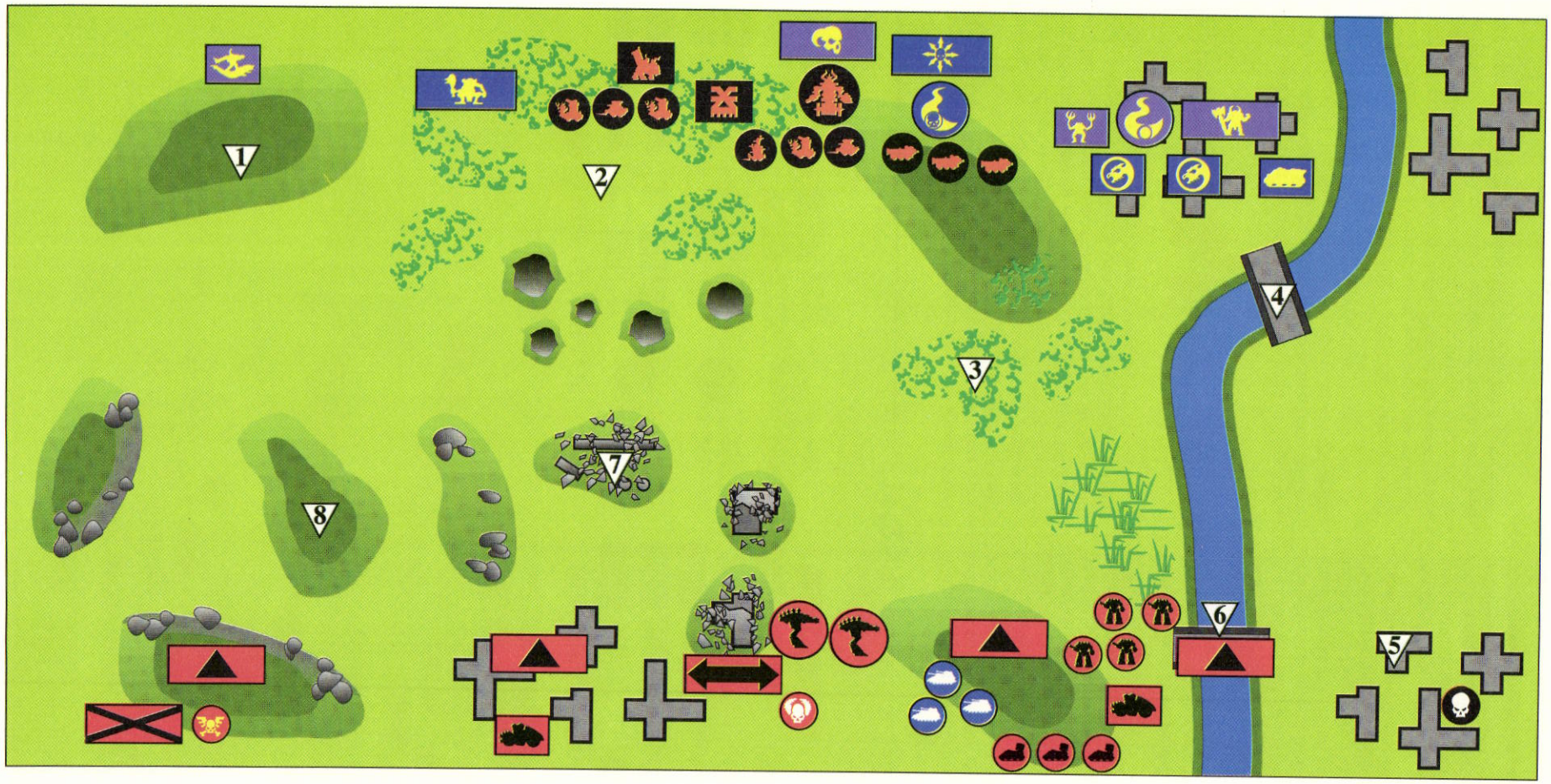
The basic plan with the Devastators was to stand and blast any of the Chaos forces that dared advance on our position. This was also the plan for the Whirlwinds, the Storm Hammers and the Dreadnoughts; as far as I was concerned, the longer I could keep the Chaos army under bombardment the happier I'd be.

Both bike squads were deployed as close as possible to objectives three and eight, so that they could race forward and secure them. The sooner that was done the better. I had to be ahead on victory points by the end of the first turn in order to stop those Chaos War machines having a bonus from being ahead on victory points.

I placed the Space Marine assault detachment and the Space Marine Chaplain behind the hill on the far left with the intention of taking and securing objective 1 then, if possible, moving on to objective two. The Space Marine tactical detachment was placed with the Space Marine Librarian in a central position. They intended to advance on objective 7 and the surrounding ruins.

The Warhounds were also placed centrally so that they could quickly react to any threat. Last of all, I positioned the Commissar and his Rhino. I had already decided not to bother placing him with the Storm Hammers, who did not need his leadership, so I placed him behind the right hand buildings with the aim of taking objective five. Although the Commissar was on his own, the Devastators on the bridge would, hopefully, be able to stop anyone racing across the open ground to reach their objective.

The Imperial troops now stood ready to see off those Chaos-worshipping scum.

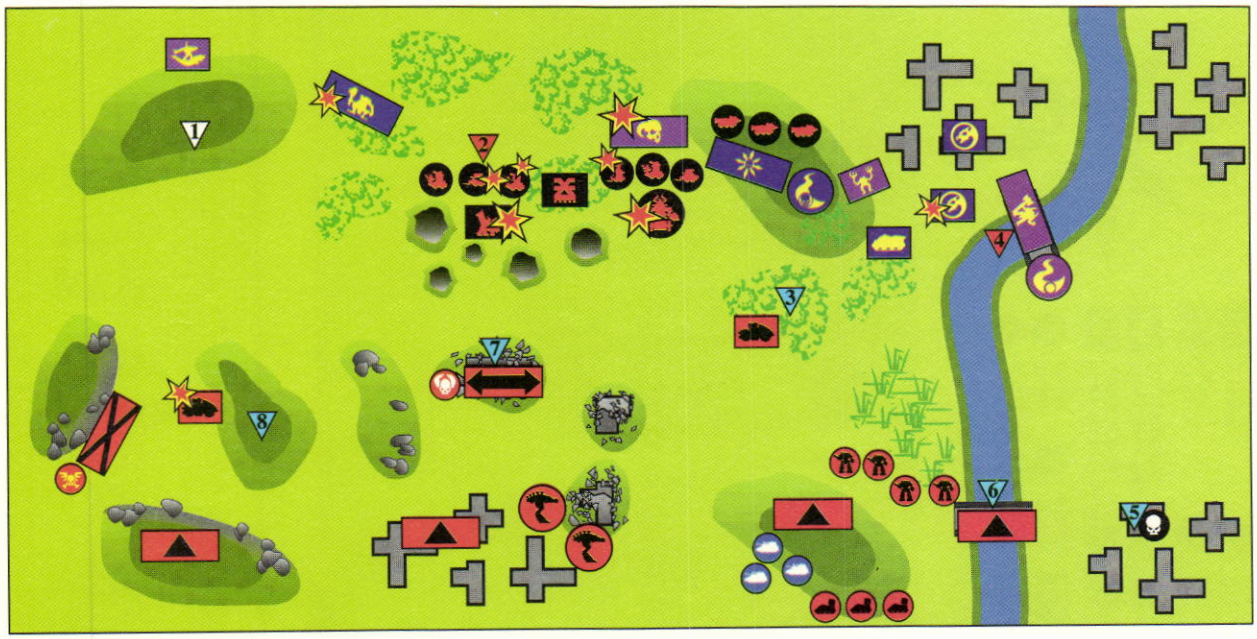


THE HORDE OF CHAOS

- Cannon of Khorne
- Cauldron of Blood
- Khorne Jugger
- Death Dealer
- Tower of Skulls
- Khorne Bloodletters
- Greater Daemon Khorne's Lord of Battles
- Space Marine Legion Thousand Sons
- Chaos Cultists
- Chaos Space Marine Rhino Sqaudron
- Troll Warband
- Greater Daemon Magnus the Red
- Tzeentch Horrors
- Minotaur Warband
- Tzeentch Disc Riders
- Beastman Warband
- Greater Daemon Tzeentch Lord of Change

BLOOD ANGELS SPACE MARINES

- Space Marine Assault Company
- Space Marine Tactical Company
- Space Marine Devastator Company
- Space Marine Bike Sqaud
- Grey Knight Detachment
- Space Marine Dreadnought Squad
- Thunderhawk Gunship
- Space Marine Chaplain
- Space Marine Librarian
- Commissar
- Imperial Guard Stormhammer Company
- Warhound Scout Titan
- Space Marine Whirlwind Squadron



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- Commissar
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- Imperial Guard Stormhammer Company
- Space Marine Dreadnought Squad

TURN 1

The battle opened with a roar of engines as the Blood Angel biker detachments surged forward to capture objectives three and eight. On the right flank the Imperial Commissar sped through the deserted streets to to seize objective five, while the rest of the army advanced into good fire positions or fortified themselves in cover. A braying howl from the Lord of Change chilled the blood of all who stood on the battlefield and in response, the forces of Chaos screamed forth their battlecry and swept forward towards the city.

The Lord of Change, accompanied by his band of Minotaurs, stormed across the bridge to capture objective four, while a detachment of Thousand Sons Chaos Space Marines and the horde of cackling Pink Horrors moved up in support.

As the Chaos Space Marines advanced, their warcries turned to screams of pain and despair as an unerringly accurate hail of missiles launched from the Space Marine Devastator squad positioned on the bridge at objective six burst among them. In an instant, the air was riven with exploding missiles and when the smoke cleared, the Thousand Sons had been completely wiped out.

Witnessing the annihilation of his Marines, Magnus the Red was driven into such a paroxysm of fury that his Beam of Power went completely wide and failed to hit anything.

In the centre, the Lord of Battle, Beastmen and Daemon Engines charged forward into a furious barrage from the Whirlwinds. The screaming projectiles missed the towering Daemon war-engine and burst amongst the Beastmen. Bloodied but unbowed, they pushed on, heedless of their casualties.

The two giant Warhound Titans and the second detachment of Space Marine Devastators positioned on the hill, now focussed their fire on the advancing Chaos horde. Incandescent death blazed around the Lord of Battle and burst among the Khorne Juggers. Many of the missiles bounced off the Lord of Battle's armoured chest but one shot ripped off his chain-fist. A second well-aimed projectile burst against his head, temporarily blinding him, and causing him to run amok in frenzied rage. The Juggernauts fared no better, and even their Chaos mutation of brightly patterned skin failed to stop them from being almost wiped out.

As the Daemon Engines of Khorne advanced past objective two, they ran into a storm of fire from the Devastators dug into the buildings overlooking the centre of the battlefield. As the missiles struck, several of the engines were engulfed in fire and sent crashing to the ground amidst a sea of flames.

The Blood Angels move into position and ready themselves for battle.

Enraged by this destruction, the Cannon of Khorne burst forth their shrieking meteors of flame. The nightmare missiles cut blazing trails through the smoke filled sky, but failed to find their mark against any of their targets.

Dazzled by the smoke and flame, the Trolls on the Chaos right flank became confused and wandered from the cover of the woods out into open ground. As they emerged from the trees, they were spotted by the fourth Space Marine Devastator squad positioned high up on the hill at the end of the Blood Angels' line. As the missiles struck home several of the Trolls were killed before they even knew what had hit them.

Seeing the Space Marine bike detachment racing forward to capture objective eight, the Tzeentch Disc Riders hidden on the far flank abandoned their plan to seize objective one in favour of making a pop-up attack against the exposed bikers. With a howling scream of hatred, the riders appeared over the crest of the hill to pour fire down on the Marines, but only succeeded in killing one.

By the end of the turn, doubt seeped into the minds of the minions of Chaos. Had their dark gods deserted them? The casualties on the Chaos side had been horrific while they had only succeeded in killing two Blood Angels bikers.

Surely the Blood God was displeased!

"Die, loyalist scum!" snarled Karlsen, impotently snapping off a shot at the distant Devastator detachment. He strode forward unhesitatingly while bolter shells and heavy rockets whistled all about him. To his left Brother Steiner went down, one taloned hand clutching a gaping wound in his chest. To his right Brother Torvarl fell, a bolter blast catching him in his single glowing eye. Chained lightning flickered round Torvarl's head as he stumbled. The smell of burned meat and ozone filled the air. Knowing the warding power of Chaos, Karlsen doubted that either wound was mortal. There was no easy escape from damnation.

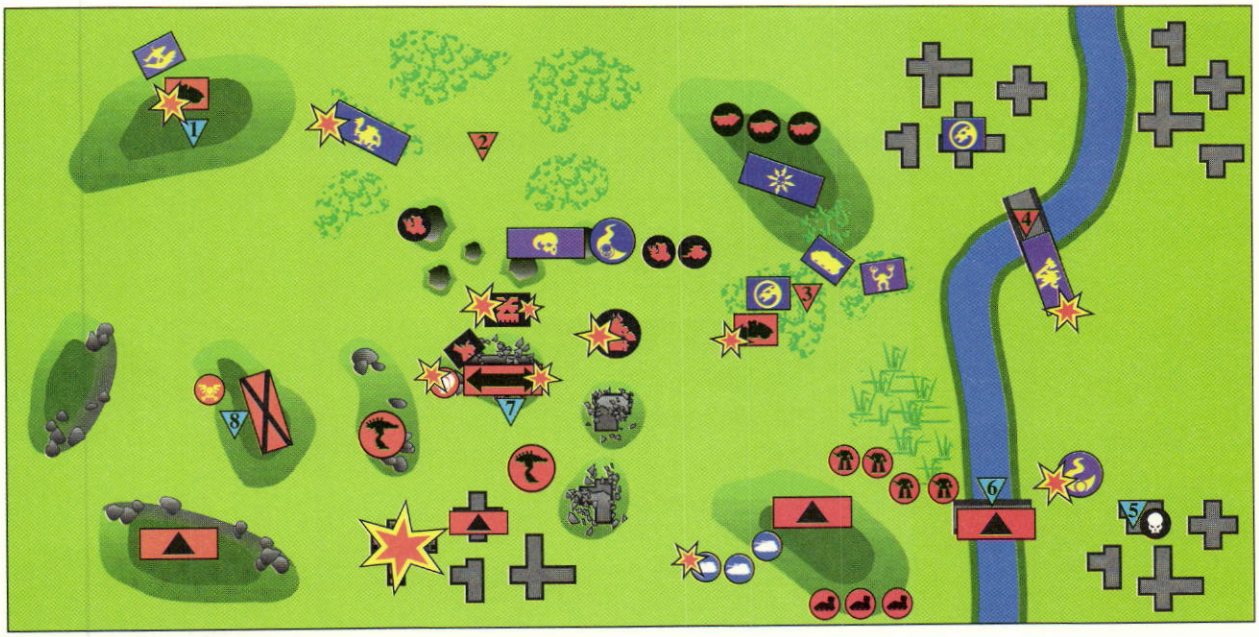
Torvarl falling was a bad omen though, Karksen decided. Old Single-eye had been particularly favoured by the Primarch. He muttered the charm against incoming fire that Magnus had taught him ten millennia ago, before the thrice-accursed Space Wolves had levelled their homeworld of Prospero.

An explosion ripped the ground at Karlsen's feet. Dirt splattered stingingly against his faceplate. He swayed but refused to fall. On the distant bridge the muzzle flash of heavy bolters was evident. Karlsen decided he would kill every one of them. Confident of his Primarch's protection the Chaos Space Marine marched on.

TURN 1 VICTORY POINTS TOTAL

SPACE MARINES: 30

CHAOS: 10



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- Space Marine Bike Sqaud
- Commissar
- Grey Knight Detachment
- Imperial Guard Stormhammer Company
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TURN 2

Encouraged by the success of their long-range fire and grip on five of the eight objective markers, the bulk of the Blood Angels settled down on first fire orders.

The only exceptions were on the left flank, where the Space Marine assault detachment and Chaplain moved up to take secure control of objective eight. This had been captured by the Space Marine bikers who now revved up their machines and roared forward to engage the Disc Riders at objective one. However, as the bikers crested the hill, the Champions of Tzeentch took to the air, and poured a hail of fire into the vainly weaving Space Marines, killing four of them.

The Space Marine bikers are ambushed as they charge home.

On the opposite flank, the Lord of Change broke away from the Minotaurs in an attempt to silence the Devastators on the bridge. His deadly Bolt of Change missed its target and the Devastators replied with a volley of shots that sent the Greater Daemon reeling back in pain. As the Minotaur warband poured off the bridge, a barrage from the Whirlwinds descended upon them with a screaming roar. The ground was rent by great explosions, which ripped apart three of the great brutes, but the rest pressed determinedly on.

On the other side of the river the Pink Horrors moved forwards into the cover of the woods. With them were a detachment of Thousand Sons, who disembarked from their Rhinos and in a brief but bloody fight, captured objective three from the Marine bikers. In the centre of the field the rest of the Chaos Horde charged forwards.

The Lord of Battle, still blinded by the head shot, was blasted by the Warhound Titans and tactical squad dug into the cover of the ruined temple. Concentrating its daemonic powers, the Lord of Battle absorbed the few shots that managed to penetrate its armour. Behind the Lord of Battle, the other

Daemon Engines clanked forward through the hail of fire that burst around them, rattling off their armour but causing no damage. Their return fire was also mostly ineffective with the exception of a few shots from the Deathdealer which slew a couple of Space Marine bikers positioned at the edge of the woods near objective three.

In the centre, the Beastmen emerged from the woods and, making use of the cover provided by the craters, continued their advance. Seeing his followers in difficulty, Magnus the Red swept down from the hill to join the Beastmen. Turning his gaze to the Storm Hammers he unleashed his Beam of Power, instantly vapourising one of the mighty tanks.

The Blood Angels Librarian, who had been entrenched with the tactical detachment at objective seven amidst the ruins of the temple, decided on a direct course of action. Faced with the danger of the advancing horror of the Thousand Sons' Primarch, he initiated a psychic battle with Magnus the Red. Sensing the danger, Magnus called upon all changing powers of Tzeentch and sent a wave of psychic feedback boiling into the Librarian's mind, melting his brain and killing him instantly.

Before the Marines could recover from the loss of their Librarian, the Juggernauts of Khorne bulldozed through the rubble and came crashing down on them like a brass avalanche. In the bitter hand-to-hand combat that followed the desperate Marines brought down one of the two surviving Juggernauts.

Inspired by the carnage, the Bloodletters charged across the open ground to join in the combat at the temple, determined to pollute the hallowed ground with the blood of Space Marines. The ground erupted around them and the Daemons were flung about like rag dolls by a hail of mega-bolter fire from a Warhound. To the horror of the watching Marines several of the Bloodletters hauled themselves to their feet and threw themselves forward, chanting oaths to the Blood God. Laser beams burned through the air around the ruins as the Chaos Cultists successfully picked off some of the unengaged tactical squad.

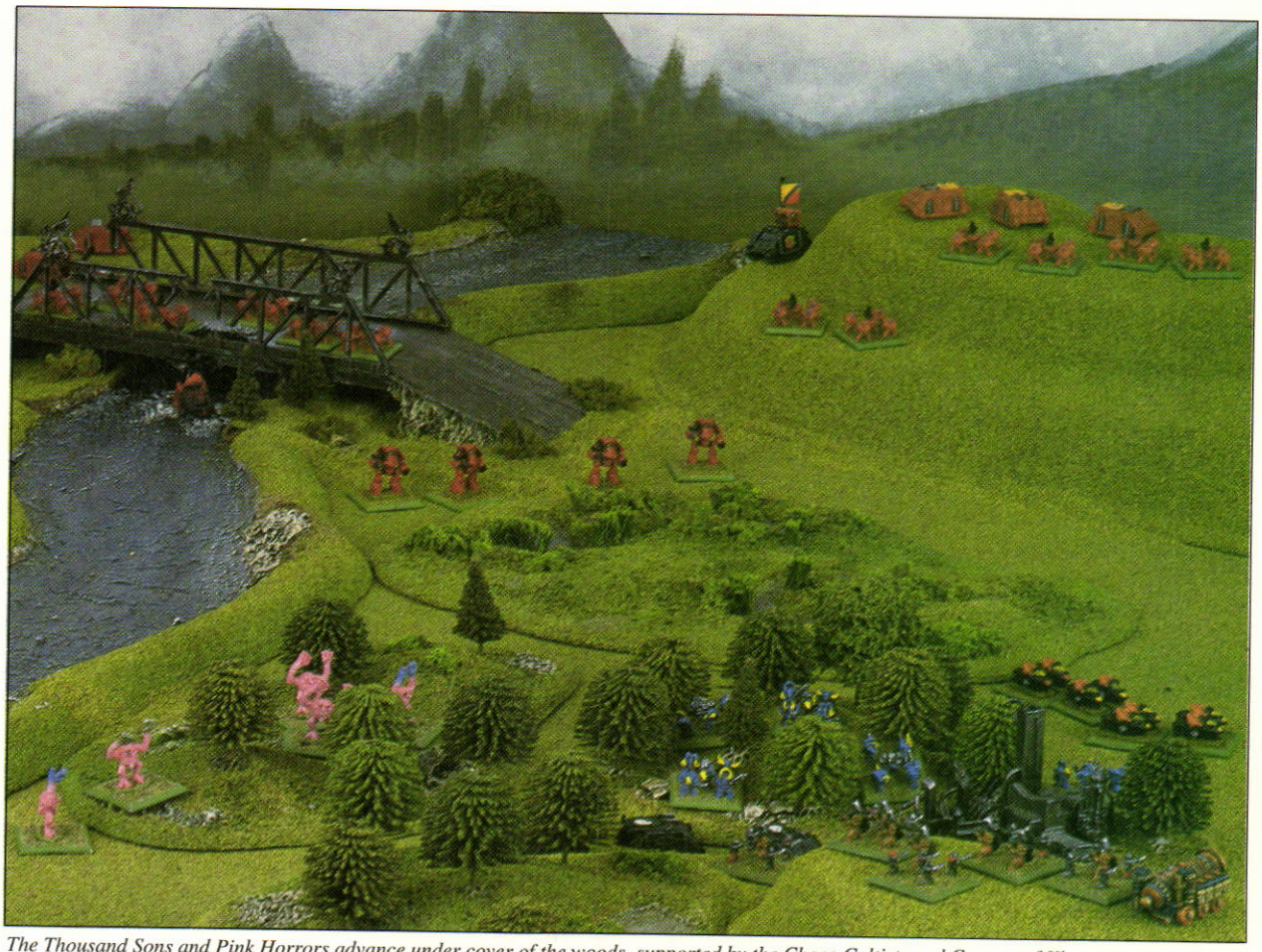
Amidst the roar of battle, a towering building to the rear of the Imperial line came crashing down as a burst of warp energy from one of the Cannon of Khorne struck home. Half the detachment of Devastators were left smashed, dead and buried amidst the ruins.

Finally, over on the Chaos right flank, the Trolls continued to mill around the woods confused and dazed by the furious battle and the sudden deaths of their brothers. As they tried to make sense of their situation, a few more of the hapless beasts fell prey to fire from the distant Devastator detachment.

TURN 2 VICTORY POINTS TOTAL

SPACE MARINES: 32

CHAOS: 20



The Thousand Sons and Pink Horrors advance under cover of the woods, supported by the Chaos Cultists and Cannon of Khorne.

TURN 3

For the first time the Space Marines won the initiative. Sensing the presence of the Grey Knights, something akin to fear flickered through the Lord of Change's mind. Psychically he called out to his minions for support. Bellowing their response, the Minotaur warband rushed over to form a circle around their lord and master.

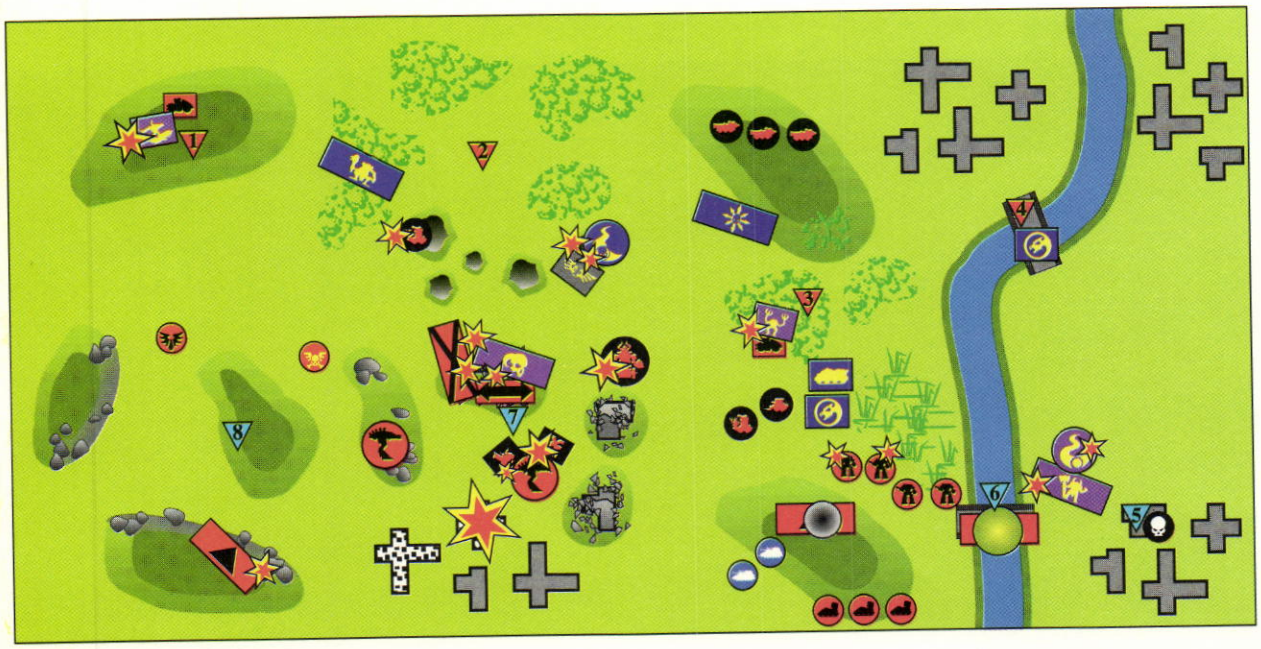
Before the Devastators on the bridge could take advantage of these sitting targets, a Bolt of Change from the Greater Daemon struck a stand of Space Marines in the centre of the detachment. Quicker than mortal eye could see, the bodies of the agonised warriors were burst asunder by hideous, thrashing tentacles and razor-sharp pincers that rapidly attacked and consumed the remainder of the unit.

On the left of the Chaos line, a detachment of Thousand Sons Space Marines dashed from the cover of the buildings onto the bridge to safeguard objective four from any possible surprise attack. To their right, the Pink Horrors moved to the edge of the woods surrounding objective three and fell on the last two Space Marine bikers. Cackling maniacally the Horrors ripped the desperate Blood Angels to pieces!

Just ahead of them, a Thousand Sons detachment with their supporting Rhinos moved up alongside two of the Daemon Engines, while in the centre, the Bloodletters and the last Juggernaut dashed past the beleaguered Tactical Marines to engage one of the Warhound Titans. In their wake, the Beastmen swarmed from the cover of the craters and scrabbled through the ruins to fall on the now outnumbered Space Marines. Seeing their brothers about to be overwhelmed by the bestial horde, the Assault Marines launched themselves off the hill and dropped down into the swirling combat.

Smashing aside the Rhinos speeding to rescue the Warhound, the Bloodletters and Juggernaut frenziedly attacked the towering war machine, causing the Titan's reactor to go critical and shut down. Behind them in the ruins of the temple the ground became slick with the blood of both sides.

As Magnus the Red searched for another victim for his Beam of Power, the air around him began to hum and the shimmering forms of the teleporting Grey Knights took shape. As they solidified and charged forward, Magnus's burning gaze struck down one squad of the Daemonhunters, but the others pressed determinedly forward. In an instant Magnus was surrounded and with a combination of Force swords, Nemesis weapons and psychic attacks the Grey Knights overwhelmed the Primarch and cast him back into the warp.



THE HORDE OF CHAOS

- Cannon of Khorne
- Cauldron of Blood
- Khorne Jugger
- Greater Daemon Khorne's Lord of Battles
- Death Dealer
- Tower of Skulls
- Khorne Bloodletters
- Space Marine Legion Thousand Sons
- Chaos Cultists
- Greater Daemon Magnus the Red
- Chaos Space Marine Rhino Sqaudron
- Troll Warband
- Tzeentch Horrors
- Minotaur Warband
- Greater Daemon Tzeentch Lord of Change
- Tzeentch Disc Riders
- Beastman Warband

BLOOD ANGELS SPACE MARINES

- Space Marine Assault Company
- Thunderhawk Gunship
- Space Marine Tactical Company
- Space Marine Chaplain
- Warhound Scout Titan
- Space Marine Devastator Company
- Space Marine Librarian
- Space Marine Bike Sqaud
- Commissar
- Space Marine Whirlwind Squadron
- Grey Knight Detachment
- Imperial Guard Stormhammer Company
- Space Marine Dreadnought Squad

The Horde of Chaos drive home their attack as Magnus the Red is struck down by the Grey Knights.

A wave of panic passed through his minions as his psychic howl of rage echoed over the battlefield. The Cultists who had witnessed this terrible event broke and fled down the hill into the woods. The Trolls followed suit, lumbering back into the dark sanctuary offered by the trees, while the Thousand Sons' support Rhinos abandoned the Chaos Space Marines to their fate.

Filled with rage at the defeat of their Primarch, the Thousand Sons' thoughts now turned only to vengeance. The opportunity for retribution came quickly. At the forefront of the attack, the Chaos Space Marines advancing with the Daemon Engines called upon the magical energies of Tzeentch and cast a Vortex at the Devastators on the hill. With an ear-splitting roar, a maelstrom of utter blackness appeared amidst the terrified Space Marines, sucking dozens of Blood Angels into the warp. The Thousand Sons' missile launchers then sent a hail of projectiles into the Dreadnought detachment, causing two of them to topple over and disappear into the marsh.

Once again the Cannon of Khorne rained down flaming ruin on the foe. Under their unerringly accurate fire another building crashed to the ground, killing all of the Devastator squads contained within.

Though spared from the Grey Knights' attack the Lord of Change took a hail of fire from the surviving Devastators on the bridge, as well as from the remaining Dreadnoughts and a barage from the Whirlwinds. Several of the Minotaurs fell protecting their Lord and once more the Greater Daemon was forced to call upon the power of Tzeentch to save himself from being cast back into the warp.

Back in the centre the Lord of Battle finally got to fire at its tormentors but failed to hit anything. Had the power of the Blood God deserted it? A Daemon Engine on the right crashed to the ground a burning hulk, while the remaining two Daemon Engines continued their relentless advance towards the Marines.

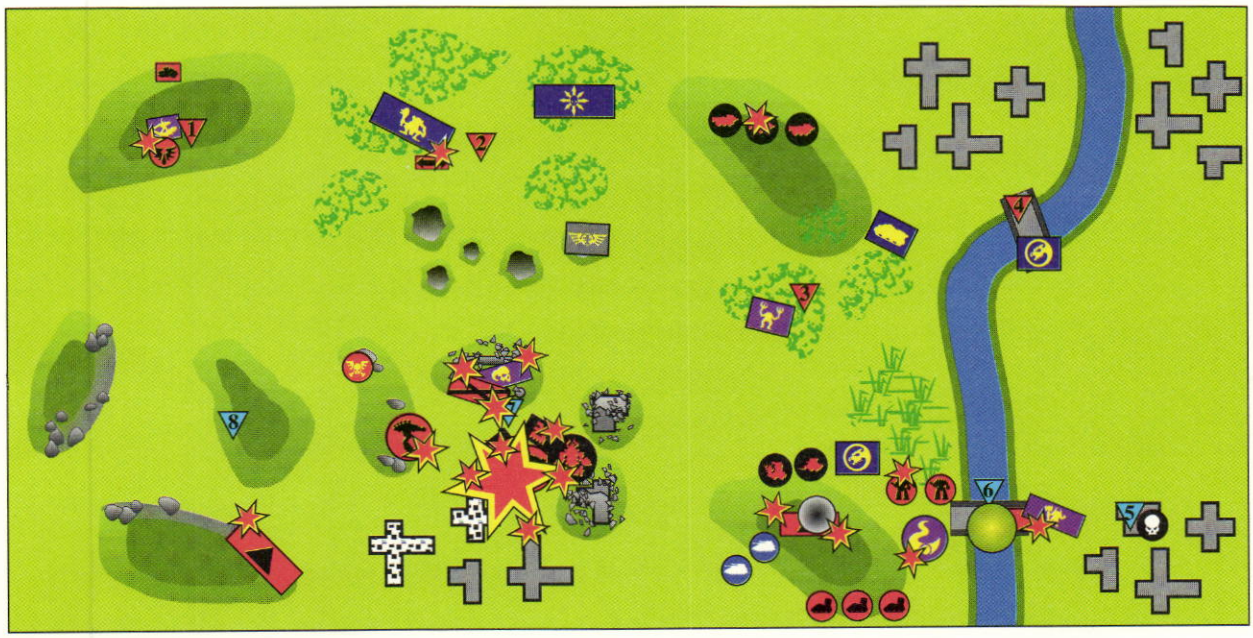
As the triumphant Disc Riders finally captured objective one, several of them dived down to finish off the demoralised and shattered bikers. Down but not out, one of the bikers managed to fight back, sending a Champion of Tzeentch tumbling from his mount. As the two sides struggled to the death, a Thunderhawk Gunship sped along the valley in an attempt to even up the odds by opening up with its rockets and battlecannon on the unengaged Disc Riders.

It looked like the tide of battle had turned in favour of the dark ones.

TURN 3 VICTORY POINTS TOTAL

SPACE MARINES: 31

CHAOS: 37



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TURN 4

Both sides realised that the end of the battle was near. Now the time for subtlety had passed and only bold actions could win the day. As the Chaos Gods fed energy from the warp into their followers, giving them greater potency and new heart, it looked like the Forces of Chaos might prevail.

Snatching an opportunity, the last remaining Tactical Squad clambered into a surviving Rhino and sped off in a desperate attempt to capture the unguarded objective two. Only a lone Chaos Champion from the broken Troll warband stood in their way, but the ensuing combat ended in a stalemate with neither side able to gain the advantage.

In the ruins of the temple there was no pause in the blood letting. The wild fury and animal cunning of the Beastmen was met with disciplined determination by the Space Marine assault squads. The advantage finally lay with the Blood Angels as only two Beastman packs remained at the end of the combat. The sacred ground of the temple, and with it objective seven, was still in Space Marine hands.

Deciding that the only way to win back favour with Khorne was to bring about the death of its enemies in hand-to-hand combat, the Lord of Battle charged forward to attack the already disabled Warhound. With its reactor off-line the Warhound stood defenceless against the combined attacks of the Bloodletters, Juggernaut and Lord of Battle and they tore it to pieces with the fury of frenzied beasts.

As the Titan was ripped apart, its reactor overloaded and the mighty war machine disappeared in a blinding ball of plasma. The white hot sphere burst outwards, striking the Lord of Battle and the undamaged Warhound, vapourising the Bloodletters and Juggernaut and destroying all but one of the Blood Angels squads left fighting in the shattered temple.

As the incandescent gas engulfed the Lord of Battle, it triggered a massive internal explosion and the monstrous Daemon Engine toppled slowly to the ground. The other Warhound was also almost liquefied. The blast wave breached its reactor and the crew fought desperately to prevent their Titan suffering a similar fate to its brother. Deep in the warp, Khorne howled deep and long with the pleasure of so much death and blood.

With the deadly plasma ball stopping just short of them, the Beastmen now found the ruins almost scoured clean of Marines. However their jubilation was short lived. With a staccato blast, the Storm Hammers opened up on them with their Battlecannons, reducing the foul mutations to little more than a fine red mist. The battle for the temple had truly become bloodbath.

Continuing their advance, the remaining Daemon Engines at last found themselves in range of the Devastators positioned on top of the hill. Gatling cannon fire from the Deathdealer and molten ichor from the Cauldron of Blood seared through

The Lord of Battle, Bloodletters and Juggernaut launch their savage attack against the crippled Warhound Titan.

the Blood Angels, practically clearing the hill. On the far flank the Thunderhawk Gunship hovered over to Disc Riders in an attempt to take objective one. In the short, deadly dogfight it succeeded in killing only one Disc Rider before it was sent spiralling into the hillside. However, the distant Devastators brought the Disc Riders' short lived victory to end. The sky about Tzeentch's riders rippled with missiles and heavy bolter fire until the last Tzeentch warrior lay broken or dead on the hillside.

Attempting to return fire one of the Cannon of Khorne misfired and exploded in a massive blow-back. The shots of all the others deviated from target and inflicted only minor casualties.

Over at the bridge the Minotaurs finally got to grips with the Devastators who had been cut off on their side of the river by the amorphous Chaos Spawn now blocking the bridge in a bubbling, tentacled mass. Holding their fire until the Minotaurs were right on top of them, the Devastators slaughtered nearly half the remaining warband.

Despite these appalling casualties the Minotaurs continued their unstoppable charge, ripping the armour from the hulls of the Rhinos and rending their opponents limb from limb in a fury of bloodlust. At the end of the carnage only a lone Blood Angel Rhino remained intact on that side of the river.

Leaving his followers to their gruesome work the Lord of Change flew across the other side of the river where he unsuccessfully cast a Bolt of Change at the Whirlwinds.

With a heroic effort, the crew of the damaged Warhound managed to repair the damaged reactor and regain full control of their machine. As the vapour cleared from around the melted mass of the destroyed Titan and the shattered Lord of Battle, a lone Bloodletter heaved itself up from the scorched earth. Gazing out across the battle, the daemon bellowed out in pleasure at the carnage it surveyed.

Each side had suffered horrendous casualties, but in this final turn, both sides had passed the victory total of forty five points. The battle was all but over, and there was nothing left to do but count the cost…

The bitter hand-to-hand struggle between the Minotaur warband and Blood Angels Devastators.

TURN 4 VICTORY POINTS TOTAL

SPACE MARINES: 47

CHAOS: 55

CONCLUSION

Both sides had fought to a bloody climax and at the end there was very little left that hadn't been either completely annihilated or broken.

With two out of three of the Greater Daemons banished back to the warp and the Lord of Change with no Chaos cards left to protect himself with, the uprising had been effectively broken. The remaining Thousand Sons and the other daemonic creatures returned to their Space Hulk, leaving their mortal followers to their fate. There would be other planets where corruption lurked beneath the surface waiting to summon their aid. In time the opportunity for vengeance would come.

Their daemonic enemy either purged or fleeing, the Grey Knights picked up their fallen brothers and teleported back to the orbiting warpship. Having sustained grievous losses in successfully breaking the back of the rebellion, the Blood Angels too returned to their starship, leaving the planetary forces the grim task of exterminating the remaining deviants and Chaos Cultists who had fled to the sanctuary of the dark forests.

CHAOS DEBRIEFING

Well, after a difficult start I had victory snatched away from me by the dogged resistance of the Space Marines. Putting aside things like lucky or unlucky dice rolls, I stuck to my plan fairly closely.

The losses I suffered in the first and second turns took some of the punch out of the attack in the centre. I made the classic mistake of an attacking army by putting the Lord of Battle and a unit of Daemon Engines on advance orders instead of charge orders in the first turn. As a result of this I had to keep them on advance orders for a couple more turns to bring them into range of the Space Marines when they could have just rushed forward and gone onto first fire.

The Beastmen, Bloodletters and Juggernauts of Khorne performed admirably. Despite the early heavy losses they suffered, they still managed to inflict damage on the enemy. The Trolls were always a bit of a gamble, one that could have gone either way. As it was they spent the whole of the battle ambling around and getting nowhere right up to the point where they ran away.

Apart from squashing a couple of Space Marine bikers, the Pink Horrors didn't get the opportunity to really prove themselves but the Disc Riders worked to perfection, fulfilling all their aims. My only regret is that I didn't have more of them. With a couple more mobile units on the table I could have stolen the easy objectives that the Marines left unguarded in the later stages of the battle. I might even have used them to dive down and assault the Whirlwinds.

The Thousands Sons were a little redundant in the battle since, from the almost defensive position I set them up in, the enemy were out of range of their missile launchers. A more aggressive role, and a couple more Rhino detachments to get them where they wanted to go, would have greatly increased their contribution to the bloodletting. In a way this was my own fault. One of my constant fears when playing against an Imperial army is that Space Marines in Thunderhawk gunships will descend from the sky and seize any unguarded objectives. I positioned some of the Thousand Sons with this possibility in mind, hoping that they could cover any abandoned objective markers.

In the past the Cannon of Khorne have proved very successful at demolishing buildings containing infantry and this battle was no exception. Despite their inaccuracy in the first few rounds, they managed to dispose of an entire Devastator detachment.

With the exception of the Lord of Battle the Greater Daemons worked well at dealing out destruction and inspiring a suitable amount of fear in the enemy. Both the Lord of Change and Magnus the Red were unlucky not to hit more than one target each with Bolts of Change and Beams of Power respectively. I was fairly certain that one of them would be cast back into the warp once the Grey Knights arrived so Magnus's loss came as no great surprise.

On Turn 3, I was faced with a dilemma when the Lord of Change had the opportunity to take objective five from the lone Commissar defending it. This would have meant leaving my exposed Minotaur warband to face the firepower of the Devastator detachment on the bridge, and as I have learnt from bitter experience, it only takes a lucky dice roll to inflict crippling damage. I decided to let the Lord of Change lead the assault, hoping that his Bolt of Change could destroy enough Devastators to considerably reduce their firepower.

I must admit that all my plans for the Lord of Battle went completely astray. From the first lucky shots that blinded it and prevented it from firing for two turns, to the appalling dice rolls I made when it could fire, fate, or the Emperor, conspired to make the Lord of Battles' effect on the outcome of the battle minimal.

I could have kept on playing Chaos cards to keep it out of trouble but it used up more than its share anyway, and I was

The bloody struggle between Beastmen and Space Marines amidst the ruins of the Temple of the Emperor Triumphant.

much more concerned with keeping the Lord of Change and Magnus the Red in play. By the end, out of desperation and goaded by my previous inability to hit anything, I charged into the combat against the Warhound. By sheer bad luck the Lord of Battles took an unlikely damage result from the meltdown of the Titan's plasma reactor and was destroyed.

Curses, victory just slithered out of my tentacled grip. Still, another day Khorne may smile upon me. The world shall hear from me again!

SPACE MARINE DEBRIEFING

My plan worked out fine for the first turn with, of course, a few exceptions. The Devastators were probably the greatest success. I've relied on their firepower before and, once again, they excelled themselves. When a Chaos Horde is slowly lumbering towards your position, these are the troops to have. The Tactical and Assault Marines were involved in some of the most bloodiest fighting on the whole table, but they did everything asked of them. When the dust cleared there may have been only one stand left on the objective marker but that was all I needed.

The Grey Knights were the most potent force I had against the Daemons and the timing of bringing them on to the table had to be precise. It had to be on a turn when I had the initiative, and when the target Daemon was alone. On the third turn everything came together nicely. Winning the initiative at last, the Grey Knights came down right on target, surrounded Magnus the Red and let him know his end was at hand.

As most of my troops did as intended, what went wrong? Why the great turn around half way through the game, after such a brilliant first two turns? The first mistake was with my deployment. It was foolish to put the Chaplain with the assault detachment. I was hoping to reach objective one but had to give up my advance and the objective in order to race to the support of the tactical detachment in the the centre of the table. The Chaplain, not wanting to arrive inside his Rhino, and unable to keep up without a jet pack, was forced to walk and so never made it into battle.

I should have brought the Storm Hammers forward on turn three. Their armour saving throw is good enough to withstand most incoming fire and I would have got the benefit of their fourteen bolters apiece which could have tipped the balance in the great hand-to-hand struggles.

If I were playing the game over again, I would probably place the Assault Marines in the Thunderhawk gunship, and would have attacked one of the Daemons in close combat much sooner. It is almost impossible to kill Greater Daemons with firepower. However many good shots my Devastators got, the Daemons just expended more Chaos cards and got up again. It was very frustrating. Death is almost certain for a Daemon in close combat.

Actually, much of what went wrong can be laid at the door of my handling of the Greater Daemons. If I'd concentrated on them a little sooner, instead of being disheartened by their apparent invulnerability, then they would not have lasted out the game. As it was, their Chaos cards kept them alive right to the bitter end. If I'd hit them harder and sooner then they would have died. As it was, by the last turn Mark had exhausted his Chaos cards and a Greater Daemon, worth 3 victory points, was tottering on the edge of the warp. Ah, if only I had realised sooner.

It had been an incredibly exciting game. Frustrating as it was, we both deserved a draw for the way we played. Each time I play Space Marine I learn something new and in my next clash with the forces of Chaos, I'll know better.

Brother-Captain Karlsen surveyed the carnage wearily. His wounds pained him. His armour hurt as if it were bruised skin. The weight of his ten thousand years pressed heavily on him. He almost envied those who had died. He ran his metal-clad tentacles over the fused remains of the Lord of Battle. It was still warm from the reactor meltdown that had sent its spirit tumbling back into the warp. Nearby the head of the slain Warhound lay in a pile of ash and slag. Its sightless eyes gazed mockingly on the Chaos Space Marine. Karlsen sent a blast from his bolter ricocheting off the giant metal skull. The sound was shockingly loud in the battle's quiet aftermath.

Karlsen watched the triumphant rebels swill sour wine from dirty bottles and listened to their babbled jokes and monkey chatter. The few remaining cultists who danced and sang amid the rubble did not realise it yet but they were dead men. Their patron daemons had been cast back into the warp. The back of the rebellion on this world was broken. It did not matter. There would be other worlds.

From the rubble of the ruined temple he heard a groan. A figure staggered from the fused innards of the building and fell on his face. Karlsen watched clinically, surprised that a Blood Angel still lived. The man was terribly burned. The red of his armour had peeled and bubbled away from the heat of the blast. The rock around him was scarred black by nuclear fire. All around him lay charred skeletons and melted armour. The Space Marine looked at Karlsen with feverish, hate-filled eyes. Frantically he tried to rise to his feet, to bring his half-melted weapon to bare.

"Traitor. Heretic. Abomination," the Space Marine muttered. Karlsen found himself staring down the barrel of the weapon into final darkness. Part of him wanted the Blood Angel to pull the trigger.

Karlsen's bitter laughter bubbled from his ruined and horribly mutated throat. Speech was difficult now. He tried to find the word to articulate his loathing. He searched his corroded soul for the single word that would embody his ten thousand years of hate.

"Brother." he said eventually.

A hint of fear played over the Blood Angel's blistered features. He made to pull the trigger on his bolter. Sight-blurringly swiftly Karlsen brought his own weapon up. A single shot tore through the Blood Angel. The man fell, uttering not a sound. Karlsen kept firing, unloading a full magazine into the twitching corpse, wanting to hear the dead man scream.

At that moment, he wished that he had every Space Marine in the galaxy in his sights. So boundless was his hatred, so great was his rage, that he would have killed them all without mercy or compassion. At that moment, he knew he would fight forever until all was ruination and the entire galaxy was dust. For him there could be neither rest nor peace.

The Long War would go on.

By Mike McVey

The past month has been a busy and exciting time for the 'Eavy Metal team. Along with the flood of new miniatures to be painted for the Studio armies came four of the most exciting character models ever to emerge from the Citadel forges. Two of them are personality miniatures to go with the superb new range of Space Wolves – the Wolf Lord Ragnar and Wolf Priest Brother Ulrik. The second two models are the legendary High Elf Heroes – Prince Tyrion, champion of the Everqueen, and his brother Teclis, the greatest sorcerer in the world. Elsewhere in this issue of White Dwarf, you'll find the history, background, game statistics points values and even new Magic Item cards for these awesome warriors. In this month's 'Eavy Metal, I want to talk about how to get the best results when painting these superb miniatures.

All four of these miniatures have been sculpted in breathtaking clarity and detail by Jes Goodwin, and are a positive joy to paint. The lines are so crisp and sharp that they almost paint themselves! Miniatures like this are worth investing a lot of time and effort in. They are bound to form the centre piece of their respective armies and are certain to influence the outcome of any battle in which they take part.

TYRION AND TECLIS

In all the time I've been painting miniatures, painting these two characters was a unique experience for me. For a start, I spent more time on them than I have on any other single miniature. Secondly, the crispness and degree of detail sculpted onto the models is above and beyond anything previously available and so it became a challenge to paint them up in a style befitting this. Don't let this daunt you, it's really up to you how you go about painting these models. You can either cover them with symbols and other painted on detail, or you can leave them fairly plain and let the sculpted detail speak for itself.

Whatever you decide, the first step is to clean them up and apply an initial undercoat. You'll need to remove any flash and other extra metal left over from the casting process, without damaging any of the fine detail. I find that the best way to do this is to carefully scrape most of the excess metal away with a good sharp craft knife. I then gently rub a piece of really fine abrasive paper over the area to achieve a smooth finish. To undercoat my models, I used a spray primer to give the paint a smooth, even surface to adhere to. When you use sprays, make sure that they have been thoroughly shaken up and that you hold them between eight and ten inches away from the miniature. Always use then in a well ventilated area and put down lots of newspaper to catch the overspray.

Teclis

I had a firm image in my mind of how I thought Teclis should look. His obvious magical prowess should be backed up with presence and power so I decided to paint the body in bright vibrant colours, surrounded by a deep rich blue cloak. The dark cloak provides a backdrop to the rest of the model, defining the shape and really making it come alive. I used gold and yellow to pick out much of the detail and edging on the miniature and this created a strong contrast with the blue giving the model a sumptuous look.

The normal method I use to paint miniatures is to lay down several large areas of colour, and then highlight these all together. With Teclis I used a totally different approach. I decided to concentrate on individual areas of the model and completely finish each area off before moving onto the next. For example, the first thing that I painted was the white robe. I gave this an initial coat of Elf Grey and then highlighted it up to pure white. When it was dry I went on and added the detail and patterning before moving on to the next area. In this way I could totally concentrate on one particular part of the miniature without being distracted by another. The result was that each section was given roughly equal amounts of attention. Where one part of the model falls over another, such as the jewel mount over the robe, I painted it black before adding the detail. This gives it a strong outline and really picks out the shape.

There are three obviously dominant parts to this miniature: the Moon Staff of Lileath, the War Crown of Saphery and the Sword of Teclis. Each of these needed to be painted so as to pick it out from the rest of the model. I gave the whole Moon Staff a base coat of Glistening Gold mixed with Yellow Ink. This was applied slightly thinned down over the white undercoat. When it was dry, a mix of Brown and Yellow Ink was washed over the staff to pick out the detail and provide shading. All of the areas that were not going to remain gold were then re-undercoated white and painted in their relevant colours. The gold parts of the War Crown were treated in exactly the same way. The front piece was painted in Mithril Silver to stand out from the blue backing and the moon was carefully lined with black before being picked out in Bad Moon Yellow. The inside of the crown was painted black so the face would stand out and not be overwhelmed. The runes on the blade of the sword are sculpted in such fine detail that they present no problem to paint. First of all, I painted the whole area black and then picked out the runes in Skull White. The subtle fade of colour on the blade was achieved by about fifteen successively lighter highlights, each one applied a little further down the blade! A network of fine white lines was then added to give the effect of lightning bolts.

I decided to use a couple of decorative themes that are repeated on several parts of the model. The black and white bordering on the cloak and staff is one, and picking out areas of decoration in alternate bands of red and green is another. I've found that the best way to do this is to first paint the entire area black and then pick out each of the individual bands in white. These are then over-painted with Blood Red and Striking Scorpion Green and individually highlighted.

The interior of the cloak was given a base coat of Moody Blue and highlighted with Enchanted Blue and Skull White. The highlights were applied in the same way as the sword blade to create a subtle fade in colour. When it was dry, tiny dots of white were added to give the impression of stars in a night sky. A small white moon completes the effect and gives a

SPACE MARINE®

RAGNAR BLACKMANE, NJAL STORM CALLER & ULRIK THE SLAYER IN SPACE MARINE

By Jervis Johnson

Ragnar Blackmane, Njal Storm Caller and Ulrik the Slayer may be included in any Epic scale army that also includes one or more Great Companies of Space Wolves. The Special Cards and Epic scale banners for these characters are included in this article, along with a special *wind blast* template which only Njal Storm Caller may use. As Ragnar and Njal belong to the same Great Company, they must be bought together (both must be taken if you want to use them) but still only count as one Special Card. Ulrik can fight with any Great Company and so is represented by his own card.

The stands for Ragnar, Njal and Ulrik may be made up from normal Space Marine miniatures, with an officer to represent the main character himself – the remainder are his bodyguard. The appropriate banner should be attached to the character's Rhino to identify the stand on the tabletop.

NJAL STORM CALLER

Njal serves Lord Ragnar Blackmane, tempering the young Wolf Lord's impetuosity with wisdom and knowledge gleaned from the runes and the sagas. Through the purity of his spirit he learned how to protect himself and his battle brothers against psychic attack and how to resist the constant, whispered temptations of Chaos.

Njal is counted as a command unit and so never has to be given orders and never has to check morale. Note that although Njal and Ragnar are counted together as one special card he remains a separate unit and does not have to stay within 6cm of Ragnar during the battle.

Njal is allowed to make one special psychic attack in the combat phase in the same way as a normal Space Marine Librarian. The rules for Space Marine Librarians can be found on page 15 of Armies of the Imperium, and are summarised on Njal's special card. In addition to the three psychic attacks allowed to all Librarians, Njal has two additional abilities that only he may use.

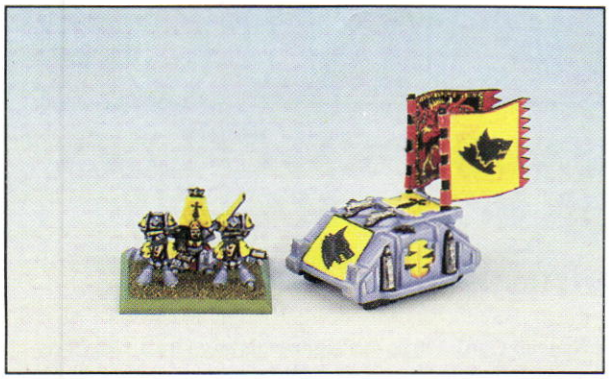
Psyber Raven. 'Night Wing' is Njal's eyes and ears. Soaring high above the battlefield nothing can avoid Night Wing's piercing gaze and so Njal is well aware of everything that is happening around him. Because of this, Njal does not need a line of sight to a target in order to make a psychic attack, although the target must be within range of the psychic attack as normal. Night Wing's powers only apply to psychic attacks, so Njal must have a line of sight to use his bolt pistol.

Wind Blast. Njal can project a whirlwind of psychic energy that can pin enemy units to the ground and make it impossible for them to move or shoot. The area affected by the wind blast is represented by the special wind blast template printed below. The template may be placed anywhere within 25cm of Njal instead of making one of the other psychic attacks listed in Armies of the Imperium. Any stand or vehicle under the template that does not have a saving throw is pinned by the wind blast and is not allowed to move or shoot. It also has its close assault factor reduced by -2. Units that do have a saving throw are too powerful to be effected by the wind blast, and so may move and attack normally. The wind blast template remains in place until the start of the combat phase of the following turn and is then removed. Any stand or vehicle that would be affected by the wind blast may not move into or through the template while it is in play. Stands or vehicles trapped by the wind blast are given orders normally and are allowed to fire in the combat phase when the template is removed.

Njal is very tough and is protected by power armour and a conversion field. To represent this, Njal has an armour saving throw of 5 or 6 on a D6. Furthermore, because of the special nature of his conversion field, as well as the benefit of small size and agility, the save never drops below 5 or 6, so even a hit from a volcano cannon, tempest laser or other powerful weapon can be saved on 5 or more.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Njal Storm Caller	10cm	Fixed 5+	+7	Bolt Pistol	15cm	1	4+	0	See special rules

RAGNAR BLACKMANE



Ragnar is the youngest Wolf Lord in the long history of the Space Wolves. A brilliant if unorthodox commander, he leads from the front and has already had a highly successful and heroic career. The Great Wolf often chooses Ragnar's company to spearhead planetary assaults and spaceship boarding actions. Ragnar and his accompanying Rhino are counted as a separate command unit and so never have to be given orders or check morale. To represent Ragnar's superior leadership abilities, as long as he is still alive, you are allowed to add +1 to your score when you make the dice roll to see who has the initiative at the start of the turn.

Even for a Space Marine, Ragnar is incredibly agile and able to dodge out of the way of most attacks. To represent this, Ragnar has an armour saving throw of 4, 5 or 6 on a D6. Furthermore, because of the benefit of small size and agility, the save never drops below 4, 5 or 6, so even a hit from a volcano cannon, tempest laser or other powerful weapon can be saved on 4 or more.

Ragnar is famed for his ferocious battle cry, which inspires his men and strikes terror into the heart of his foes. Once per game, at the start of any movement phase, Ragnar can utter his blood-chilling howl. When he does so, any Space Wolf infantry units (not bikes or other vehicles) that have at least one stand within 35cm of Ragnar immediately have their orders changed to charge orders. Such is the speed and ferocity of this charge that the Space Wolves movement rate is tripled instead of being only doubled. Only Long Fangs have sufficient restraint to remain unaffected. They do not have to go on to charge orders unless you wish them to do so.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Ragnar Blackmane	10cm	Fixed 4+	+8	Bolt Pistol	15cm	2	4+	-1	See special rules

ULRIK THE SLAYER

Ulrik is the oldest surviving Space Wolf who doesn't dwell within a dreadnought. He has served the Chapter loyally over the centuries and is now a Wolf Priest, charged with the responsibility of recruiting new Space Wolves and turning them into true Space Marines. Now, over six hundred years old, this gnarled, dauntless, plain-speaking old man is the Chapter's longest serving Wolf-Priest.

Ulrik and his accompanying Rhino are counted as a separate command unit and so never have to be given orders or check morale. Ulrik is extraordinarily brave, even by Space Wolf standards, inspiring tremendous loyalty and fighting fury in the troops around him. Any Space Wolf stands within 15cm of Ulrik may add +1 to their close assault factor to represent this. In addition Ulrik is a highly skilled medic, and so any Space Wolf troop stand that is within 15cm of him may take a special saving throw if they are slain. Roll a D6: if the score is 5 or 6, Ulrik has managed to save some or all of the casualties and the troop stand fights on as normal. On a roll of less than 5, the stand is removed.

In battle Ulrik wears the fabled Wolf Helm. This ornate helmet is one of the Space Wolves' most ancient and revered artifacts and was said to have been worn by Leman Russ himself. As long as Ulrik is alive, any Space Wolves can re-roll failed morale checks. What is more, any Space Wolves who have a line of sight to Ulrik will automatically pass any morale checks that they are called to take.

Ulrik is very tough and is protected by power armour and a conversion field. To represent this, Ulrik has an armour saving throw of 5 or 6 on a D6. Furthermore, because of the special nature of his conversion field, as well as the benefit of small size and agility, the save never drops below 5 or 6, so even a hit from a volcano cannon, tempest laser or other powerful weapon can be saved on 5 or more.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Ulrik The Slayer	10cm	Fixed 5+	+7	Combi-weapon	15cm	1	4+	-2	See special rules

SPECIAL CARD

Njal serves Lord Ragnar Blackmane, tempering the young Wolf Lord's impetuosity with wisdom and knowledge gleaned from the runes and the sagas. Although Ragnar and Njal are bought as one special card they count as separate units and do not have to remain within 6cm of each other during the battle.

POINTS VALUE 150

NJAL STORM CALLER

Njal is a command unit and therefore needs no orders and never checks morale. Njal may make one psychic attack in addition to fighting. Thanks to his Psyber Raven, Njal does not need a line of sight in order to use any of the psychic attacks.

MIND BLAST: Range 25cm. Kills the target on a D6 roll of 4+.

PURGE PSYKER: Range 50cm. Use to attack a psyker. Roll 2D6 against targets 1D6. Target is killed if Njal scores higher. Njal is killed if target rolls double his score. Otherwise, no effect.

DESTROY DAEMON: Range 25cm. Njal rolls 2D6. Target rolls: 1D6 (Daemon stand or Chaos Android), 2D6 (Wraithguard or Dreadnought), 3D6 (Greater Daemon or Avatar). Taret is killed if Njal scores higher. Njal is killed if target rolls double his score. Otherwise, no effect.

WIND BLAST: Range 25cm. Any stand or vehicle under the template that does not have a saving throw may not move or shoot and has its close CAF reduced by 2 points.

BREAK POINT: Njal's unit is only ever broken if he is killed; the unit cannot be broken by the destruction of the accompanying Rhino.

SAVE: Due to his special conversion field and relatively small size compared to a vehicle, Njal's armour saving throw never drops below 5+ on a D6.

VICTORY POINTS 2

Your opponent gains 2 VP if Njal is killed.

NJAL STORM CALLER – WIND BLAST TEMPLATE

NJAL STORM CALLER'S BANNER

RAGNAR BLACKMANE'S BANNERS

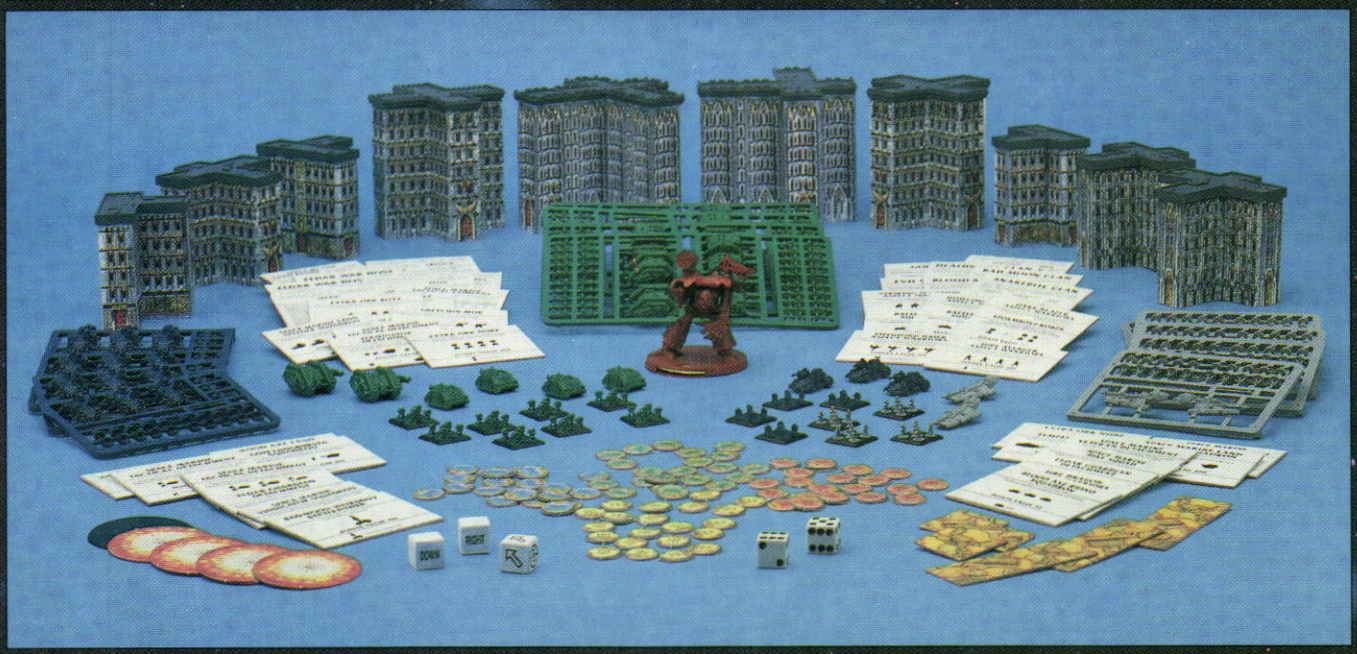
ULRIK THE SLAYER'S BANNER

JES GOODWIN

SPACE MARINE®

HUGE ARMIES CLASH TO DECIDE THE FATE OF THE GALAXY

Space Marine is the game of Epic battles. The fate of the galaxy hangs in the balance as gigantic armies of warriors, tanks and other war machines clash in apocalyptic conflict. The mighty Space Marines, humanity's finest warriors and defenders of the Imperium, struggle to hold off relentless attacks from rampaging Orks and the ancient and technologically superior Eldar. As the commander of a whole army, each player relies upon tactical skill to defeat his opponent. Ultimate victory belongs to the best general, and the finest of the galaxy's bravest warriors.



The Space Marine boxed game provides everything you need to fight huge Epic battles on the tabletop. The box contains plastic models and army cards representing three different forces: Space Marines, Eldar and Orks. There is also a huge Warlord Titan – the most awesome warrior machine of the Titan Legions. These models enable you to represent whole squadrons of tanks, companies of infantry and batteries of artillery, all ready to pound your enemy into submission. The Space Marine game is all you need to get started in the Epic hobby. In addition there's a vast and exciting range of Epic scale miniatures for you to collect, paint and add to your existing army. Rules for all the new models appear regularly each month in White Dwarf magazine together with battle reports, painting articles and advice on how to create new scenery and buildings for your games.

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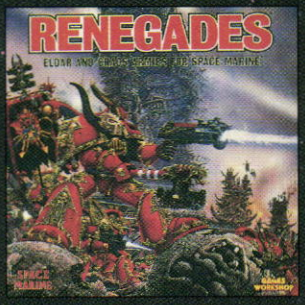

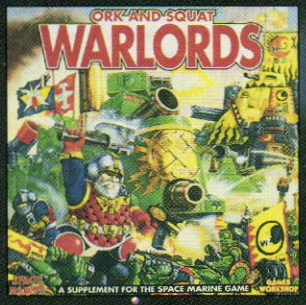

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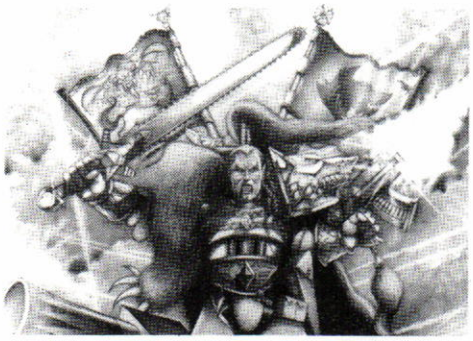
SPACE WOLVES

Ragnar and Njal are both members of the same Great Company and are often on the battlefield together. Even though a Company card normally only permits you to choose one special card, you are allowed to take **both** the Ragnar and Njal special cards for a single Great Company. This rule applies to Ragnar and Njal only. If you also want to include Ulrik in your force, you **must** be able to field an additional Great Company of Space Wolves.

SPECIAL CARD

RAGNAR BLACKMANE

Ragnar is a brilliant if unorthodox commander, he leads from the front and has already had a highly successful and heroic career. Ragnar is represented by a single stand accompanied by a Rhino. Although Ragnar and Njal are bought as one special card they count as separate units and do not have to remain within 6cm of each other during the battle.



POINTS VALUE 150

RAGNAR BLACKMANE

Ragnar is a command unit and so never has to be given orders or check morale.

INITIATIVE BONUS: As long as Ragnar is alive you are allowed to add +1 to your dice roll to see who has the initiative at the start of each turn.

BATTLE CRY: Once per game, at the start of any movement phase, Ragnar can utter his battle cry. When he does so, any Space Wolf infantry units (not bikes or other vehicles) that have at least one stand within 35cm of Ragnar immediately have their orders changed to charge orders. Such is the speed and ferocity of this charge that the Space Wolves' movement rate is tripled instead of being only doubled.

SAVE: Thanks to his special armour and relatively small size compared to a vehicle, Ragnar's armour saving throw never drops below 4+ on a D6.

BREAK POINT: Ragnar's unit is only ever broken if he is killed, the unit cannot be broken by the destruction of the accompanying Rhino.

VICTORY POINTS 2

Your opponent gains 2 VP if Ragnar is killed.

SPECIAL CARD

ULRIK THE SLAYER

Ulrik is the Space Wolves' longest serving Wolf Priest and is charged with the responsibility of recruiting new Space Wolves and turning them into true Space Marines. Ulrik is represented by a single stand accompanied by a Rhino.

POINTS VALUE 150

ULRIK THE SLAYER

Ulrik is a command unit and so never has to be given orders or check morale. Most Space Wolves were recruited by Ulrik and in battle he can whip them into a fighting frenzy. Any Space Wolf stands within 15cm of Ulrik may add +1 to their close assault factor to represent this. In addition, Ulrik is a brave and battle-hardened warrior whose expert medical knowledge has saved many stricken comrades. Any Space Wolf troop stands that are within 15cm of him may take a special saving throw if they are slain. On a D6 roll of 5 or 6 Ulrik has managed to save some or all of the casualties and the troop stand fights on as normal.

WOLF HELM: As long as Ulrik is alive, any Space Wolves can re-roll failed morale checks. In addition, Ulrik himself and any Space Wolves who have a line of sight to his stand will automatically pass any morale checks that they are called to take.

SAVE: Thanks to his conversion field and relatively small size compared to a vehicle, Ulrik's armour saving throw never drops below 5+ on a D6.

BREAK POINT: Ulrik's unit is only ever broken if he is killed. The unit cannot be broken by the destruction of the accompanying Rhino.

VICTORY POINTS 2

Your opponent gains 2 VPs when Ulrik is killed.

SPACE MARINE®

DAEMON ENGINES OF TZEENTCH

By Andy Chambers

The daemon engines of Tzeentch are awesome instruments of destruction. An unholy fusion of hell-wrought metal and daemonic power, they cast their terrifying shadows across the battlefields of the 41st millennium. In a nightmare of death they destroy untold thousands for the greater glory of their master, Tzeentch the Lord of Change.

Tzeentch is the dark Chaos god of Change. His twisted motives are often unfathomable and his weapons are many but warfare is a powerful instrument of change and the followers of Tzeentch are often at its forefront.

Sorcery also falls within the auspices of Tzeentch and many of the most potent psykers and mystics sacrifice to him. Welded together from the soul-stuff of daemons, the war engines of Tzeentch are arcane creations which fly above the battlefield on the unseen tides of the warp. Power draws power and the very presence of the daemon engines of Tzeentch strengthens the grip of Chaos on the material universe. To represent this extra flow of warp energy, a Chaos player who has daemon engines of Tzeentch in his force is allowed to draw additional Chaos cards at the beginning of the battle. For each minion card which consists of daemon engines of Tzeentch in the Chaos player's force, deal one extra Chaos card.

THE SILVER TOWERS OF TZEENTCH

The Silver Towers of Tzeentch form an outlandish sight on the battlefield. They appear as clusters of intricately carved and fluted towers resting upon a circular island and topped with slender minarets of gold or bronze. Each tower is a subtly different creation of disturbing beauty, with the snouts of weird, magically-powered weapons studding their walls. The most disturbing aspect of the Silver Towers is that they are not land-locked but drift through the skies above the battlefield. Each tower contains dozens of Tzeentchian Thrall-wizards who focus their powers to rain magical destruction on Tzeentch's foes. Most potent of all are the wardings woven about the towers, so that as they advance, a wall of magical energy springs into being between each tower and its neighbour.

Silver Towers are not given orders like other models. Because of their unique form of propulsion Silver Towers can move up to 20cm in any direction. Whilst moving, a Silver Tower counts as a skimmer so it ignores the terrain it passes over. This means difficult and impassable terrain aren't a barrier to its movement.

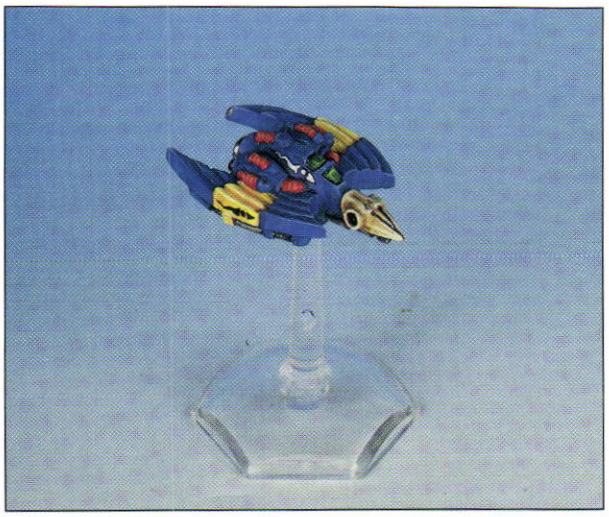
As long as Silver Towers of the same detachment are within 10cm of each other, a magical warding exists between them. The warding is like a wall which runs between the models and allows them to move further apart than the normal 6cm unit formation distance. Place the special warding template between the two models to show where the warding is. Any shooting by the enemy which passes through the warding template suffers a -1 modifier on its to hit rolls. This modifier even applies to indirect firing and other high trajectory attacks. However, the modifier does not apply to shots at the towers themselves

A Silver Tower is an extremely stable firing platform, so it always fires in the first fire segment of the combat phase. However, unlike a skimmer, a Silver Tower can't gain or lose height very quickly so it can't make pop-up attacks. The cannon mounts on a Silver Tower are placed all over it so they can fire in any direction. The sorcerous Beam of Power attack can also be made in any direction.

A Silver Tower can only be pinned in close combat by another skimmer, otherwise it can simply drift over its opponent when it moves. Fighting a Silver Tower in close combat is dangerous because it always fires in the first fire segment. This means that the tower will get a chance to rake its opponents with gunfire before the combat is fought.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Silver Tower	20cm max	2+ All round	+3	Cannon Beam of Power	50cm 75cm	4 1	5+ 3+	-1 -2	See above for special rules

DOOM WING



Doom Wings are fast attack craft which streak across the skies on glittering metal wings. They are driven by three powerful engines and are armed with a deadly underslung flame-cannon for strafing ground targets and attacking airborne opponents. The tremendous speed of the Doom Wing makes it difficult to fight against, but also limits its manoeuvrability so that it has to make long straight attack runs against its targets.

Doom Wings must make a minimum move each turn, so a detachment of them can never be given first fire orders. When a Doom Wing moves it must travel at least 20cm during the movement phase and its entire move must be made in a straight line. A Doom Wing can turn by any amount at the beginning or end of its move. A Doom Wing ignores the terrain it passes over as it moves, so difficult and impassable terrain aren't a barrier to it. All firing at a Doom Wing suffers -1 to hit modifier because of its great speed.

At the end of its movement, you can leave a detachment of Doom Wings on their flying stands to represent them staying at low level so they can take advantage of cover such as buildings, woods and hills. Alternatively you can place them on top of cups or similar objects to show that the detachment is climbing high up in the air (you may want to make your own tall flying stands using brass rod or thick wire for this but up-ended plastic cups work just as well). When a Doom Wing is at high level, anybody shooting at it must add 25cm to the actual range between the two models. This represents the fact that the Doom Wing's height and the effects of gravity make it even harder to hit.

As long as a Doom Wing is at high level, it can see and be seen by everything on the table. If you choose to keep a Doom Wing at low level, it can see whatever you can see from the model's eye view, just like anything else in Space Marine. The flame-cannon on the Doom Wing is fixed so that it only fires forward, but the magically energised firebolt it unleashes decimates a broad area ahead of the war engine. The firebolt is represented by the flame template.

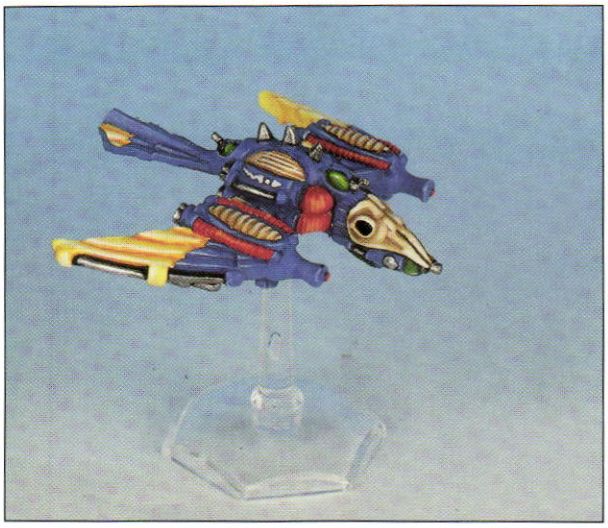
To fire the flame-cannon, place the template so that the pointed end is touching the Doom Wing's nose and the rest of the template projects straight ahead of it. Anything under the template will be hit on a roll of 4, 5 or 6 on a D6. Models hit suffer a –1 saving throw modifier.

A flame-cannon can also be used to destroy buildings. Any buildings that are hit by a flame-cannon and fail their saving throw collapse into flaming rubble. Unlike most weapons which use the flame template (Hellhound firethrowers and the Cauldron of Blood) the flame-cannon's shot does not ignore cover modifiers. The flame-cannon can only hit things at the same level so if it is at high level it can only hit other things at high level and if it is at low level, it can only hit things at low level.

A Doom Wing can never be pinned in close combat by another unit because it's just too fast. In close combat against skimmers or other flying units such as Thunderhawk gunships or Overlord armoured airships, the Doom Wing doubles its close assault factor from +3 to +6 because it's better in air-to-air combat. The Doom Wing can attack enemies such as the Overlord armoured airship at high level.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Doom Wing	20-75cm	4+	+3	Flame-cannon	Template		4+	-1	See above for special rules

FIRE LORD



Fire Lord heavy assault bombers are a soul destroying sight as they rumble through the skies towards their targets. The jewel encrusted hulls of these mighty daemon engines are studded with swivelling lascannon. From their majestic wings two more flame-cannon jut forward like the pinions of some flying monster of legend, while beneath their span a deadly cargo of firestorm bombs cluster, ready to rain down a maelstrom of death on their helpless foes below.

A Fire Lord must make a minimum move each turn so it can never be given first fire orders. When a Fire Lord moves it must move at least 20cm during the movement phase and its entire move must be made in a straight line. The Fire Lord can turn by any amount at the beginning of its move but not at the end. A Fire Lord ignores the terrain it passes over as it moves, so difficult and impassable terrain aren't a barrier to it.

At the end of its movement you can leave a Fire Lord on its flying stand to represent it staying at low level in order to take advantage of cover such as buildings, woods and hills. Alternatively you can place it on top of a cup or similar object to show that it is climbing high up in the air. When a Fire Lord is at high level, any unit shooting at it must add 25cm to the actual range between the two models. This represents the fact that the Fire Lord's height and the effects of gravity make it even harder to hit. Any shooting by the Fire Lord is unmodified because it has height working for it rather than against it. As long as a Fire Lord is at high level, everything on the table can see a Fire Lord and the Fire Lord can see anything on the ground. If you choose to keep a Fire Lord at low level, it can see whatever you can see from the model's eye view just like anything else in Space Marine.

Like the cannon on the Doom Wing, the twin flame-cannon on the Fire Lord are fixed so that they only fire forward. The firebolt is represented by the flame template. To fire the flame-cannon, place the template so that the pointed end is touching one of the Fire Lord's flame-cannon and the rest of the template projects straight ahead of it. Anything under the template is within the area struck by the bolt and will be hit on a roll of 4, 5 or 6 on a D6. Repeat this process with the other cannon before resolving hits. Models hit suffer a -1 saving throw modifier. Buildings can also be destroyed by the flame-cannon. Any buildings which are hit and fail their saving throw collapse into flaming rubble. The flame-cannon can only hit things at the same level so if it is at high level it can only hit other things at high level, and if it is at low level it can only hit things at low level. The lascannon on the Fire Lord are mounted so that they can fire all round and can fire down at ground targets even from high level.

A Fire Lord can drop clusters of firestorm bombs as it moves. It can drop three barrage templates of bombs directly beneath itself as it moves. These must be in a straight line with each template touching at least one other. If the Fire Lord ends its move at high level, scatter the bomb templates D6 cm in a random direction. The templates are then left in place until the close combat phase and their effects are calculated then. This is so units on first fire orders have a chance to fire at the Fire Lord as it passes over them. If the Fire Lord is destroyed, take off all three bomb templates – the Fire Lord was shot down as it tried to make its attack run. If the Fire Lord survives, calculate the damage from the bombs. Each model touched by a bomb template suffers a hit on a roll of 3 or more on a D6. Models hit suffer a -3 saving throw modifier.

A Fire Lord can never be pinned in close combat by another unit because it's too big and fast. The Fire Lord can attack enemies such as the Overlord armoured airship at high level in close combat.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Silver Tower	20-60cm	2+	+3	Lascannon	50cm	4	5+	-1	See special rules
		All round		Flame-cannon	Template		4+	-1	
				Firestorm Bombs	Template		3+	-3	

TZEENTCH FIRE LORD

The Tzeentch Fire Lord consists of one Fire Lord model.

POINTS VALUE 300

TZEENTCH FIRE LORD

BREAK POINT 1: As a single vehicle the Fire Lord has no break point. Victory points are only awarded when the Fire Lord is destroyed.

MORALE VALUE 1: The Fire Lord must roll 1 or more on a D6 to pass its morale check.

VICTORY POINTS 3

Your opponent gains 3 VP when the Fire Lord is destroyed

DOOM WING SQUADRON

A Doom Wing Squadron consists of three Doom Wings.

POINTS VALUE 250

DOOM WING SQUADRON

BREAK POINT 2: The Doom Wing squadron is broken once it has lost two attack craft.

MORALE VALUE 1: The Doom Wing squadron must roll 1 or more on a D6 to pass its morale check.

VICTORY POINTS 3

Your opponent gains 3 VP when this squadron is broken.

SILVER TOWERS OF TZEENTCH

The Silver Towers of Tzeentch consist of two towers.

POINTS VALUE 350

SILVER TOWERS OF TZEENTCH

BREAK POINT 1: The Silver Towers of Tzeentch are broken they have lost one Tower.

MORALE VALUE 1: The Silver Towers of Tzeentch must roll 1 or more on a D6 to pass its morale check.

VICTORY POINTS 4

Your opponent gains 4 VP when the Silver Towers are broken.

SILVER TOWER OF TZEENTCH
WARDING TEMPLATE

To assemble the warding template above, first carefully remove this page from your copy of White Dwarf. Cut out the template and stick it to a thin piece of cardboard (cereal packet card or postcards are ideal). When the glue is dry score down the centre of the template to enable the card to stand upright on your tabletop.

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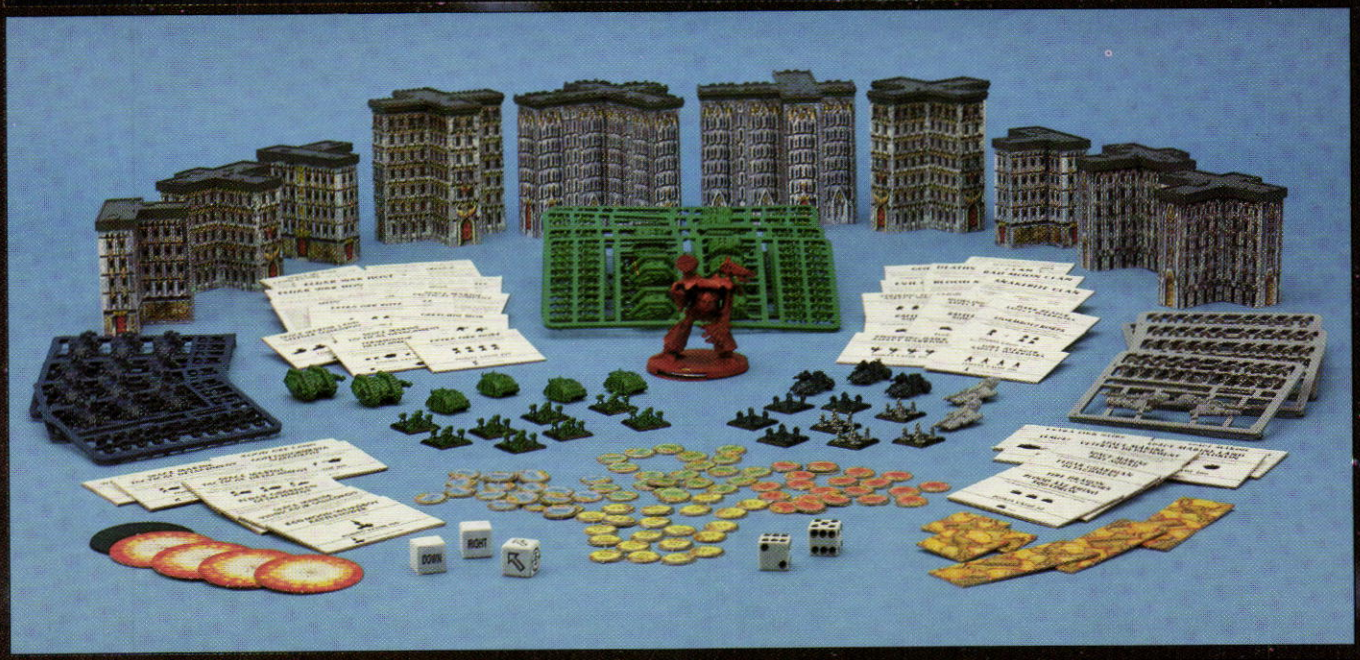

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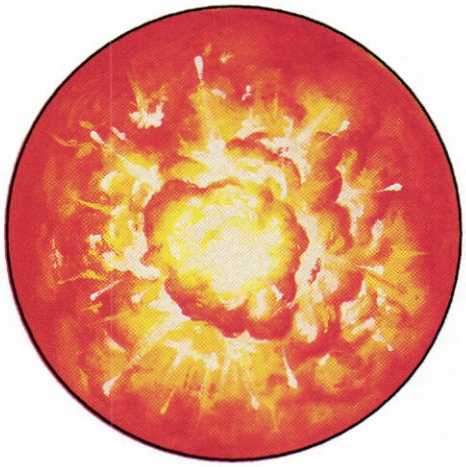
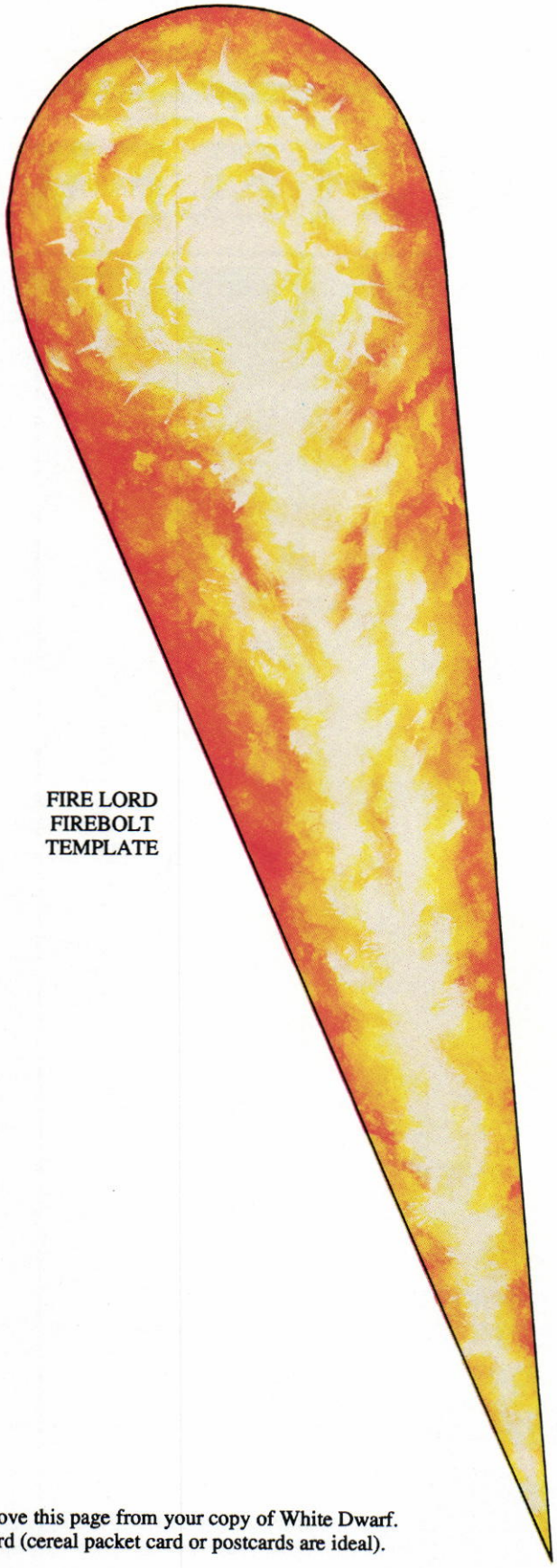


FIRE LORD FIRESTORM TEMPLATES



FIRE LORD
FIREBOLT
TEMPLATE

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SPACE MARINE®

THE ASSAULT ON BARBARIUS

By Mark Watts and Richard Helliwell

This month's battle is a bitter struggle between an Imperial Guard army commanded by Mark Watts, and an Eldar Warhost led by Richard Helliwell. The battle took place near to the now devastated city of Barbarius Prime...

For a moment, after the preliminary bombardment ended, it was uncannily quiet. Now that the thunderous roar of the Basilisks had stopped, the silence seemed almost to ring in Kaminski's ears. He raised his lasgun nervously to his shoulder and, leaning forward against the rim of the foxhole, sighted along its barrel. As he scanned the open area between the city's edge and the rubble his stomach tightened with a mixture of fear and anticipation. The enemy were out there. He could sense it.

Behind Kaminski the air suddenly vibrated with the roar of engines as the crews of the Shadow Swords and Storm Hammers drove their super-heavy tanks into position. A hideous grating sound assaulted his ears as the vehicles crushed and powdered the rubble beneath their great tracks. The earth shook beneath the monstrous tread of a Reaver Titan. The canteen that Corporal Strega had left balanced precariously on the foxhole's edge tumbled and fell back into the pit. The little man cursed as his supply of purified drinking water puddled in the cold hard earth. Kaminski refused to be distracted. He continued to stare intently outward, as if his life depended on it.

All along the Imperial Guard line he knew his fellow troopers would be doing the same. It was their job to hold this patch of scorched earth against the foe whatever the cost. Each man would be quiet now, lost in his thoughts, wondering whether the next hour would bring death or glory. Each of them would be thinking of their homeworld Xenophon. Each of them would be wondering if they had crossed the cold gulf between stars only to die here in the frosty streets of Barbarius.

Across the open ground in front of the gutted and abandoned palace nothing moved save a torn scrap of parchment, blown by the chill northern wind. At this range Kaminski knew he could hit the paper easily, if he wanted to, but the ingrained caution acquired through endless streetfighting in the plasteel corridors of his hiveworld home warned against it. Years of gang war amid the shadowy man-made canyons of the Power Sector had taught him a simple rule: never give away your position. Still his finger twitched. Part of him craved any release from the dreadful tension. Any action seemed preferable to this endless waiting.

He watched the ruined building warily, wondering if the foe skulked inside them. Broken windows stared back at him like sightless mocking eyes. The skin between his shoulder blades crawled. His entire body felt rigid, locked, anticipating the shot that might kill him. He forced himself to let his breath out quietly, realising uneasily that he had been holding it in. The air tasted clean and cold and clear. He missed the metallic taint of the recycler, and the countless scents that filled the hive atmosphere. He missed having a metal roof over the world. He felt exposed here beneath the cruel blue of the open sky. He had been told to watch the sky. The enemy might descend from it.

The Eldar were out there, and they were alien, different, incomprehensible. They might look vaguely human, but they were not. They spoke differently, thought differently. They came from a different culture, and Kaminski belonged to a society that had taught him to be suspicious of people just from a different street. They were infidels; they did not believe in the Emperor. The thought of that blasphemy almost took Kaminski's breath away. He wondered what mercy he could expect to receive from a folk that did not believe in the Protector of Mankind. Not much, he thought, and that did not incline him to show any mercy himself.

"Look, there!" Strega shouted. Kaminski's gaze followed the corporal's pointing finger. Yes, things were moving. He could see small, sleek streamlined vehicles gliding unnaturally across the ground. Great tanks skimmed through the air. Strangely armoured warriors moved among the ruins. Shimmering fields of polychromatic light indicated the presence of something big in the distance, but even as he watched the fields danced and shifted, troubling the eye and making it virtually impossible to see what they concealed. The hair on the back of Kaminski's neck stood on end. In the middle of the enemy line he saw a giant figure clutching a blood-dripping spear. The huge alien thing turned its burning gaze on him and Kaminski's heart almost stopped. He knew that it knew he was looking at it and he sensed its terrifying fury and bloodlust. Kaminksi whispered a prayer to the Emperor, uncertain even whether the Protector could save him from this apparition.

"Fire at will," Strega ordered. Kaminski needed no encouragement. His finger squeezed the trigger. The Battle of Barbarius had begun.

JOHN BLANCHE

THE GAME BACKGROUND

The exact reasons for the Eldar strike against the Imperial world of Barbarius are unknown. Random raids on human worlds by Eldar pirates are not uncommon, but the forces that launched this attack appear to have come from Alaitoc, one of the oldest and most respected of the Eldar craftworlds.

Who knows what provoked the Eldar of Alaitoc to move against a human world? Inquisition sources have speculated that the cause of the raid may be directly traced to the disturbance of certain archaic relics recently discovered on the planet.

A party of Tech-Adepts had broken open the ancient tomb-complex known as the Maze of Kulhucan and removed artefacts that appeared to have been of Eldar origin. Virtually every member of the exploratory party died under mysterious circumstances shortly afterwards. Within weeks civil disturbances had become endemic on Barbarius, necessitating the redeployment of elements of the Fifth Xenophonian Guard army and their supporting Titan legion. These were swiftly joined by warriors of the Ultramarines who put down the uprising with prompt and commendable dispatch.

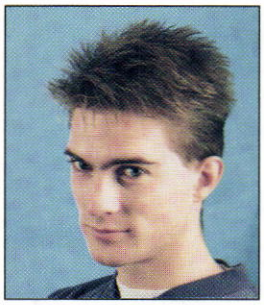
Just as this crisis was averted the Eldar arrived and demanded the return of the artefacts, claiming that they were spiritually dangerous to their human finders. The Imperial governor quite rightly refused to surrender Imperial property to these arrogant interlopers and refused to listen to the words of infidels concerning spiritual dangers. With no provocation the Eldar forces launched an assault on the governor's palace in the capital city of Barbarius Prime, the very place where the Eldar relics were stored. Massive loss of life ensued. Planetary Governor Hildemar Borgen was killed in the line of duty while leading his palace guard against the Eldar. The attack was driven off but heavy losses were incurred.

Reinforcements were rushed to Barbarius Prime in time to counter the second wave of the Eldar attack. This time the aliens had returned in massive force. Only prompt action by Imperial Field Commander Zhukov could save the day.

Since the release of Space Marine and its supplements, we've been playing lots of games at the Studio, some of which have been published in White Dwarf as battle reports. The last game between Mark and Richard pitted the forces of Chaos against an army of Space Marines. Mark usually fights with his own Imperial Guard army, and so when the opportunity arose to use his favourite Space Marine army against a force of Eldar, he jumped at the chance.

Like most of the Space Marine games we've played, this would be a 4,000 point game. The advantage of a game this size over larger point games is that it forces you to choose carefully the troops you really need to get the job done. This poses some interesting tactical problems, and the size of the game means you should be able to complete it over the course of an afternoon or an evening.

THE IMPERIAL GUARD ARMY
(Mark Watts)



An Imperial Guard army is basically made up from large companies along with a range of accompanying support units. Top of my list was an Artillery company – with all those barrage weapons at my disposal I would be able to soften up areas of strong opposition at long range before my ground forces arrived. The great advantage the Imperial Basilisks and siege mortars have over other races' artillery is their high save modifier. On average, half the buildings you hit with these weapons are likely to come crashing down. This factor alone should make your opponent think twice about deploying his infantry in the 'cover' of buildings. Attached to this company were my Deathstrike missiles, which were loaded with multi-barrage warheads. Although the results from these weapons are sometimes a little unpredictable, for a mere 250 points they are a must for any Imperial Guard army. To protect my artillery from fast-moving close combat troops like Eldar jet bikes I bought a detachment of Rough Riders. These would act as a mobile reserve, able to redeploy rapidly to engage any enemy units that got behind my lines.

My next two cards, the Tactical and Heavy companies, would provide the bulk of my considerable number of infantry. As long as I could get the heavy platoons into strong positions with good fields of fire they should be able to just sit tight on first fire and pick off Richard's vehicles if they try to make pop-up attacks. They would also have the job of laying down supporting fire for any attacks I made. The Tactical company alone consisted of thirty stands of infantry, plus the command stands, probably more infantry than the Eldar will be able to field for the whole battle! Despite their Close Assault Factor (CAF) of zero, they should be able to win any small combats simply by ganging up against the enemy stands. As the Tactical company was so large it would be able to soak up a lot of fire before it broke, making it an ideal (and expendable) unit to spearhead my attack. A Sentinel Support card for this company provided them with some speedy mobile forces and an Ogryn Support card toughened up their close combat ability.

What I really needed now was some weight to throw in with all these infantry. If you want weight you can't get heavier than Imperial super-heavy tanks. I decided to take two companies of these. The first would be a company of Storm Hammers, whose four battle cannons and vast array of bolters make them devastating at short range. These tanks would be used to advance alongside the Tactical company or act as mobile fortifications, remaining on first fire orders to hold any objectives I captured. For my other heavy tank company I chose Shadow Swords. These are one of my real favourites. Their awesome volcano cannons, with their high saving throw modifier and low to hit roll inspires an appropriate amount of

DAVE GALLAGHER

fear in any opponent with Titans in his army. No Imperial force would be complete without a Titan and as Neil, one of the 'Eavy Metal miniature painters, had just finished a nice heavily armed Reaver, I opted to include that in my army for an additional bit of mobile firepower.

The only thing my army lacked now was a quick strike force, so I turned to the Space Marines and selected an Ultramarine Scout company supported by three Thunderhawk gunships. With a highly mobile force like this I could snatch objectives or make lightening attacks on any of Richard's weapons or vehicles that might be causing me problems. For each Imperial Guard Company card I selected (excluding the Scouts, as they are classed as Space Marines), I automatically received a free commissar stand with its accompanying Rhino. Not only can you use commissars to take control of any detachments whose command stands are killed, but as they are an exception to the normal Chain of Command rule they can lead attacks while the Company command stands stay safely at the back.

THE IMPERIAL BATTLE PLAN

One of the most important decisions for an Imperial Guard commander lies in the initial deployment of his troops. On the whole, the army is very slow moving and this means that it is very hard to correct any badly deployed units once the game has started. My basic plan was to move all my troops into the best positions for first fire by the end of Turn One. After this, the only units I intended to move were the companies and detachments I had chosen to be responsible for capturing objectives. As most of the Eldar army would be attempting to engage my detachments in close combat, the ones on first fire would have a better chance of killing off their opponents before the hand-to-hand combat took place. Failing this, my numerically greater Tactical infantry would simply attempt to

IMPERIAL GUARD ARMY

IMPERIAL GUARD STORM HAMMER COMPANY

An Imperial Guard Storm Hammer Company consists of 3 Storm Hammers. No. 1 Storm Hammer is also the company HQ tank.

No. 1 HQ Tank

No. 2

No. 3

POINTS VALUE 500

IMPERIAL GUARD ROUGH RIDER SQUADRON

An Imperial Guard Rough Rider Squadron consists of 10 Rough Rider stands including a section HQ stand.

POINTS VALUE 150

IMPERIAL GUARD COMMISSAR

For every Imperial Guard company you automatically receive an extra Commissar card for free. Each card entitles you to field a Commissar stand plus its Rhino transport.

POINTS VALUE - FREE!

IMPERIAL GUARD OGRYN PLATOON

An Ogryn Platoon consists of 4 Ogryn troop stands including one Bonehead section HQ.

POINTS VALUE 100

IMPERIAL GUARD TACTICAL COMPANY

An Imperial Guard Tactical Company consists of 1 company HQ unit plus 3 tactical platoons.

Company HQ Unit + Tactical Platoon 1 | Tactical Platoon 2 | Tactical Platoon 3

POINTS VALUE 600

IMPERIAL GUARD SENTINEL SQUADRON

An Imperial Guard Sentinel Squadron consists of 5 Sentinels including a squadron HQ Sentinel.

POINTS VALUE 100

THUNDERHAWK GUNSHIP

POINTS VALUE 50

DEATHSTRIKE MISSILE BATTERY

An Imperial Guard Deathstrike Battery consists of 5 Deathstrike launchers, including 1 battery HQ launcher.

POINTS VALUE 250

IMPERIAL GUARD SHADOW SWORD COMPANY

An Imperial Guard Shadow Sword Company consists of 3 Shadow Swords. No. 1 Shadow Sword is also the company HQ tank.

No. 1 HQ Tank

No. 2

No. 3

POINTS VALUE 500

IMPERIAL GUARD ARTILLERY COMPANY

An Imperial Guard Artillery Company consists of 1 company HQ unit plus 3 artillery batteries.

Company HQ Unit + Battery 1 | Battery 2 | Battery 3

POINTS VALUE 600

SPACE MARINE SCOUT COMPANY

A Space Marine Scout Company consists of 1 HQ unit plus 3 scout detachments.

HQ UNIT + Scout Detachment 1 | Scout Detachment 2 | Scout Detachment 3

1 Space Marine command stand + 1 Rhino

Each scout detachment consists of 6 Space Marine scout stands.

POINTS VALUE 450

IMPERIAL GUARD HEAVY COMPANY

An Imperial Guard Heavy Company consists of 1 company HQ unit plus 3 heavy platoons.

Company HQ Unit + Heavy Platoon 1 | Heavy Platoon 2 | Heavy Platoon 3

POINTS VALUE 600

SPECIAL CARD

REAVER TITAN

POINTS VALUE 500

swamp their opponents and win the combat by weight of numbers.

As I couldn't hope to match the Eldar army for speed, I knew it was likely that they would capture most of the objectives in the first turn, including the ones that appeared to be quite deep into my side of the board. However, I decided not to worry about this too much as I could always re-capture the lightly held ones later, as well as using the Thunderhawk gunships and Ultramarines to snatch any unguarded ones on the other side of the board.

Having won the dice throw for choice of table edge I had to think long and hard about which side I wanted. Although it was tempting to go for the most cover I reasoned that as the Eldar were likely to be doing the attacking I would take the more open side to give my troops a better field of fire. Even though I had the far larger army, I decided to concentrate my forces where I felt the objectives were thickest, and drew up my battle plan accordingly.

I deployed the Artillery company and supporting Rough Riders in the centre (opposite the greatest concentration of buildings) on the very edge of the table in one long line with the Basilisk detachments on either end. By putting the maximum distance between each vehicle (6cm) I would be able to cut down on any losses caused by area effect weapons. By placing them as far back as possible, my artillery could still hit most of the table, while making it impossible for the Eldar jet bikes to reach me in the first turn. It was the task of the Tactical and Storm Hammer companies to capture Objectives 3 and 5, and I placed them to the right of Objective 6. Behind and to the right of these forces, the Deathstrike missiles waited for the order to send their multi-barrage warheads arcing towards the Eldar lines.

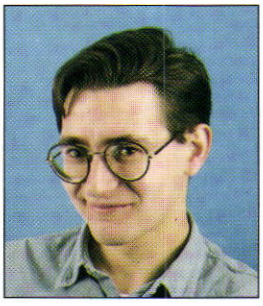
I placed one detachment from the Support company into the building containing Objective 6, while another detachment deployed outside in order to charge forward and take control of the building on the hill directly in front of them. The remaining detachment stood at the bottom of the hill on the left, beneath the shadow of the towering Reaver Titan. Although slightly exposed, both the Support detachment and the Reaver had sweeping fields of fire across the centre of the battlefield and around the open ground in front of the Imperial governor's palace. The Sentinels standing by the edge of the marsh were to advance on Objective 7 (with a commissar to lead them) in order to provide me with the few extra victory points that I was sure to need on the first turn.

Behind these units sat the monstrous shapes of the Shadow Swords with their awesome volcano cannons. These super-heavy battle tanks would sit on first fire, taking out any armoured Eldar skimmers on pop-up attacks, or, should the event arise, to deliver the killing blow to any Titan that strayed within their range. The Ultramarines in their Thunderhawk gunships were in orbit above the planet waiting for orders from the commander on the battlefield.

This just left me to position my two close combat units, the Ogryns and the Rough Riders. I wanted the hulking Ogryns close to my Tactical infantry when they attacked the palace so that they could deal with any stubborn defenders as well as providing a formidable defence when the Eldar counter-attacked. All I had left to do was place my remaining commissars (that I got free with my Company cards) in positions where the fighting and casualties would be the thickest, to inspire my army should they start to doubt the omnipotence of the Emperor.

JOHN BLANCHE

THE ELDAR WARHOST
(Richard Helliwell)



It's been four months since my last battle with Mark, and once again I have taken up the challenge of a game of Space Marine. This time the fight will be against Imperial forces, with me using the Eldar forces as described in the *Renegades* supplement.

Right from the start, I knew this game would be a major challenge. Mark is well-versed in the use of Imperial Guard – his own Imperial Guard army has been tuned almost to perfection over countless battles, and his basic strategy of holding back and bombarding the hell out an opponent is tirelessly destructive. On the other hand, I'll be fighting with an army quite new to me. The Eldar are an army of awesome power with an array of unusual and deadly weapons, but these new powers must be mastered, tactics need to be changed and fresh strategies formed. This is an army very unlike my Blood Angel Space Marines. The Eldar seem to be a jack-of-all-trades and you must learn to master a combination of tactics in order to defeat your enemy. I practiced some new strategies by fighting a few battles with the Eldar before we played this game, which also gave me the chance to try out all the exotic Eldar weapons and work out which ones would be the most effective against the Imperial Guard.

The first company cards I picked were three Eldar Hosts: the Wind Rider Host, an Eldar Falcon Host and a Guardian Defender Warhost. These were to be the core of my army, and with the Wind Riders and Falcons I planned to attack the flanks of Mark's slow-moving Imperial Guard. I could have taken the Eldar Warhost in place of the Defender Warhost and the Eldar Falcon Host, but for the extra fifty points I decided to take the equivalent of the Warhost but in two separate parts. This allowed me to take an extra Special card, and it gave me the flexibility of transporting infantry stands in the Falcon grav-tanks without having to keep both the Guardians and Falcons together. Later in the game I could split off the Falcons for attacks elsewhere on the board.

With three Company cards I could now take up to three Special cards. I decided to take all three, and chose a Warlock with his potent psychic powers, and the Exarchs with their excellent close combat score and powerful ancient artefact weapons. The last Special card had to be a Titan, and for this battle I chose a Warlock Titan. The psychic attacks are worth the equivalent of a Warlock, and with the Psychic Lance the Warlock is a formidable war machine that can mind-wipe anything beneath its barrage. It should prove to be an excellent weapon against the Imperial Guard infantry and vehicles. The Titan will also be armed with lascannon, missile launcher wings and an Eldar power fist, enhanced by the addition of a battery of Shuriken cannon in the fingers and 'knuckles' which gives it a potent ranged capability as well.

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As the Eldar army is mainly painted in the colours of the Alaitoc craftworld I took the Alaitoc Scouts as a Free card. For my other Free card I chose an Avatar, living embodiment of the Eldar war god Khaela Mensha Khaine – the bloody-handed god.

Because I took the Exarch Special card I had to take at least two Aspect Warrior Support cards. This wasn't much of a restriction as I wanted to take the Dark Reapers anyway to cut down the Imperial Guard before they got into range with their own weapons, as well as the Striking Scorpions – troops the Imperial forces can't match in close combat. To provide the army with some barrage weapons I took one Warp Hunter and two Doomweaver squadrons. For both these vehicles there is always a high chance of their weapons deviating from their chosen targets, but this is no problem when fighting massed formations like Imperial Guard – the templates are more than likely to land on top of one enemy formation or another!

To provide my troops with some added firepower I chose two anti-grav lascannon Support cards. They are quite cheap, and would be able to keep to the back and provide covering fire. For the same reason I took a Deathstalker Prism Cannon, with its added ability to make pop-up attacks. To accompany my troops as they advanced into enemy positions I took the war walkers which can provide both long range fire as well as deadly short range fire with their scatter lasers.

The last two weapons are among my favourites – the vibrocannons which can plough through tanks, buildings and anything else in their way, and the Wave Serpents, which can be used for either of two roles: transporting troops in reasonable safety or in their weapon mode, firing off their shields and laying waste to all in their path.

ALAITOC CRAFTWORLD

DEATHSTALKER PRISM CANNON

Deathstalkers fight independently, so each Deathstalker is a discrete unit.

POINTS VALUE 50

SPECIAL CARD
WARLOCK TITAN

POINTS VALUE 750

ELDAR FALCON HOST

An Eldar Falcon Host consists of three detachments, each composed of three Falcon Grav-tanks.

Detachment 1	Detachment 2	Detachment 3

POINTS VALUE 450

DARK REAPER ASPECT WARRIORS

A unit of Dark Reaper Aspect Warriors consists of four Dark Reaper troop stands.

POINTS VALUE 250

STRIKING SCORPION ASPECT WARRIORS

A unit of Striking Scorpion Aspect Warriors consists of four Striking Scorpion troop stands.

POINTS VALUE 150

SPECIAL CARD
EXARCHS

The Exarchs form a command unit consisting of four Exarch stands.

M	Save	CAF	Weapon	Range	Attack Dice	Roll to Hit	Target's Save Mod.
20cm	6+	+8	Ancient Artefacts	75cm	2	3+	-1

POINTS VALUE 400

FREE CARD
ALAITOC SCOUTS

The Alaitoc Scouts are represented by a unit of four Scout stands.

M	Save	CAF	Weapon	Range	Attack Dice	Roll to Hit	Target's Save Mod.
10cm	-	+3	Laugro	30cm	1	4+	0

POINTS VALUE 100

WAVE SERPENT SQUADRON

A Wave Serpent squadron consists of two Wave Serpents. A Wave Serpent can carry two troop stands.

POINTS VALUE 150

ELDAR ANTI-GRAV LASCANNON

An Eldar Anti-grav Lascannon unit consists of three lascannons mounted on anti-grav platforms.

POINTS VALUE 100

VIBRO-CANNON BATTERY

An Eldar Vibro-cannon battery consists of three Vibro-cannons.

POINTS VALUE 100

WARP HUNTER SQUADRON

A Warp Hunter squadron consists of two Warp Hunters.

POINTS VALUE 100

DOOMWEAVER SQUADRON

An Eldar Doomweaver squadron consists of two Doomweavers.

POINTS VALUE 150

DEFENDER WARHOST

A Defender Warhost consists of three units of six Guardian troop stands.

Detachment 1	Detachment 2	Detachment 3

POINTS VALUE 450

SPECIAL CARD
WARLOCK

The Warlock stand is accompanied by its own Falcon grav-tank transport.

M	Save	CAF	Weapon	Range	Attack Dice	Roll to Hit	Target's Save Mod.
10cm	-	+2	Shuriken Pistols	25cm	1	5+	0

POINTS VALUE 100

WAR WALKER SQUADRON

An Eldar War Walker squadron consists of three War Walkers.

POINTS VALUE 150

WIND RIDER HOST

A Wind Rider Host consists of three Jet-bike units and two Vyper Jet-bike units. Each Jet-bike unit consists of five Jet-bike stands, and each Vyper Jet-bike unit consists of five Vyper Jet-bike stands.

Vyper Unit 1	Vyper Unit 2	Jet-Bike Unit 1	Jet-Bike Unit 2	Jet-Bike Unit 3

POINTS VALUE 650

THE PLAN

I was undaunted after losing the dice roll for table edge, because in this instance both sides were very similar, and although Mark had gone for the side with the hills, this gave me the side with most cover (a much better place for pop-up attacks). The cover would also give me the opportunity to creep forward without becoming an obvious target.

My plan was reasonably simple. I would place the main part of my forces in the shelter of the buildings on the left, with a fast flanking attack force on the far right, to follow the edge of the cover and swoop round into my opponent's left flank.

I placed my main force of long range weapons, the Deathstalker, Doomweavers and Warp Hunters, behind buildings as close to the set-up line as possible (25cm from the table edge). All of these weapons were safe behind the buildings and could either make pop-up attacks or, in the case of Doomweavers, fire indirectly. The lascannons were placed between buildings on the left of the board, where they would be able to cover both the open ground and the hills in Imperial territory. The Dark Reapers waited in the cover of a wood. All of these models began the game with first fire orders.

My entire Wind Rider Host were mixed in with the front rank of my main force. It doesn't matter if you put troops like these out in the open on the first turn, because you will always get the chance to race them to cover before the firing begins, even if you don't get the initiative. My plan for these troops was for them to charge forward taking cover around the hill near Objective 5, bringing them into close combat on the second turn.

I planned to occupy the centre of the table with the Titan, and hold Objective 3. From this central position I could blast at the enemy troops as they come over the hills. To provide support and protect the Titan from suicide squads of Space Marines descending in their drop ships to engage it in close combat, I placed the war walker squadron and Warlock close at hand.

The Exarchs, two thirds of my Guardian Defender Warhost and the mighty Avatar would all begin behind the rubble surrounding Objective 2. Their orders were to advance forward to take the objective, and then cut down any troops foolish enough to cross the open ground in front of it.

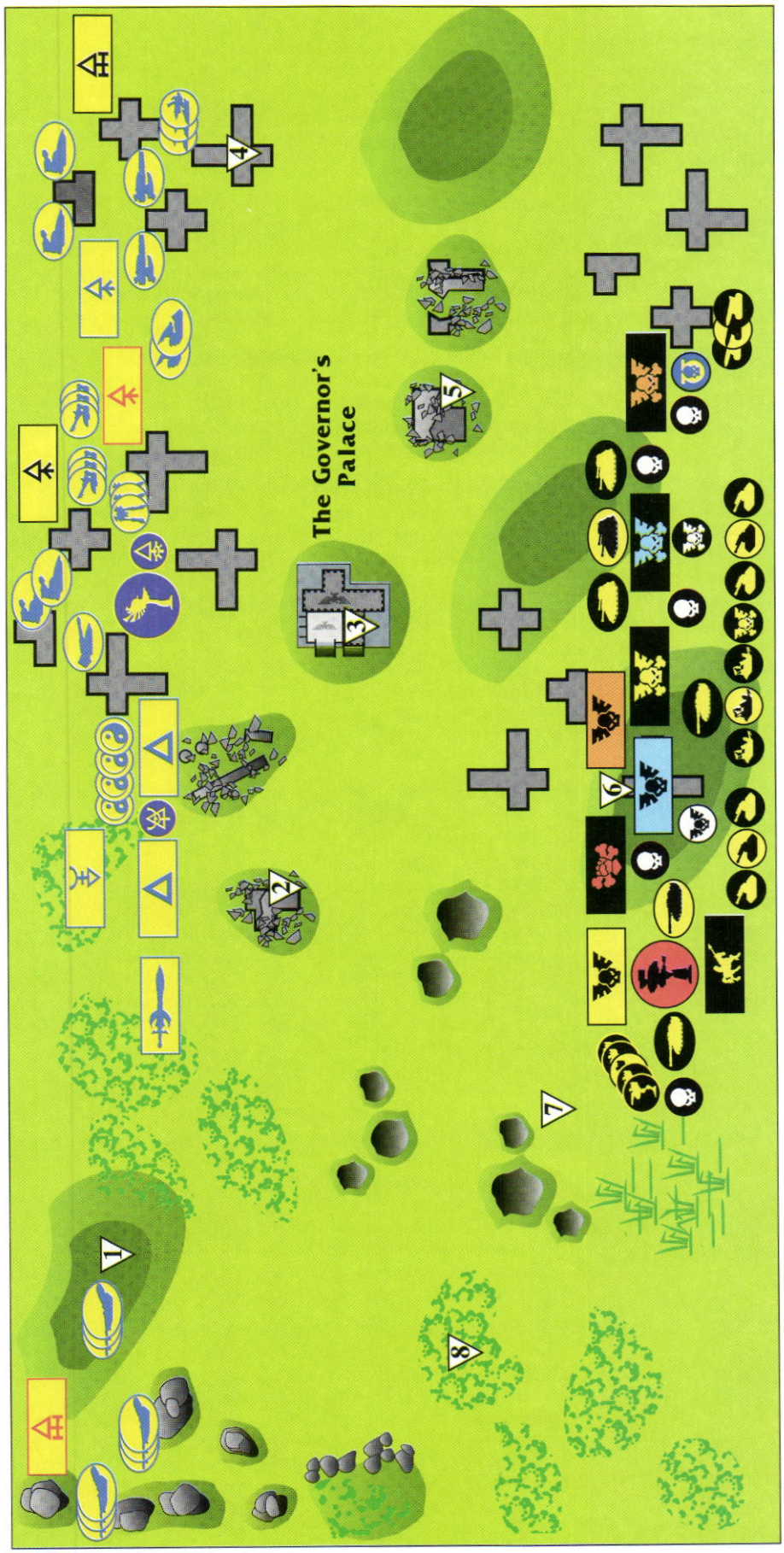
For my high-speed flanking attack, I intended to use my entire Eldar Falcon Host on the far right of the table, supported by a Vyper jet bike unit. The Striking Scorpions and the remaining third of the Guardian Defender Warhost would be carried aboard the Falcons. These swift units would be able to follow the terrain along this edge of the board and attempt to capture Objectives 7 and 8.

Last of all, I placed the free Eldar Scouts in the woods below Objective 1 where they could progress to firing positions on the edge of the open ground.

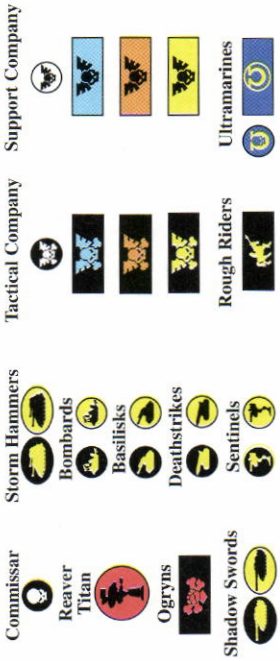
ELDAR WAVE SERPENTS

One of the Eldar's strangest and potentially best weapons is the Wave Serpent. This troop-carrying vehicle contains a powerful warp energy generator that forms a protective and impenetrable wall of force that it pushes out ahead of it. Alternatively, the Wave Serpent can forgo the protection of its shield for a turn and opt to use the warp wave as an offensive weapon. As the Wave Serpent fires in the orders phase, before any order counters are placed, it has the potential to cause immense disruption to your enemy's battle plan. With forethought it's possible to guess where your opponent will place his best units (like Titans) enabling you to deploy your Wave Serpents opposite them. With good dice rolls, the wave will hit them before they move and long before they can fire. Any models the wave passes over are pushed aside and may do nothing for the rest of the turn. In addition, the force of the wave will cause a hit on a D6 roll of 4, 5 or 6. Once the Wave Serpents have fired their shields it's best to move them into cover, possibly with some close combat troops around them as protection against vengeful aggressors.

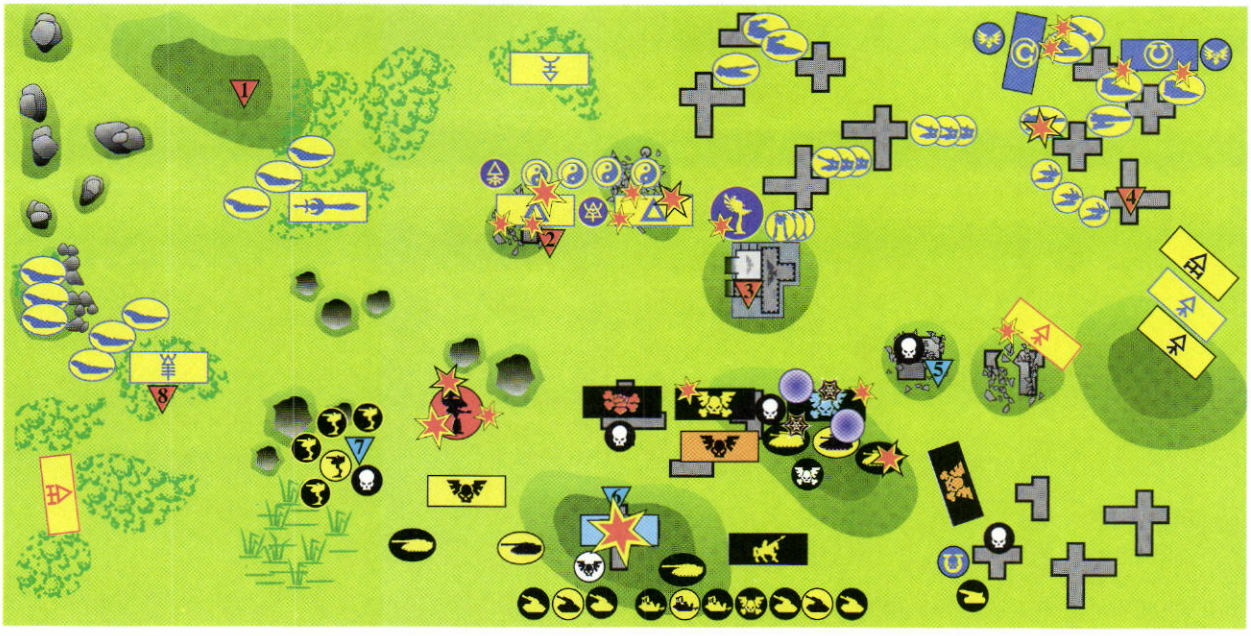
Richard used this ability to good effect in our game when he found his Wave Serpents opposite my Deathstrike missiles. Not only did the resulting waves destroy two of the launchers, but by hitting part of the Tactical detachment in front, he prevented them and the command stands next to them from moving up and taking Objective 5. Luckily for me, a nearby commissar was able to speed over and secure it from the prowling Eldar jet bikes until I could move the infantry up in Turn Two.



IMPERIAL GUARD ARMY



ALAITOC CRAFTWORLD ARMY



ALAITOC CRAFTWORLD ARMY

Avatar
Warlock
Exarch
Falcon
Prism Cannon
War Walker
Lascannon
Vibro-cannon
Wave Serpent
Doom Weaver
Warp Hunter
Dark Reapers
Guardians
Jet Bikes
Vyper Jet Bikes
Striking Scorpions
Scouts
Warlock Titan

IMPERIAL GUARD ARMY

Commissar
Reaver Titan
Ogryns
Shadow Swords
Storm Hammers
Bombards
Basilisks
Deathstrikes
Sentinels
Tactical Company
Rough Riders
Support Company
Ultramarines

TURN 1

TURN 1: THE REAVER TITAN ADVANCES TOWARDS THE ELDAR GUARDIANS AND EXARCHS.

As the Imperial army rolled into the outskirts of one section of the city, the Eldar force swept down from the encircling mountains and hills towards the other. The Imperial Guard had barely got to their starting positions when a burst of warp energy from the Eldar Wave Serpents crashed into their lines. A Tactical infantry detachment that had been advancing through the streets towards Objective 5 never saw the shimmering wave of force as it lapped over and around a building to their front and crashed down, sweeping five of them aside as it rushed past. Behind them the air was rent by explosions as one of the waves struck the Deathstrike missile detachment, destroying two of them before it finally dissipated.

Their impenetrable shields temporarily gone, the Wave Serpents withdrew to the shelter of a building on their left. Dropping down from their position in low orbit two Thunderhawk gunships streaked over the battlefield towards the Eldar lines. With the precision that only years of training can achieve the gunships landed directly behind the Wave Serpents and a squadron of Doomweavers, sending the Ultramarine Scouts charging into combat. The following fight was short but bloody, and although all the Eldar vehicles were destroyed, the Scouts' casualties were higher than expected.

The Eldar Wind Host took to the air like a vast swarm of angry wasps as three units of jet bikes and one unit of Vypers sped across the open ground past Objective 4 and behind the cover of the hill beyond. One unit of jet bikes separated from the main body and dived in low towards the ruins of Objective 5.

As the skimmers approached, Commissar Volga leapt from his Rhino and dashed into cover amidst the ruins around the objective. As he ran, he squeezed off a burst of bolter fire that sent a jet bike spinning down to the ground in flames.

The remaining unit of Vyper jet bikes that had been deployed on the other flank by Objective 1 skimmed over the treetops before disappearing behind the woods on the Imperial side of the battlefield. Rising up from behind the hill with them, the Eldar Falcon Host moved towards their planned objectives. As one detachment of Falcons landed behind Objective 8, their hatches cracked open and the Striking Scorpions leaped out, scuttling forward into the cover of the trees. The other detachments of Falcons both peeled off and dropped out of sight of the Imperial army behind the woods in front of Objective 1.

In the centre, the Avatar stormed forward towards the ruins with his honour guard of Exarchs and two detachments of Guardians following in his wake. Towering above the battlefield, the Warlock Titan strode forward as the war walkers darted nimbly between its legs and sought out the protection afforded by the thick palace walls. The only other Eldar movement came from the anti-grav las and vibrocannon batteries as their crews guided them between the buildings and began setting their targeters on the distant Imperial forces.

On the Imperial right, with half of the Tactical detachment still stunned from the Wave Serpent attack, the remaining squads dashed forward to join Commissar Volga amidst the ruins around Objective 5. With a deafening rumble of engines the massive armour-clad forms of the Storm Hammers crested the hill, their turrets swinging round to bring their battle cannon to bear on the Eldar.

In the dark shadows of the towering Storm Hammers yet another detachment of Tactical infantry charged out from the buildings towards the palace. Hoisting their lascannons onto their shoulders a detachment of Support infantry sprinted for the cover of the central buildings. Hot on their heels, the Ogryns led by Commissar Barak occupied the adjacent building. With the Sentinels skirting the edge of the marsh and securing Objective 7 on its left flank, the Reaver Titan strode forward towards the craters in order to get a line of sight on the shimmering form of the Warlock Titan.

Shuddering from the massive recoil of their high explosive shells, the Imperial Basilisks began to rain death upon the Eldar Guardians in an attempt to dislodge them from the ruins. The Eldar barely had time to take cover before the screeching shells rained down on their position blasting two Guardian squads and an Exarch from the rubble. The spirit of battle now began to flow through their blood as the surviving Exarchs poured fire into the Reaver Titan. With a blinding flare the energy beams took down one void shield after another, stripping the Titan of its protection. Taking advantage of this situation the Dark Reapers in the woods fired their missile launchers only to see their shots ricochet off the Titan's armour.

Vulnerable without its shields, the Reaver began to attract more fire. A shot from a distant Prism Cannon slammed into the Titan's leg, weakening its armour and causing extensive damage. The Warlock Karhedron tried to use a Pyschic Lock to immobilise the Titan, but its size and complexity defeated him. A shot from the Warlocks accompanying the Falcon grav-tank met with similar failure.

An Imperial Support detachment in the building overlooking Objective 6 fired a hail of shots at the Eldar Titan but the deadly beams failed to find their target amongst the confusing multi-coloured shards of the Warlock Titan's holo-field. The awesome Titan returned fire on its aggressors with its wing missile launcher and succeeded in bringing the building crashing down, crushing all the troops inside it. The Warlock Titan's awesome psycannon and power fist Shuriken cannon

TURN 1: TACTICAL INFANTRY ACCOMPANIED BY A COMPANY OF STORM HAMMERS REACH THE CREST OF THE HILL.

TURN 1: THE WARLOCK TITAN AND AVATAR MOVE FORWARD UNDER COVER OF THE BUILDINGS.

only managed to kill a couple of Tactical infantry squads, although its wing-mounted lascannon managed to hit the exposed Reaver in its other leg, fusing the joints together and crippling it further.

In reply, crimson beams stabbed out from the Reaver's turbo lasers but only succeeded in incinerating some trees and raining flaming foliage on the Dark Reapers. The Gatling Blaster was equally unsuccessful at gunning down the few remaining Guardians in the ruins. The carapace-mounted warp missile sped towards the Warlock Titan but passed harmlessly through its holo-fields to explode in the distance.

The incoming fire against the Eldar in the ruins intensified as the shells from the other detachments of Basilisks and Bombards were joined by the lascannons of a Support detachment and two Shadow Swords, whose volcano cannons vapourised brick and flesh with equal ease. The ruins around Objective 2 became strewn with dead and dying Guardians as the ceaseless torrent of fire stripped away what little cover remained.

Rising slowly above the battlefield the Eldar Warp Hunters searched for a suitable target and began to bring their powerful weapons to bear on the Imperial line. With a great scream the air split open as a whirling black warp hole appeared amongst the massed Tactical infantry and Storm Hammers on the hill opposite. Despite its huge bulk, the command Storm Hammer was unable to escape the yawning abyss that opened up in front of it, and with a squealing of locked tracks it was slowly dragged forward. As suddenly as it had appeared the warp hole vanished, taking the super-heavy battle tank with it and leaving behind a few scattered infantry.

A rising howl preceded the opening of another warp hole further down the battle line, but apart from knocking a few men to the ground and giving the Tactical detachment reason to thank the Emperor it had little effect. Before the Warp Hunters could sink back down behind the buildings, one was engulfed by a massive explosion that sent burning debris raining down into the streets below, the volcano cannon from the Shadow Sword on the hill barking its defiant reply.

More trouble loomed for the Storm Hammers and Tactical infantry as the sunlight glittered off the mono-filament wire thread cast by the Doomweavers. As the thread slowly floated down panic broke out as infantrymen scrabbled to avoid the deadly webs. One of the Storm Hammers remained undamaged as the thread sliced only partly into its thick armour, but the Tactical detachment commander was flayed alive by the descending web. The anti-grav lascannons unleashed a flickering storm of laser beams which blazed around the other Storm Hammer, scoring a succession of hits on its armoured hull as well as striking down one infantry squad. Some shots bounced off, but at least one found a weak spot, setting off a series of explosions that crumpled the giant vehicle like a child's toy.

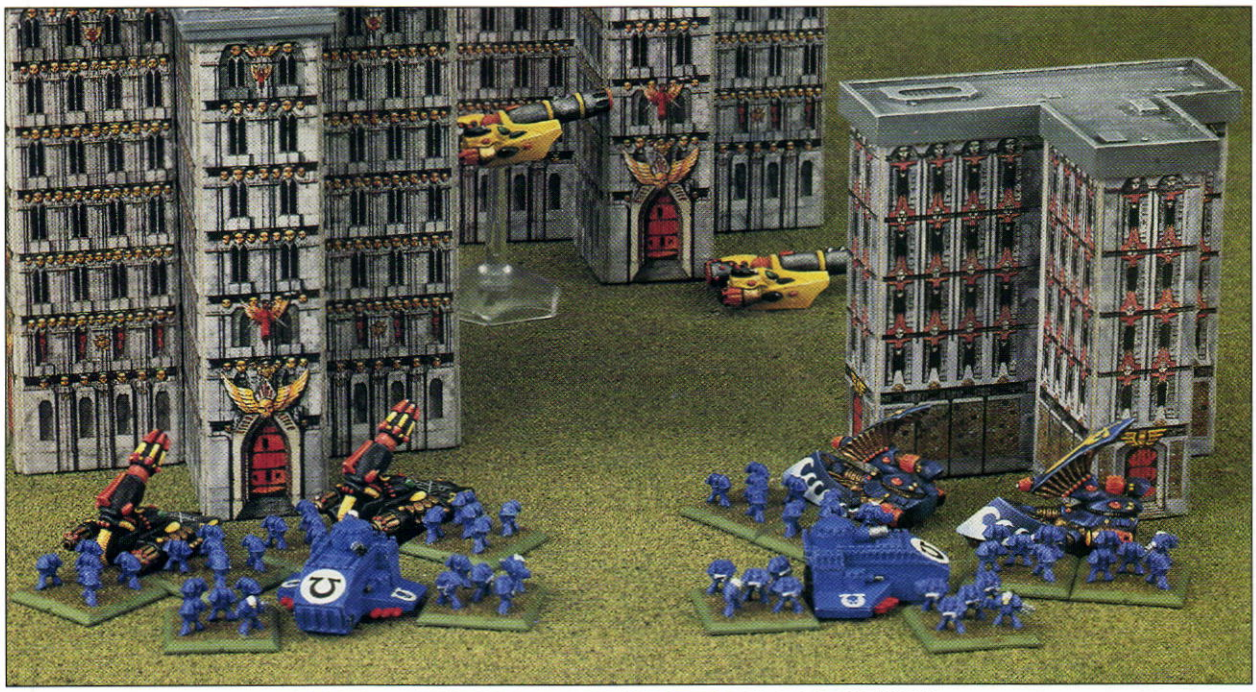
TURN 1 VICTORY POINTS TOTAL

IMPERIAL GUARD: 20

ELDAR: 33

MINIATURES SUPPLIED UNPAINTED. BANNERS NOT INCLUDED. CONTENTS AND COLOURS MAY VARY FROM THOSE SHOWN.

MARINE
WARLORD TITAN
Move
Close Assault Factor
15cm
+14
Notes
SPACE MARINE SUMMARY SHEET
TROOP TYPE
MOVE
SAVING THROW
CLOSE ASSAULT FACTOR
WEAPONS
RANGE
ATTACK DICE
TO HIT ROLL
TARGETS SAVE MODIFIER
NOTES
RN UNIVERSE OF THE 41ST MILL
SPACE MARINE
DEVASTATOR DETACHMENT
POINTS VALUE
HARLEQUIN TROUPE
ELDAR ANTI-GRAV
VYPER
FIRE DRAGON
ASPECT WARRIORS
POINTS VALUE
FALCON
FIRE PRISM
FALCHION
FIRE RAVEN
FIRE SWIFT
FIRE WARLOCK
FIRE WIDOW
FIRE WYVERN
FIRE WYVERN
FIRE WYVERN



TURN 1: THE ULTRAMARINE SCOUTS OVERWHELM THE WAVE SERPENTS AND DOOMWEAVERS.

TURN 2

Knowing the Eldar Wind Host on their right flank was poised to strike, the order went out to protect the Imperial artillery and super-heavy battle tanks from any surprise attacks. Spurring their mounts into action, the Rough Riders raced across to form a protective screen around the closest detachment of Basilisks. Ultramarine Scout Commander Douval and Commissar Varl prepared to sell their lives dearly protecting the last Deathstrike launcher. As a unit of jet bikes skimmed in low, their Shuriken cannon kicked up gouts of earth around the feet of the Ultramarine commander. His own return fire failed to find any victims, as the Eldar skilfully dodged and weaved out of the way. Likewise the Artillery HQ drew in close around the Bombards in order to fend off any further jet bike attacks.

Two more units of jet bikes screamed out of the sky and dived down to engage the Tactical detachment that had moved up into the ruins containing Objective 5. The hopelessly outclassed infantry fell like wheat before the Eldar scythe as the riders gunned down their opponents. Unbowed amongst the massacre stood the stalwart figure of Commissar Volga. With controlled bursts of bolter fire he dispatched two bikers before neatly sidestepping and decapitating another with his chainsword as it sped past. Inspired by his heroic example, the surviving Tactical infantry leaped up from their cover and began firing back at the bikers, bringing down two more.

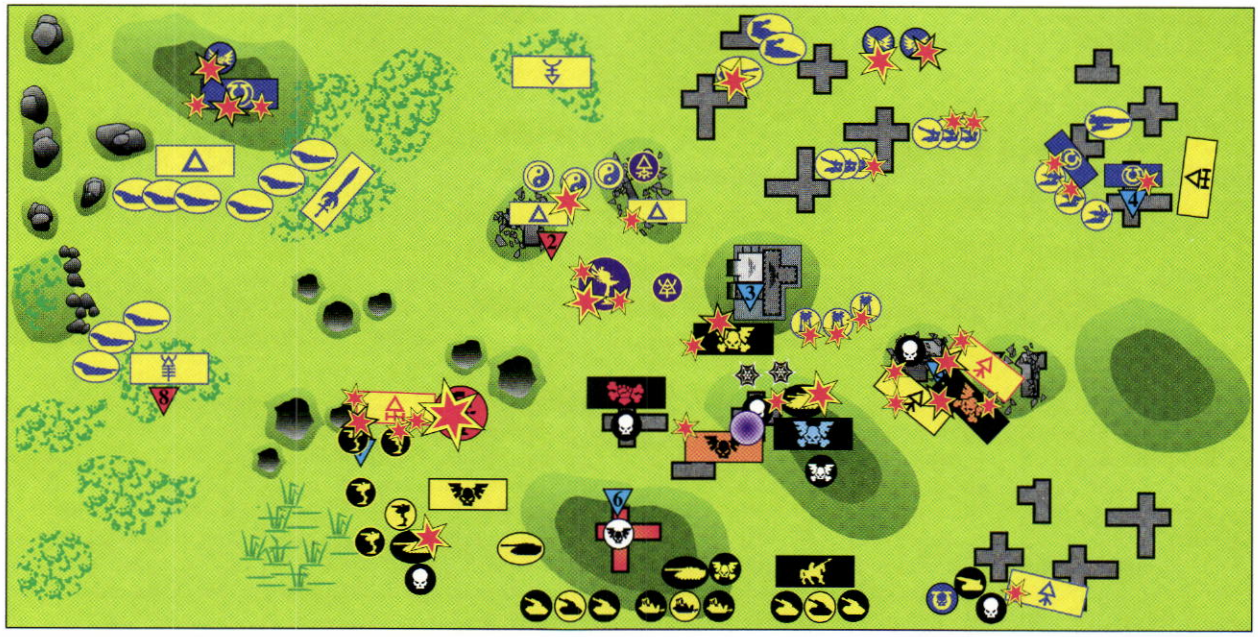
Having set down their squads, the Thunderhawk gunships flew off to look for suitable targets to strafe further along the Eldar line. Half the disembarked Ultramarine Scouts stormed forward into the building containing Objective 4 while the others engaged the anti-grav vibrocannons outside. The building was taken without resistance, but the Eldar gun crew fought back furiously, killing one squad of the Scouts before two of the vibrocannon were destroyed.

Seeing the gunships hurtling towards them, the crew of the anti-grav lascannon spun their weapons to bear on the rapidly looming forms. Before they could fire, one of the gunships opened up with its rockets and battlecannon, blowing two of them to pieces, while its bolter shells harmlessly tore up the ground behind the last Doomweaver squadron. The remaining lascannons locked onto their targets and both gunships exploded in mid-air as the laser beams cut through their lightly armoured sides.

On the other side of the battlefield, the last Thunderhawk gunship streaked across the sky, landing on the hill and capturing the unguarded Objective 1. The Ultramarine Scouts spilled down from the access ramps as soon as the gunship touched down and took up defensive positions on the hilltop.

As the gunship passed overhead the Falcon detachment carrying the Guardians raced after them. When the Falcons landed, their lascannons provided covering fire for the Guardians as they joined in the attempt to clear the Scouts from the objective. Nearly invisible in their cameleoline coats, the Alaitoc Scouts lying concealed in the wood at the foot of the hill began picking off the surviving Ultramarine Scouts. Under this accurate and relentless fire the Space Marines were virtually wiped out with only one stand left by the end of the game.

On the Imperial right, the Vypers behind the hill broke off and hurtled back towards Objective 4 in an attempt to dislodge the Ultramarine Scouts in the building. Guiding their sleek skimmers in close, the gunners let loose a hail of fire from their Shuriken cannons, blasting out windows and riddling the walls but failing to inflict any casualties.



ALAITOC CRAFTWORLD ARMY

Avatar
Warlock
Exarch
Falcon
Prism Cannon
War Walker
Lascannon
Vibro-cannon
Wave Serpent
Doom Weaver
Warp Hunter
Dark Reapers
Guardians
Jet Bikes
Vyper Jet Bikes
Striking Scorpions
Scouts
Warlock Titan

IMPERIAL GUARD ARMY

Commissar
Reaver Titan
Ogryns
Shadow Swords
Storm Hammers
Bombards
Basilisks
Deathstrikes
Sentinels
Tactical Company
Rough Riders
Support Company
Ultramarines

Once again, the Doomweavers cast their deadly webs against the last Storm Hammer and the remaining Tactical infantry positioned on the hill. Fate intervened and the Imperial force was saved from further casualties by a blast of wind which caught the cruel gossamer strands and blew them away from the Imperial line. The war walkers strode out from behind the palace, intending to gun down the Tactical infantry as they crossed the open ground. To ensure their survival, the Exarchs poured fire into the surviving Storm Hammer in an attempt to knock it out before it could annihilate the fragile walkers. Despite the fact that five shots crashed against its plated hull, they all failed to penetrate the battletank's thick armour.

As the Storm Hammer's guns began to swing round to bear on the war walkers, the Warlock Karhedron quickly summoned up an Eldritch Storm that hurled the super-heavy battletank to one side. A beam of utter darkness flashed from the last hovering Prism Cannon and punched through the tank's armour, causing a series of internal explosions that left the Storm Hammer a blackened wreck. Yet again a Shadow Sword's gun crew spotted the Eldar skimmer before it could drop back behind the building and an accurate shot from its volcano cannon blew the Prism Cannon out of the sky. The Warlocks' Falcon made a pop-up attack, snapping off a shot at one of the Shadow Swords but failed to hit it.

Once again the Imperial Artillery company opened up, this time switching their fire to the Warlock Titan. Repeated barrages from the two Basilisk detachments crashed around the towering giant. This time the Eldar Titan's sophisticated holo-fields were no protection and it was caught by the thundering rain of high explosive shells. In a shower of sparks its right wing was blown off and sent spinning across the battlefield. Its holo-field generators destroyed, the Warlock Titan's form suddenly coalesced into a clear and solid shape.

In response, every available Imperial weapon turned to face this vulnerable new target. Just as the two Shadow Swords on the Imperial left opened fire, the one nearest the marsh was destroyed by a series of pop-up attacks from the Falcons around Objective 8. One of the shots from the Shadow Swords' volcano cannons passed harmlessly between the Warlock Titan's legs while the other scored a direct hit on the reactor. The impact of the shot cracked and buckled the armour plating, but miraculously did no other damage.

With the walls of the building recently pock-marked by a series of near misses from the Dark Reapers in the wood, the Support detachment added the hefty weight of fire from their lascannons to the attack on the Eldar Titan. Those unable to see the Titan clearly fired on the war walkers sending two of them toppling to the ground in sheets of flame. Five shots struck home on the Titan, hitting both of its arm weapons, but yet again the Titan's heavy armour prevented any damage.

Limping forward, the Reaver Titan's Gatling blaster stitched a line of smoking holes across the Warlock Titan's right hand side, shattering vital components and causing its power fist to seize up. Ravening beams lanced out from the turbo laser and punched through Warlock Titan's head, damaging the delicate infinity circuits.

Swarming out from behind the woods a unit of Vyper jet bikes flew past Objective 7 and engaged two Imperial Sentinels while the others rose up to attack the Reaver. The Titan swatted two of the bikes out of the sky like insects but the third managed to hit the reactor causing a temporary shut down. The Vypers destroyed both the Sentinels but a hail of fire from the unengaged survivors blew the bikes from the sky.

Battered but still standing, the Warlock Titan placed a *Doom* on the Reaver as it brought its remaining weapons to bear. The wing lascannons stabbed out, striking the Imperial Titan but glanced off its armour without causing any damage. The Psychic Lance sang as a burst of energy exploded in the bridge of the Imperial Titan wiping the brains of the crew completely clean. With an ominous groan the Reaver swayed and then pitched forward, crashing head first into the ground. With its remaining wing-mounted weapon the Warlock barraged the Tactical detachment scurrying across the open ground towards the palace, leaving a smoking hole where two squads had stood.

Eager for revenge, the Support infantry by the marsh concentrated their heavy weapon fire on the Warlock Titan. Once more, the Titan's armour saved it from the vast amount of shots but two managed to penetrate the already weakened plates of the reactor, causing it to overload. For what seemed like an eternity the Titan's autosystems struggled to prevent a meltdown and eventually managed to bring the damaged reactor back under control.

Once again the form of a Warp Hunter appeared above the buildings, signalling the appearance of another warp hole. This time it burst into existence within the walls of the building on the hill. As the fabric of reality was torn apart, the fragile structure collapsed in on itself, killing the occupants instantly.

Amid the burning battle tanks and Doomweaver webs that littered the hillside the remnants of the Tactical detachment advanced down the slope, picking off the last war walker as they went.

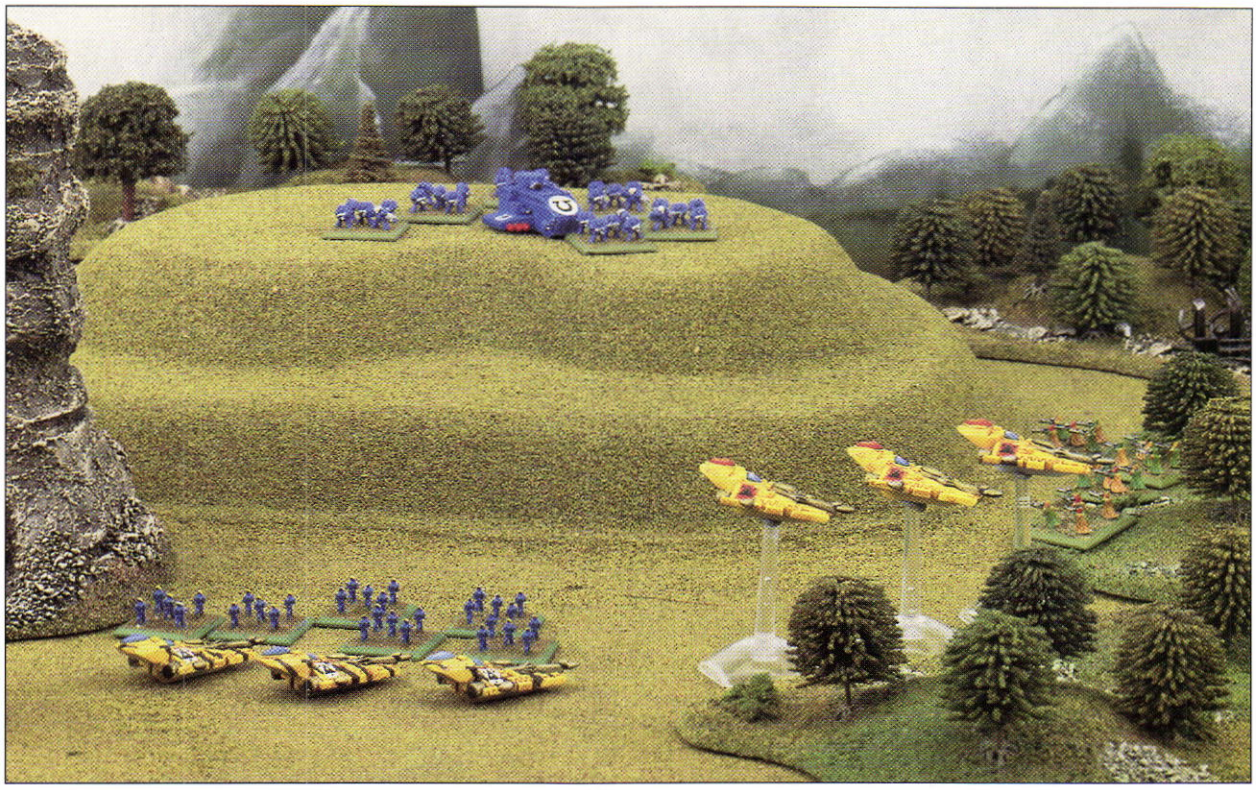
Another shell from the Imperial bombards burst among the ruins around Objective 2, blowing apart an Exarch and a Guardian squad. The Guardians' return fire killed one of the exposed Tactical infantry squads in front of the palace. Howling out his frustration at not being able to reach his foe, the Avatar hurled his spear, scattering another squad. As the weapon returned to his hand, the Avatar screeched in fury as he heard the psychic message from the Warlocks ordering the retreat.

TURN 2 VICTORY POINTS TOTAL

IMPERIAL GUARD: 56

ELDAR: 26

TURN 2: THE IMPERIAL FORCES ADVANCE IN THE CENTRE, AS THE ELDAR RUSH OUT TO MEET THEM.



TURN 2: THE ULTRAMARINE SCOUTS SEIZE OBJECTIVE 1 UNDER HEAVY FIRE FROM THE ELDAR GUARDIANS AND SCOUTS.

CONCLUSIONS

THE IMPERIAL DEBRIEFING

Despite the seemingly large difference in victory point totals, the battle was a lot closer than it seems at first glance. All three of my Infantry companies were close to being broken and I would only have needed to lose one more Shadow Sword to lose my last heavy tank company as well.

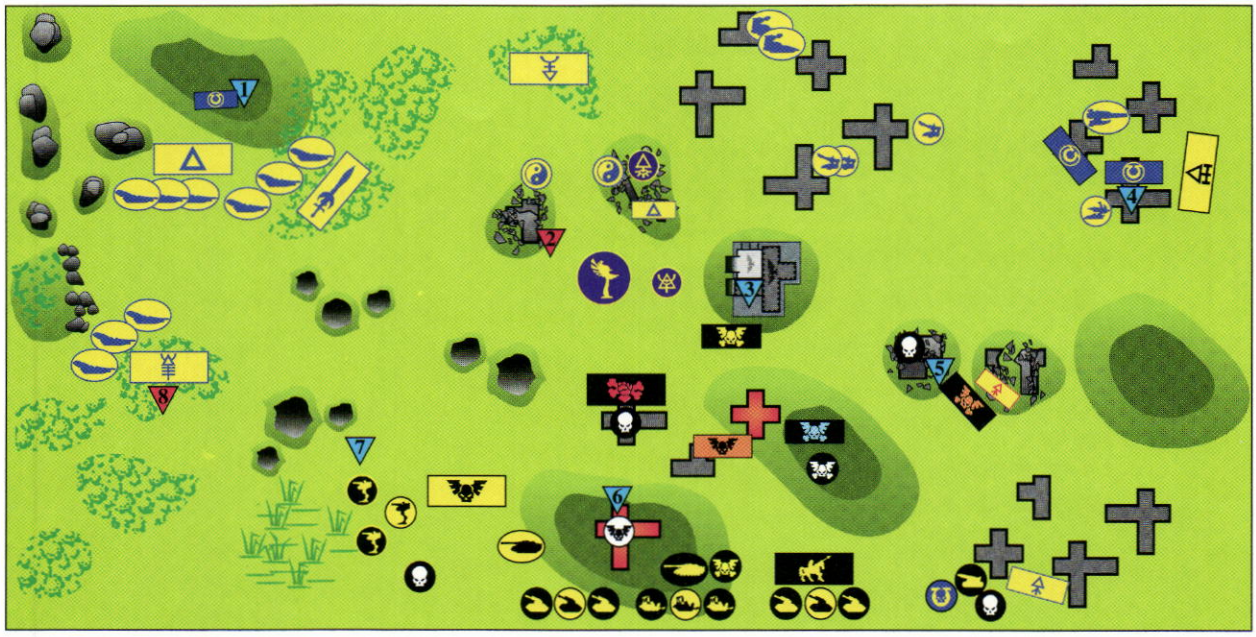
One of the most important things when you play Space Marine is to stick to your original battle plan – maintenance of aim. Several times during the course of the game I resisted the temptation to deviate from my planned strategy and in the end I believe this paid off.

Losing the initiative in the second turn right when I needed it most was a bit of a blow, as I was forced to complete my movement with the Wind Host waiting on my flanks to pounce on any unprotected units. Luckily, having played Imperial Guard before, I was well used to playing opponents with faster-moving troops than myself (be they Space Marines in Thunderhawk gunships or Eldar with jet bikes). As a result I had planned for this sort of situation, and had held my Rough Riders back as a sort of mobile reserve to protect my artillery from surprise attacks. By using these and the command stands and Rhino from the Artillery company I was able to protect the vehicles that were within striking distance of Richard's jet bikes. This enabled them to continue firing throughout the second turn and very nearly brought about the downfall of the Warlock Titan.

As my Tactical company had the ability to sustain a lot of casualties, and because I considered them my most expendable unit, they had been set the task of pushing forward and capturing Objectives 3 and 5. Despite their high losses they succeeded in taking the objectives and still remained unbroken by the end of the battle (not by much, though). The Support company was unlucky to suffer such high losses (mainly due to the two barrages that hit the buildings they were in) but still performed their part exactly as planned, laying down plenty of firepower just where I needed it most.

My only two major disappointments – the first I was unable to actually do anything about – was the Deathstrike missile launchers being destroyed before the game really started and before they could launch their missiles. Being armed with multi-barrage warheads they could have caused untold damage amongst the Wind Host or the Warlock Titan with their -2 save modifier. Obviously this was exactly the result Richard was playing for, so I take my hat off to him and look forward to my chance of revenge. The second was that the Ogryns never managed to get into combat. With the exception of engaging the Avatar (which would have meant crossing the open ground in full view of the enemy) none of the Eldar came close enough for me to let loose my elite combat troops.

I tend not to use Sentinels very much in my own army but after their sterling performance in this battle I may decide to reconsider my previous judgement. The commissars, particularly Commissar Volga who was singlehandly responsible for holding onto Objective 5, did a great job, and had the advantage of being completely free!



ALAITOC CRAFTWORLD ARMY

Avatar
Warlock
Exarch
Falcon
Prism Cannon
War Walker
Lascannon
Vibro-cannon
Wave Serpent
Doom Weaver
Warp Hunter
Dark Reapers
Guardians
Jet Bikes
Vyper Jet Bikes
Striking Scorpions
Scouts
Warlock Titan

IMPERIAL GUARD ARMY

Commissar
Reaver Titan
Ogryns
Shadow Swords
Storm Hammers
Bombards
Basilisks
Deathstrikes
Sentinels
Tactical Company
Rough Riders
Support Company
Ultramarines

The real ace in the hole of my army, and the one I looked forward to using most, was the Thunderhawk gunships and the Ultramarine Scouts (mainly because it would make a nice change from having them used against me). Although I had originally planned to save them until later on in the battle I committed two of them in the first turn. As it turned out, this was extremely fortuitous, what with my losing the initiative and the game ending in the second turn. The idea was that not only would I get rid of a Doomweaver and a Wave Serpent squadron (especially the Wave Serpents, after what they did to my Deathstrikes) but it would force Richard to bring back some of his bikes or face losing more vehicles and Objective 4. In the second turn I nearly landed the last gunship on my side of the board to protect an objective or my artillery but sticking to my battle plan I decided to take Objective 1 and go for broke.

Likewise, the Shadow Swords fulfilled their role admirably, using their volcano cannons' long range punching power to shoot down the Eldar vehicles making pop-up attacks, and were incredibly unlucky not to get the Eldar Titan. The Storm Hammers' fearsome reputation proved to be their bane, as they came under such intense fire that one way or another they failed to fire a single shot all battle.

The Reaver Titan worked well enough. Although slightly outgunned and a little unlucky it nearly proved more than a match for the Warlock Titan. The important thing to realise about the Reaver and the Storm Hammers is that although the weapons they carried failed to make a great impact on the battle the amount of fire they attracted and absorbed was considerable. Without them I could well have lost the battle as the Eldar would probably have been free to concentrate their fire on my artillery and infantry instead.

ELDAR DEBRIEFING

At the start of the battle, when the screen we use to hide our set-up was removed, I was overjoyed to see one of the greatest threats to my army, the Deathstrike missiles, directly in front of my Wave Serpents, the one thing that could stop them before launch. This was the beginning of what started to look like an excellent first turn. I gained the initiative, the Deathstrike missiles were crippled and the Reaver Titan's shields were ripped away in a series of shots from my Exarchs.

However, exposed as it was, the Titan just stood there and took the punishment. Perhaps this was the first sign of my plan crumbling. Titans can be scary things, especially when they are pointing great big warp missiles at you. Looking back, I now realise that I became obsessed with destroying the Titan

TURN 2: VICIOUS HAND-TO-HAND FIGHTING ERUPTS AROUND OBJECTIVE 5.

early on in the battle. I had longed to see it crashing to the ground, and the fact that I had wiped out its shields lulled me into thinking its time had come and I was to be its nemesis. The Titan became a stumbling block to my plans; I wasted far too much energy blasting away at it. If the Titan had come toppling down at the start of the game when it was fated to, then my firepower could have been diverted to where it was badly needed, sorting out the heavy tanks and the Support infantry.

On my flanks both the jet bikes and Falcon grav-tanks took up excellent positions and I was very happy to swoop down from my advantage points onto the waiting enemy. Against the infantry the jet bikes did very well but ran out of luck when they came up against the commissar. As expected, the Rough Riders fled from my jet bike attack to protect the artillery making it almost impossible for me to target the artillery next. The Rough Riders will be high on my list for a heavy barrage the next time we play.

During the battle something was made quite clear to me – I needed some troops to act as a defence force against the swarm of drop ships. If I were playing the game again I would do two things differently. Firstly, I would leave a number of jet bikes behind my lines to protect the artillery vehicles vulnerable to drop ships, and secondly, I would have fewer vulnerable artillery pieces and a lot more troops and jet bikes.

By the end of the game, my plans had come crashing to the ground. A gamble to attack the Scouts holed up in the building with Objective 4, which would have given me a chance to break the Scout company and regain the objective, came to ruins when not one of shots against the two stands in the building hit. This last ditch scrabble to regain victory points came too late. I should have targeted getting the objectives far more and although I find this a bit gamey, I should have kept notes on which Imperial companies were about to break and then concentrated on them. With the full attention of my weapons brought to bear I would have broken the companies and had a chance to send them into retreat.

The things I enjoyed the most about the Eldar army are the unusual weapons with the ability to make pop-up attacks, as these can cause great annoyance to the enemy. The weapons are strange and new and do take a while to get used to. I think each one has its own role to fulfill. Some are almost useless against certain opponents while they are brilliant against others.

For example, the Warp Hunters have a wide range of scatter. This could mean a Warp Hunter template going up to 24cm off course. If you're fighting an Ork or an Imperial Guard army this is not a problem as you are bound to hit something in such a huge mass. Obviously, against a less numerous foe their effectiveness will be reduced - any Eldar player worth his salt has to learn these things early on and find the best weapons to use against different foes.

These unusual weapons are fairly cheap in points and flexible in the numbers you can buy. This means you can tailor your specialist weapons to be appropriate for each new opponent – and that's something other players would sell their grandmothers for.

Well, it's back to my Wraithbone chamber for me to contemplate my loss and Mark's well-won victory, and to think about our next battle and my next victory.

MARK GIBBONS

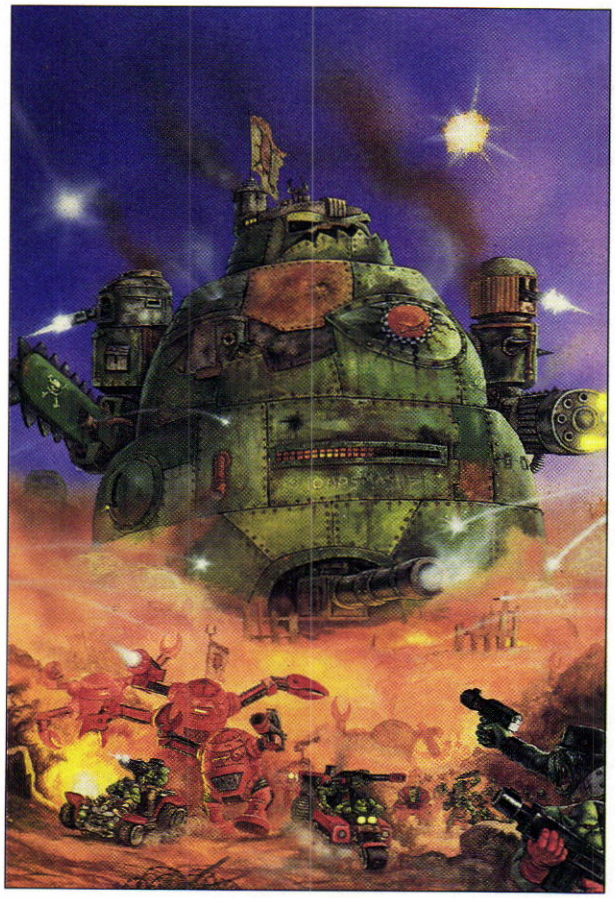
SPACE MARINE®

GARGANTS

By Andy Chambers

At the heart of the Ork expansion throughout the universe is the Waa-Ork. The Waa-Ork is a spontaneous happening which starts suddenly in obscurity and then gradually gathers momentum. More and more Ork tribes become part of the gathering strength of the Waa-Ork as the whole of Orkdom becomes agitated, disturbed and dynamic. Waa-Ork is a time of resurgence of Orkdom into the universe, a time of great migrations, wars and conquest. Orks everywhere take to the warpath and the relentless power of Ork civilisation is unleashed.

At the very core of the Waa-Ork lies the construction gigantic Titans known as Gargants. Each Gargant is a towering war machine with awesome destructive power. It is also a titanic, mechanical, fighting, fire-belching idol in the image of the Ork gods of war. Each Gargant the Orks build is an act of worship of the primal Ork gods; they are idols of the gods that stand for all that is Orky. Gork and Mork, the Ork gods epitomise the Orkish character on a vast scale. They are big, carefree, boisterous beings that leave a trail of destruction in their wake. War, conquest, migration, endless feuds, the din of weapons and the war cries of countless Orks are but the crude games and raucuous laughter of these strong. carefree gods.



DAVE GALLAGHER

Gargants are miracles of mechanical ingenuity, packed with whirring cogs and gears, wheezing pipes and pistons, dials, levers, stopcocks, gauges and no end of other mechanical devices that seem to work purely through the faith of their Mekboy inventors. Gargants carry awesome firepower, heavy cannon and giant flamethrowers are mounted in turrets on the Gargant's shoulders and often more guns are carried on the head as well. Mounted low down in the Gargant's belly is the Gutbuster mega-cannon, a gigantic weapon of massive destructive power. Gargants are protected by banks of thrumming Power Field generators and thick armour. Their heavily armoured hull is made out of all kinds of different metal and bits of armour plate scavenged from wrecked vehicles and welded or hammered into place.

A vast Krew of Orks, Gretchin and Snotlings ride into battle aboard each Gargant. The Orks fire the guns and stoke the boilers under the stern eye of the Gargant Kaptin and his Nobz. Teams of Snotlings and Gretchin 'riggers' armed with spanners and oily rags are sent frantically crawling into the cramped workings of the Gargant to fix bits and fight fires as the Gargant suffers battle damage. Though no two Gargants are identical, Ork Mekboyz commonly build one of two distinct sorts of Gargant; the short, fast Slasher Gargant and the larger, more heavily-armed Great Gargant.

In Space Marine an individual Slasher Gargant or Great Gargant can be bought as the special card for any Ork clan. The immensely proud Warboss of that particular clan will be the Gargant's Kaptin and some of his Nobz will take up the posts of Furst Mate (who shouts at the Krew) Gunboss (who shouts at the gunners) and Flagboss (who's in charge of the signal flags Gargants use in battle – as well as shouting of course!). The talented Mekboy who built the Gargant is rewarded with the post of Boss-Mek and gets to order around all the other Mekboyz onboard and shout at the riggers. These individuals all work together surprisingly smoothly to keep the Gargant stomping around and blasting away at the enemy. Because a Warboss is in command of the Gargant it can always be given orders even if there aren't any Nobz within 10cm of it. Any Orks within 10cm of a Gargant can be given orders by the Warboss.

GARGANT BIG MOBS

In the build-up to the Waa-Ork all Ork tribes are driven by the urge to build the idol-like Gargants in praise of their savage gods. Most Warbosses manage to get one or two Gargants built by industrious Mekboyz. Some of the powerful Ork Warlords can command enough resources to build many Gargants. Sometimes Ork Warbosses will join their tribes together to form an even more potent Waa-Ork. So it comes about that an Ork horde may be lucky enough to be led to war by a Gargant Big Mob.

Gargants' Big Mobs usually comprise three Gargants, either Slasher Gargants or Great Gargants or a mix of the two types. One Gargant is a frighteningly destructive creation, three is enough to send all but the bravest troops fleeing for cover. The massed firepower of a Gargant Big Mob has spelled the doom of many a battleforce under a thundering barrage of smoke and flame.

The best (in other words the biggest) Gargant in the mob is commanded by the Warlord and is known as the Boss-Gargant. The other Gargants are both commanded by the Warlords most trusted Nobz. In battle, all the Gargants in a Big Mob have to stick close together so the Nobz can see the signal flags being waved about on top of the Boss Gargant, these tell them what their orders are and where they're supposed to be going. Because of this the Gargants in a Big Mob have to be within 20cm of the Boss Gargant and able to see it in the Orders phase to be given any orders.

If one of the Gargants is too far away or can't see the Boss Gargant, the Nob in command has to guess what he's supposed to do, so roll a D6 for him, On a roll of 1 or 2 he picks first fire orders, on a 3 or 4 he picks advance orders and on a 5 or 6 he picks charge orders. Naturally, Nobz in command of Gargants consider themselves well above the rest of the Nobz, so having a Nobz stand within 10cm doesn't allow you to give them an order like most Orks – they'll take orders from the Boss Gargant and nobody else.

Note that the Boss Gargant **is not a command unit,** it must be given orders like any other unit and it can be singled out by the enemy and shot at – the banners, trophy poles and graffitti which festoon the Boss Gargant make it unmistakable! If the Boss Gargant is destroyed, all the Gargants in the Big Mob will have to roll for their orders on the next turn. At the end of the turn the next biggest Gargant will take over as Boss.

THE GREAT GARGANT DATACARD

A datacard for the Great Gargant is supplied at the end of this article. You should photocopy one of these for each Great Gargant in your army and fill it out as a permanent record of that particular Gargant. Note down the weapons fitted to the Gargant in the spaces provided along with their attack dice, to hit rolls and so on. You can also use the data card to keep a note of how many Titans the Gargant has killed and how many battles it's fought in.

POWER FIELDS

Gargants are protected by banks of power field generators. These project layers of invisible force around the Gargant which absorb the energy of shots that hit them. The Gargant has lots of power fields – one beneath the other, like the layers of an onion. When each power field absorbs a hit it is knocked down but the hit does no further damage.

Unlike Void shields power fields can't be repaired as the generators burn out when the field collapses. Gargant power fields are often unstable and flicker on and off unpredictably with accompanying showers of sparks. It's not unknown for shots to penetrate a Gargant's shields through weak points, particularly if the Gargant is under heavy fire at the time. To represent this, roll a D6 for each shot that hits a Gargant which still has its shields up — on a 1-5 the shot hits the shields and one power field collapses as usual, on a 6 the shot penetrates the shields without knocking down any power fields, work out hit location, saving throws and damage as normal.

When Gargants go into battle they often have less than their full complement of shields. This might be because some of the generators have broken down and burnt out before the Gargant got to the battle or the Mekboyz haven't got round to fixing them after the last one. You'll need to roll dice to find out how many power fields each Gargant has before the start of the game.

Great Gargants have many banks of generators so they get a D6 plus 6, giving them between 7 and 12 power fields. Keep a note of how many power fields each Gargant has remaining on its datacard. The Mekboyz always repair the power fields on the Warlord's Boss Gargant first (if they know what's good for them) so the Boss Gargant always has the maximum number of shields at the start of a game.

BATTLE DAMAGE

Great Gargants are big and very solidly built so they can take a lot of punishment before they're destroyed. It's unlikely that a Gargant will be destroyed by a single hit, rather accumulated damage from numerous hits will gradually blow pieces off a Gargant until it's totally crippled. However, unlike Eldar and Imperial Titans, Gargants lack sophisticated auto-repair systems so they can't fix damage until after the battle.

As more and more shots slam into a Gargant its solidly welded plates start to buckle and cracks start to twist open the innards of the great metal monster. To represent the accumulated wear and tear a Gargant suffers from a sustained pounding a number of damage results add bonuses to future rolls against a particular location, increasing the chances of catastrophic damage occuring if the area is struck again. For example, on the weapon damage table a roll of 3 or more will destroy the weapon but a 1 or 2 gives a result of 'Add +1 to any future damage rolls against this location'. This means that if you hit the same weapon again and it fails its saving throw you add one to your damage roll, so this time the weapon will be destroyed on a roll of 2 or more.

It's important to keep a note of what areas have been damaged on a Gargant — the easiest way to do it is by marking the areas hit on the Gargant's datacard in pencil or using counters. It's worth noting here that, unlike weapon locations, damage bonuses accumulated against a Gargant's hull affect the whole hull and not just the particular square hit.

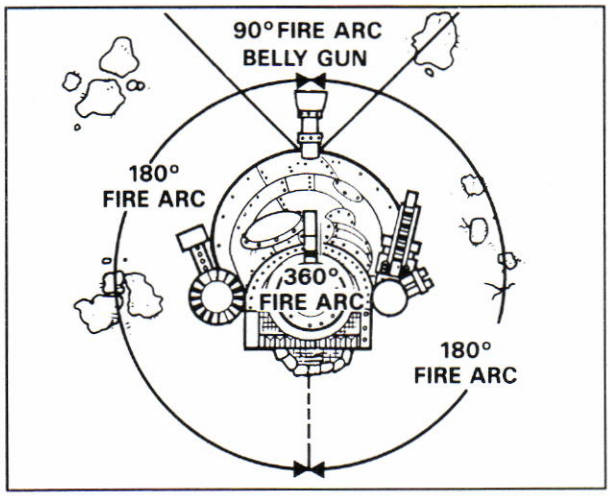
FIRES

Lacking a dangerous plasma reactor to meltdown or vulnerable legs to cripple, a Great Gargant can survive almost any amount of punishment without being destroyed. When a Great Gargant finally blows it's almost always because fires have caught a hold throughout its gigantic structure and blazed out of control.

Some damage results will cause fires to break out. Teams of Gretchin and Snotlings dash through the Gargant and try to douse down fires before they become too fierce. Unfortunately, damaged areas can catch fire all too easily as explosions ignite ammunition or fuel and the fire fighters can find themselves fighting a losing battle. Keep track of the number of fires burning on a Great Gargant on its datacard. In the End phase of each turn, every Gargant which has any fires burning on it has to make a roll on the fire table, adding +1 to the dice for every fire burning in excess of one. Some particularly dangerous hits can send flames shooting through the Gargant and cause an immediate roll on the fire table.

GREAT GARGANT FIRE ARCS

Because Gargant weapons are mounted rather differently to those on Imperial or Eldar Titans they have different fire arcs, these are shown on the diagram below. The belly mount has a 90° arc of fire forward, the left and right arms have a 180° field of fire to the left and right respectively. The Gargant's head has a 360° field of fire.



GARGANT WEAPONS

DA GAZE OF GORK

Gork is one of the two great gods of the Orks. Gargants are gigantic representations of Gork and Mork so it is quite common for them to have specially made heads to make them look more life-like. Gargants with Gork heads are often fitted with a pair of heavy Traktor Kannon in place of their eyes so the Orks can terrify their foes with the mighty gaze of Gork.

The Traktor Kannon can fire all round because they are fitted in the head. When they shoot they fire a strong pulse of Traktor energy which slams into the target, and immobilises or crushes it.

The following special rules govern the use of Traktor Beams. Roll to hit your chosen target as with any other weapon — the gaze of Gork has 2 attack dice and a basic hit roll of 4 or more is required. If the target is hit it takes a saving with a -2 modifier. If the save is passed the target is unaffected. If the target fails its save it may be *immobilised* (in which case it cannot move, shoot or do anything else in its next turn), or *squashed* in which case it is destroyed.

Roll a D6 to determine the result and add +1 if the target has no saving throw (most infantry units, for example, have no saving throw and therefore are more likely to be squashed).

D6	Result
1-4	IMMOBILISED – May do nothing next turn.
5+	SQUASHED – Destroyed

An Imperial Titan's void shields do not protect it from a Traktor Beam, an Eldar Titan's holo-fields work as normal. Titans always count their highest saving throw out of all of their areas against Traktor Beams. This makes them very hard to hit effectively. If a Titan is immobilised its shields still operate but nothing else works, so they cannot repair damaged shields or locations. Other immobilised models can do nothing — they can't give orders or repair vehicles or heal wounded or use psychic powers for example. Immobilised models are exempt from formation rules until they can move again.

A Gork head also emphasises the idol-like nature of an Ork Gargant. Any Orks within 25cm of a Gargant with a Gork head are whipped into a religious frenzy and automatically pass their morale tests – no test is required for the unit. Unfortunately if the Gargant has its head blown off its very demoralising for any Orks nearby to see their Idol's head flying through the air, so all Ork units within 25cm have to take an immediate morale check.

GUTBUSTER MEGA-CANNON

The Gutbuster or belly gun is a huge cannon which protrudes from the Gargant's belly. The weapon can fire an array of ammunition. At the start of the game, the Gutbuster is loaded with one shot of the player's choice. After firing it takes a full turn to reload, and so the Gutbuster may not be fired in the next combat phase. Often gutbusters are also fitted with extra battle cannon which keep the chief gunner amused while the Boyz are sweating to reload the belly gun. The battle cannon have a range of 75cm, 3 attack dice, and hit on a 5+ with a -2 saving throw modfier. A Gargant can fire the battle cannon **or** the belly gun, it can't fire both in one turn. Gutbuster rounds comprise three types.

Ball rounds are like immense cannonballs. A special 3cm template is supplied for the ball round. Place the template over your target and then roll for scatter as you would for a barrage. Anything under the template is hit and makes a saving throw with a -4 modifier. The ball will then roll another 4D6cm in a straight line along the line of fire. A template which represents the rolling ball is also supplied. Place the template so that its cupped end is around the ball and align it so that it's pointing

directly away from the Gargant, then roll the dice to see how far along the template the ball rolls. Anything that is rolled over is hit automatically and must make a save with a -4 modifier, including any buildings. The ball will plough through any operating shields on a Titan that it hits, knocking them all down one after the other. Should it hit the leg of a Titan model the save is taken with a -4 save modifier.

Chainshot consists of two or more medium sized projectiles linked together by heavy chains. When it is fired the chainshot spreads out and spins like bolas. It is only used for entangling the legs of Imperial and Eldar Titans, and causes no damage to any other type of target! It will only work against Imperial Titans if they have no operating void shields at the time that it hits. When chainshot scores a hit against an eligible target it automatically causes damage to the target's legs. No hit location or saving rolls are needed, simply roll on the Leg Damage Table, adding +3 to the dice roll. For obvious reasons their must be a clear line of fire from the Gutbuster itself to the target's legs, any intervening terrain will block the shot.

High Explosive rounds are huge cannon shells packed with hundreds of pounds of explosive. They have a special 12cm diameter of effect, fully twice as large as a normal barrage attack! High Explosive is very effective against infantry and light vehicles, but not against armoured targets, so there is a +1 save. The +1 save modifier means just that — the opposing player adds +1 to the dice when he makes his armour saves.

MAGNUM MEGA-CANNON

The Magnum Mega-cannon is a monster gun which fits on the lower arm mount of the Gargant. The magnum can fire different rounds in the same way as the gutbuster, though its choice is limited to a solid armour-piercing shot or a large high explosive shell. Unlike the gutbuster the Magnum can fire every turn but you must pick which can of shell it's going to fire at the start of the turn during the orders phase.

Armour piercing shots (or Klangerz) roll one attack dice with a to hit roll of 3+ and a saving throw modifier of -3.

High Explosive shells (or Bangerz) fire a barrage template with 8 barrage points and a 0 saving throw modifier. Because Orks aren't into the fiddly bits of indirect fire high explosive shells can only be fired at targets the Gargant can see. Because this is a direct shot there is no chance of the barrage template scattering.

SUPER LIFTA-DROPPA

The Lifta-Droppa is a Mekboy invention which uses Traktor beam technology in a radically different way to a Traktor Kannon. Instead of flattening a single target with a beam of energy, the super Lifta Droppa latches onto an area of ground and pulls the lot up into the air. The immensely powerful beam lifts up trees, rocks, earth and screaming victims all at the same time. The boom carrying the projector is swung upwards and its entrapped victims swing helplessly upwards too. Then, with a little bit of jiggling of the controls, the Meks controlling the beam drop the whole lot on some unfortunates nearby.

The super Lifta-Droppa has a range of 75cm and 'fires' a barrage template. Note that unlike most barrage weapons the Lifta-Droppa must be able to see its target in order to fire at it and can never fire indirectly. Place the barrage template anywhere in sight and within range of the super Lifta-Droppa. Anything even partially under the template is hit on a roll of 4, 5 or 6 on a D6. If a target is hit it has to make a saving throw with a -4 modifier, a failed save means the target is latched on to and lifted high up in the air. Anything which isn't latched on to or makes its armour save is lucky enough to avoid the beam and unaffected by the attack. Titans are too big to be picked up by the super Lifta Droppa as explained below.

After finding out what's caught in the beam the Ork player can designate where he wants to drop the contents of the beam within 6cm. Roll the scatter dice to see if the Mekboyz manage to get their helpless victims on target – a 'hit' indicates they're bang on target, an arrow means the template flys 2D6cm in the direction of the arrow before plummeting to the ground. The falling victims are automatically destroyed regardless of whether the Meks are on target or not. Any models underneath the template (wherever it ends up) are struck by falling debris on a roll of 4, 5 or 6 on a D6. Models hit by falling debris are automatically destroyed unless their saving throw is better than the saving throw of the biggest thing caught on the template – so for example, Land Raiders (Sv 2+) hit by debris from a template which included a Baneblade (Sv 1+) would be crushed. If a Baneblade was struck by debris from a Lifta Droppa template carrying Land Raiders it would survive.

Titans are too big and heavy to be picked up even by a super Lifta Droppa but can be hit by falling models. Titans will lose a shield if struck by a template, or suffer a hit if they have no shields left. Roll for location as normal, the location hit will suffer damage unless its saving throw is better than the biggest model on the hitting it. A building hit by a super Lifta Droppa beam or falling debris must make an unmodified saving throw and collapses into rubble if it fails.

The super Lifta-Droppa arm is cunningly constructed so that it also works as a monstrous grabber filled with whirling steel teeth. In close combat a Great Gargant armed with a super Lifta-Droppa arm can make a special grab attack if it wins. The grab attack only affects Titans and buildings. Against enemy Titans the Mekboy Gargant can grab any location shown on the hit location chart and try to tear it off. Both players roll a D6 and the Gargant adds +1. If the Gargant's score is higher than its opponents the location is torn off and suffers maximum damage as if a 6 had been rolled on the location damage chart. If the scores are equal the opponent pulls partially free of the Gargant's grasp, roll for damage normally. If the opponent rolls higher than the Gargant he wriggles completely out of the Gargant's grasp and no damage is done. A building hit by the grab attack suffers a hit with a -4 saving throw modifier.

OBSERVATION TURRET

The Observation Turret is mounted on one the upper arm positions on the Gargant. It is packed with all sorts of ranging equipment and has speaking tubes connected directly to the gunners. This enables the Gargant to add +1 to all to hit rolls against one target fired at each turn. This bonus only applies to weapons fired at that target by the Gargant.

SCORCHER TURRET

The Scorcher Turret is also mounted on one the upper arm positions on the Gargant. The scorcher fires a long gout of flame. It has a range of 35cm, 2 attack dice, and hits on a 3+. The scorcher is especially effective at winkling out infantry that are in cover. To represent this ignore any modifiers for cover that would normally apply to the to hit roll.

ORK GARGANT WEAPON DATA

Weapon	Range	Attack Dice	To Hit Roll	Target's Save Mod.	Notes
Gork Head	Any Orks within 25cm ignore morale tests.				
Da Gaze of Gork	50cm	2	4+	-2	
Gutbuster:					
Ball	100cm	Ball	3cm Template	-4	Ball template skids 4D6cm.
Chain	75cm	1	3+	_	Only affects Titans
Explosive	100cm	8 BP's	8 BP's	+1	12cm Barrage template.
Gutbuster Battle Cannon	75cm	3	5+	-2	
Observation Turret	Adds +1 to any to hit rolls versus *one* target.				
Scorcher Turret	35cm	2	3+	0	Ignore to hit modifiers for cover.
Magnum Mega-cannon					
Armour Piercing	100cm	1	3+	-3	
High Explosive	75cm	8 Barrage Points		0	Fires Barrage May not fire indirect

HEAVY METAL

ORK GREAT GARGANT

ORK GOFF BANNERS

GREAT GARGANT DAMAGE TABLES

BOILER DAMAGE TABLE - Roll D6

1-2 The boiler is damaged. Add +1 to any future rolls against the head.

3-4 The boiler is hit and starts to lose pressure. The Great Gargant's move rates are reduced by 50% from now on.

5-6 The boiler is destroyed. The Great Gargant can no longer move, and a fire is started.

FOOT DAMAGE TABLE - Roll D6

1-3 The foot is damaged but carries on working normally. Add +1 to any future damage rolls against this foot.

4-5 The foot is destroyed. If one foot is destroyed the Great Gargant is only allowed to turn in place. If both feet are destroyed the Great Gargant may not move at all.

6 The foot is blown apart in a massive explosion that starts a fire. The Great Gargant may no longer move or turn, even if the other foot is undamaged.

WEAPON DAMAGE TABLE - Roll D6

1-2 The weapon is damaged but keeps on functioning. Add +1 to any future damage rolls against this weapon.

3-4 The weapon is destroyed and may not be used for the rest of the game.

5-6 The weapon is blown off the Gargant starting a fire. The weapon lands 2D6cm away in a random direction. Any vehicles or infantry underneath it are destroyed unless they make their basic saving throw.

MAGAZINE DAMAGE TABLE - Roll D6

1-3 Some ammunition explodes starting a fire and sending flames shooting through the hull. Roll on the Fire Table immediately.

4-6 The magazine detonates spectacularly, starting 1D3 fires. Roll for damage against the weapon mount as well and apply any damage. After you have rolled for extra damage total up all the fires on the Gargant and make an immediate roll on the Fire Table.

WEAPON MOUNT DAMAGE TABLE - Roll D6

1-2 The weapon mount is damaged but keeps on functioning. Add +1 to any future damage rolls against this weapon mount.

3-5 The weapon mount is badly damaged. Roll for both of the attached weapons on the Weapon Damage Table.

6 The weapon mount is blown off the Gargant starting a fire. The attached weapons land 2D6cm away in a random direction - any vehicles or infantry underneath it are destroyed.

HEAD DAMAGE TABLE - Roll D6

1-2 Several of the bridge crew are injured. Add +1 to any future damage rolls against the head.

3-4 The Kaptin is killed. The Great Gargant must follow the same orders next turn while the bridge crew 'elect' a new Kaptin.

5-6 The head is blown clean off the Great Gargant, starting a fire. The Great Gargant must follow the same orders as it used last turn, and the Traktor Kannon mounted in the head may not be used for the remainder of the battle. All Orks within 25cm must take a morale check.

After the next turn, roll a D6 before changing the Great Gargant's orders:

1-3	May not change orders
4-6	May change orders normally

HULL DAMAGE TABLE - Roll D6

1-5 The hull is weakened. Add +1 to any future rolls against the hull.

6 A massive explosion rips a hole in the hull and starts a fire.

BELLY GUN DAMAGE TABLE - Roll D6

1-2 Some ammunition explodes but the Krew quickly douse it down. Add +1 to any future rolls on this location. The battle cannon is destroyed and may no longer be used.

3-5 The belly gun is destroyed and exploding ammunition starts a fire. The gun may not be used for the remainder of the battle.

6 The belly gun's magazine explodes starting 1D3 fires. The belly gun is destroyed and the explosion rips into the boiler, so roll for damage against the boiler as well. After you have made this extra damage roll total up all the fires on the Gargant and make an immediate roll on the Fire Table.

FIRE TABLE - ROLL D6

Roll on this table as required by damage results and at the start of the end phase if any fires are burning on a Great Gargant. Add +1 to the roll for each fire burning on the Great Gargant in excess of one. Fire effects 4-7 last until the next roll is made on the Fire Table.

Adjusted D6 Roll	Effect
1-3	A few scorched Gretchin the fires are brought under control and put out.
4-5	The fire is getting out of control. The Great Gargant may not move, but may fire normally.
6	The fire is out of control! Add one to the number of fires already burning on the Great Gargant. The Gargant may not move or fire its belly gun. Any other weapons fired are on a -1 to hit modifier due to the clouds of smoke.
7	The fire reaches the magazines! Roll on the Magazine Damage Table for each intact magazine. The Great Gargant can't move or fire its belly gun and suffers -1 on firing as in 4 above.
8	Huge internal explosions wreck the Great Gargant, destroying it and leaving a smoking, blackened heap. Any units within 2D6cm are hit by flying debris and must make an unmodified save to avoid damage.
9+	A massive explosion rips the Great Gargant apart. Remove the model from the table and replace it with a crater if you've got one. Any units within 4D6cm are hit by flying debris and must make an unmodified save to avoid damage.

GREAT GARGANT

Close Assault Factor

+15

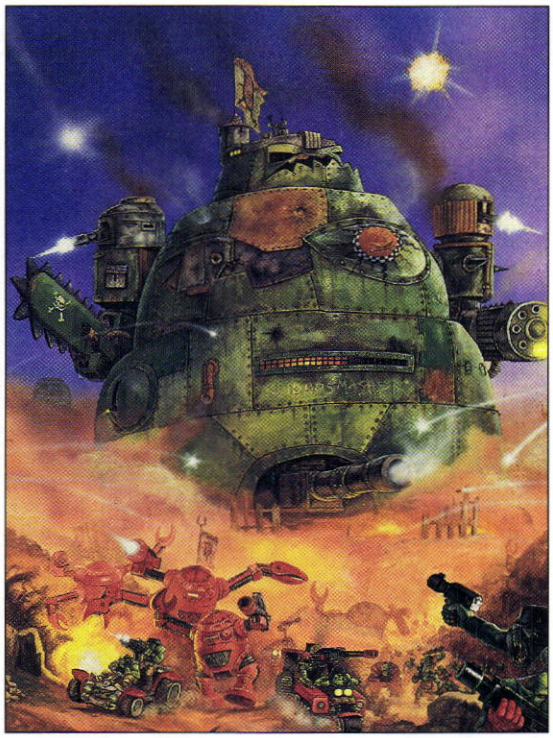
Movement

A Great Gargant's move is determined by its orders. These are as follows:

Orders	Effect	Fire
Charge	Must move between 11-15cm towards the nearest enemy formation.	The Great Gargant may not fire.
Advance	May move up to 10cm but this does not have to be towards the nearest enemy formation as in Charge.	The Great Gargant may fire in the Advance Fire segment.
First Fire	No move or turn.	The Great Gargant may fire in the First Fire segment.

Power Fields

The Great Gargant is protected by 6+ (1D6) Power Fields.



WEAPON	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES
Magnum Mega-cannon					
Armour Piercing	100cm	1	3+	-3	
High Explosive	75cm	8 Barrage Points		0	Fires Barrage. May not fire indirect
Scorcher Turret	35cm	2	3+	0	Ignore to hit modifiers for cover
Observation Turret	Adds +1 to any to hit rolls versus one target				
Gork Head	Any Orks within 25cm ignore morale tests				See Special rules
Da Gaze of Gork	50cm	2	4+	-2	
Gutbuster					
Ball	100cm	Ball	3cm Template	-4	Ball template skids 4D6cm
Chain	75cm	Chain	3+	0	Only affects Titans
Explosive	100cm	8BP's	8BP's	+1	12cm Barrage template

HIT LOCATION TEMPLATES

FRONT

WEAPON 2+		HEAD 2+		WEAPON 2+
WEAPON MOUNT 2+	AMMO 1+	HULL 3+	AMMO 1+	WEAPON MOUNT 2+
WEAPON 2+	HULL 3+	HULL 3+	HULL 3+	WEAPON 2+
	HULL 3+	BOILER 2+	HULL 3+	
FOOT 3+	HULL 3+	BELLY GUN 3+	HULL 3+	FOOT 3+

SIDE

	WEAPON 2+		
HULL 3+	WEAPON MOUNT 2+	HULL 3+	
HULL 3+	WEAPON 3+	HULL 3+	
HULL 3+	BOILER 3+	HULL 3+	
HULL 3+	FOOT 3+	BELLY GUN 2+	BELLY GUN 2+

REAR

WEAPON 2+		HEAD 2+		WEAPON 2+
WEAPON MOUNT 2+	AMMO 1+	HULL 3+	AMMO 1+	WEAPON MOUNT 2+
WEAPON 2+	HULL 3+	HULL 3+	HULL 3+	WEAPON 2+
	HULL 3+	BOILER 3+	HULL 3+	
FOOT 3+	HULL 3+	HULL 3+	HULL 3+	FOOT 3+

ORK GARGANT SPECIAL CARDS

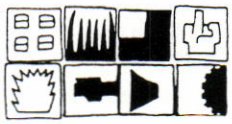
SPECIAL CARD
GREAT GARGANT

POINTS VALUE 850

GREAT GARGANT

A Great Gargant is a towering war machine of awesome destructive power. Shaped in the image of the Ork War Gods, it personifies the Waa-Ork.

A Great Gargant fights as a single unit which is commanded by a Warboss so it is not subject to the Ork command rule and can always be given orders. Because the Warboss is on board the Ork player can give orders to any Ork units within 10cm of the Gargant. The Great Gargant cannot be broken and always passes morale checks. Victory points are awarded to the opposing player once the Great Gargant is destroyed.

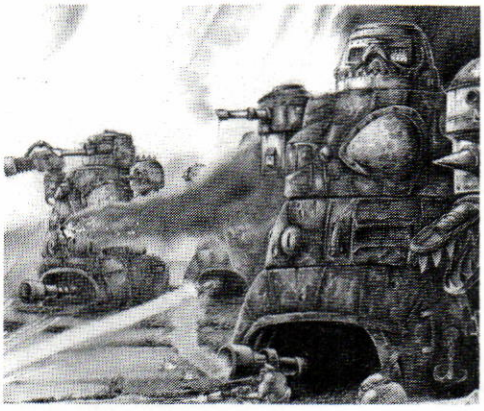


VICTORY POINTS 9

Your opponent gains 9 VPs
when the Great Gargant is destroyed.

SPECIAL CARD
ORK GARGANT BIG MOB

A Gargant Big Mob consists of one command unit - the Boss Gargant - and two other Gargants. The Gargants can be any mixture of Slasher Gargants or Great Gargants.



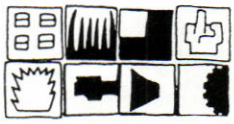
POINTS VALUE 1700

ORK GARGANT BIG MOB

In the build-up to a great Waa-Ork Mekboyz throughout Ork space enter a frenzy of Gargant construction. As a result most Warbosses will have at least one mighty Gargant to fight in the Waa-Ork. Some of the most powerful Warlords might be lucky enough to have a whole Mob of Gargants to lead their clans to war - an awesome Gargant Big Mob.

The Boss Gargant is a command unit and always has the maximum number of power fields. The other two Gargants in the Big Mob may only be given an order if the Boss Gargant is within 20cm in the orders phase, otherwise roll a D6 for the Gargants' orders : 1-2 = first fire; 3-4 = advance; 5-6= charge.

Gargants cannot be broken and so do not need to take morale checks. Victory points are awarded to the opposing player as each Gargant is destroyed – 9VPs for a Great Gargant and 6VPs for a Slasher Gargant.



VICTORY POINTS 9 or 6

Your opponent gains 9 or 6 VPs as
appropriate when each Gargant is destroyed.

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THE BANELORD
CHAOS TITAN OF KHORNE
By Jervis Johnson

The dreaded Banelord is one of the most feared of all of the Chaos Titans. Dedicated to Khorne, the Chaos god of war, the Banelord is a towering mountain of destruction. The Banelord excels at short range combat, closing with the enemy to blast them with its missiles and cannon and to smash then with its fists and tail. Only the most powerful opponents are able to withstand the onslaught of a Banelord Titan!

Titans are the supreme fighting machines of the Imperium - towering metal giants armoured in adamantium and armed with the mightiest weapons the Imperial TechPriests of the Adeptus Mechanicus can devise. At the heart of every Titan a blazing plasma reactor harnesses the power of the sun to supply the machine's massive energy requirements. Each of these vast war machines requires a substantial crew to control and direct it. Few troops can survive the assault of a Titan's devastating weapons.

In the dark days of the Horus Heresy great numbers of the Adeptus Mechanicus were lured into the service of Chaos with promises of forgotten knowledge. The Tech Priests of Mars were pitched into bloody civil war, unleashing forbidden weapons to scour the surface of the red planet. The Titan Legions of the Collegia Titanica split into loyalist and traitor factions, with over half of the Titan Legions joining Horus. Throughout the Heresy innumerable battles were fought between Titans and whole cities shook beneath the heavy tread of these awesome war machines. With the failure of the Heresy the renegade Titan Legions were driven into the Eye of Terror where they still dwell ten thousand years on, waiting to board space hulks and devastate the worlds of the Imperium again.

During their long sojourn among the Daemon worlds the renegade Titans have warped and mutated, for the mutable power of Chaos is not limited to creatures of living flesh. These gigantic engines of terror are universally feared as they wander the Daemon worlds from battle to battle, eternally wreaking the carnage they were built for. No-one quite knows whether they still contain their original crews, their lives unnaturally prolonged by the warping power of Chaos, or something far worse. Chaos Titans are feared and respected by the followers of Chaos as monstrous, brooding effigies of ancient gods of war. The Imperium fears the Chaos Titans as the avenging revenants of an horrific past.

Most Chaos Titans are Warlord class Battle Titans as these were the commonest type at the time of the Heresy. Nearly all of them have been altered in some way. Some have had their heads reshaped into daemonic visages, or mounted with close combat weapons or extra guns, and another common change is the addition of long sinuous tails mounting weapons or gigantic blades. The Banelord is aligned to the Chaos Power known as Khorne, and has take on the appearance and hues associated with that Power. Flags, kill banners and pennants

fly from the weapons and arms of the Titan, with the symbol of Khorne prominently displayed.

BANELORD MINION CARD

Cards for the Banelord Chaos Titan of Khorne are supplied in this issue of White Dwarf. They are included as Minion cards, so up to five can be chosen for each Greater Daemon in your force. However, Banelords may only be taken as the minions of a Bloodthirster, the Greater Daemon of Khorne or a Lord of Battles. They may not be taken as minions of any other type of Greater Daemon.

BANELORD SPECIAL ABILITIES

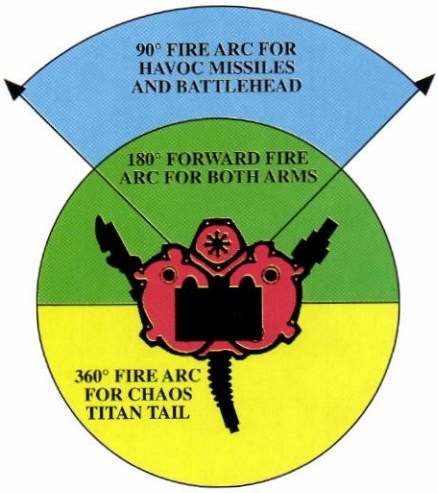
A number of special rules apply to the Banelord which do not apply to other Titans. To reflect the fury of its advance and the Titan's desire to enter into close combat, the Banelord must always be given charge or advance orders, and must always attempt to move towards the enemy.

The Banelord is under the protection of Khorne, and this makes it particularly resistant to psychic attacks. Banelords always receive a special saving throw of 3, 4, 5 or 6 against Psychic attacks, in addition to any other saving throws it may receive. Psychic attacks include Eldar Warlock powers, Weirdboy psychic bolts, and Space Marine Librarian powers.

The followers of Khorne are strengthened by the release of psychic energy brought about by bloodshed and death. Their potency increases if the battle is going well for the armies of Chaos. This success is judged by which side has more victory points. If the Chaos army has more victory points during a turn, then all Banelords receive +1 on their to hit rolls, +1 on their saving rolls, and roll an extra D6 in close combat. If the victory points totals are equal or your opponent has more points no extra benefits are received.

BANELORD FIRE ARCS

Because Banelord weapons are mounted rather differently to those on other Titans they have different fire arcs, those shown on the diagram below. The Havoc Missile Rack has a 90° arc of fire forward, the left and right arms have a 180° arc of fire forward, while the tail has a 360° field of fire.



BANELORD WEAPONS

Banelord Titans always use the weapons shown on the Banelord data card included with this issue of White Dwarf. You should photocopy one of these for each Banelord in your army to keep as a permanent record of that particular Titan. You can also use the data card to keep a note of how many enemy Titans the Banelord has killed and how many battles it has fought in. The weapons listed on the Banelord data card are available exclusively to Banelord Titans and may not be used by any other class of Titan. They are: Bloodletter Battlehead, Hellstrike Cannon, Havoc Missile Rack, Doomfist, Chaos Titan Tail of Khorne.

BLOODLETTER BATTLEHEAD

The once noble head of a Warlord Titan has been horribly mutated on the Banelord so that it resembles the features of the Daemonic servant of Khorne known as a Bloodletter. Jutting from the mouth of this horrific visage is a large assault cannon capable of spewing high explosive rounds at an enormous rate of fire.

HELLSTRIKE CANNON

The Hellstrike Cannon fires a huge shell that is loaded with a highly corrosive and inflammable mixture that is known appropriately as *hellfire*. The shells are set to explode in mid-air just above the target, so that the splatter as wide an area as possible with the deadly hellfire mixture. As the hellfire saturates the area it ignores cover, making it particularly potent against infantry in woods or buildings.

BANELORD CHAOS TITAN

MOVE	CLOSE ASSAULT FACTOR
15cm	+14

The Banelord Chaos Titan has six void shields and capacity to mount four weapons.

Record shield loss using the Titan's shield wheel.

SPECIAL RULES

The Banelord must always be given Advance or Charge orders.

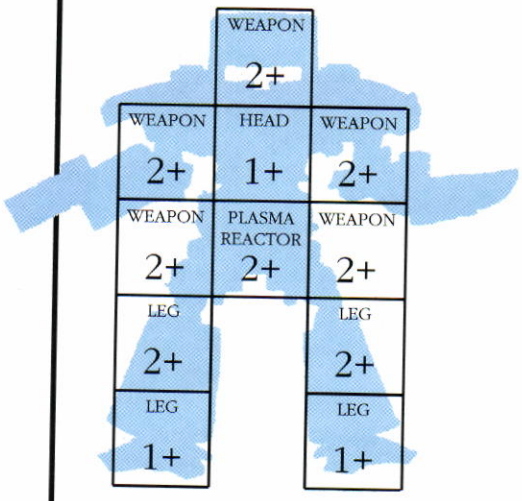
The Banelord has a saving throw of 3 or more on a D6 against psychic attacks.

If the Chaos player is winning, all Banelords receive +1 on their saving and to hit rolls and roll an extra D6 in Close Combat

WEAPON	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MOD.	NOTES
Bloodletter Battlehead	25cm	2	4+	-1	
Havoc Missiles	75cm	8 Barrage Points		-1	
Hellstrike Cannon	50cm	6 Barrage Points		-1	Ignore To Hit modifiers for cover.
Doomfist	25cm	2	4+	-3	Add D6 to Close Combat score.
Khorne Titan Tail	50cm	1	5+	-2	Add +2 to Close Assault Factor

HIT LOCATION TEMPLATES

FRONT



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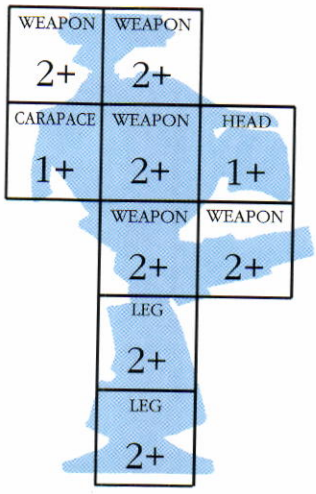

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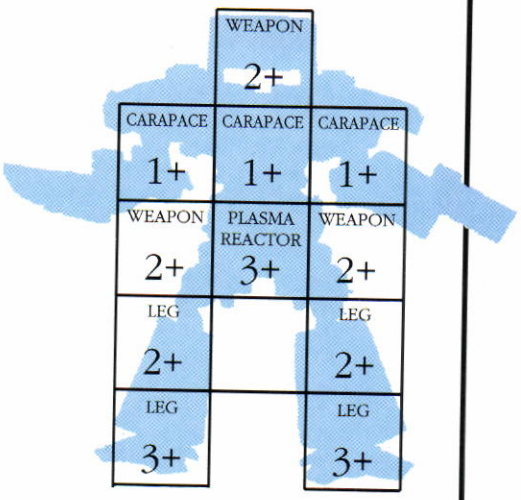

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BANELORD CHAOS TITAN DAMAGE TABLES

HEAD DAMAGE TABLE - Roll D6

1-2 The cannon in the Bloodletter battlehead is destroyed. This damage so enrages the Banelord that it must be placed on charge orders next turn.

3-4 The hit temporarily blinds the Banelord. It may not fire this turn or next turn. At the very start of the next movement phase the Banelord runs amok, charging forward 5D6cm in a straight line. Anything in the way has to fight the Banelord immediately but it rolls 2D6 for its effective CAF in each combat. Keep moving and fighting until the Banelord has moved the full move distance rolled. If the Banelord runs into impassable terrain such as a building it will be stopped and suffer an automatic hit to the reactor, roll damage immediately.

5-6 The shot rips through the Banelord's head and triggers massive internal explosions within it which destroy it utterly. With an anguished groan the Banelord crashes to the ground. Decide randomly which way the Banelord falls, and place it on its side lying in that direction. Any vehicles or stands units that are fallen on are destroyed.

WEAPON DAMAGE TABLE - Roll D6

1-2 The weapon has been damaged by the attack, and may not be used again until it is repaired.

3-4 The weapon has been destroyed and may not be used again in this battle.

5 The weapon is blown clean off the Banelord and scatters 2D6cm in a random direction. Any vehicles or stands underneath the point where it lands are destroyed.

6 The weapon is blown off the Banelord as above, but there is also a flashback to the Banelord's hull. Roll a D6 to see what was affected by the flashback:

1-3	Reactor
4-6	Head

Then roll the D6 again and refer to the appropriate Damage Table to find out what damage is caused.

CARAPACE DAMAGE TABLE - Roll D6

1-2 The Banelord's void shield generators are damaged and shut down temporarily. Until the void shield generators are repaired they may not be used.

3-4 The Banelord's void shield generators shut down and may not be used any further in the game.

5 The Banelord's void shields are in danger of overloading and you must shut them down before they explode! Roll a D6 – on a 5 or 6 the shields are safely shut down. On a 1-4 the shields explode as described below.

6 The Banelord's void shields overload and explode causing massive internal damage. The Banelord is destroyed but remains standing. Any units within 2D6cm are hit by flying debris and must make an unmodified save to avoid damage.

REACTOR DAMAGE TABLE - Roll D6

1-2 The Banelord's armour is holed and dozens of captive souls escape into the warp, badly weakening the Banelord. The Banelord's CAF is halved for the rest of the game.

3-4 The Banelord's plasma reactor has been breached. Attempt to repair the damage in the next repair phase. If you fail there is a reactor meltdown and the Banelord is destroyed (see the next result for the effects of a meltdown). If you succeed the reactor comes back on line and the Banelord may move and fire as normal.

5-6 The Banelord's plasma reactor has been destroyed, and the Banelord is vaporised in a spectacular meltdown. The Banelord is removed from play (replace it with a model crater if you've got one). All units within 3D6 cms suffer an automatic hit, and must make an unmodified save to avoid damage.

LEG DAMAGE TABLE - Roll D6

1-2 The leg is damaged, forcing the Banelord to walk with a pronounced limp. The Banelord's move rates are halved and it may not enter difficult terrain.

3-4 The Banelord's leg has suffered extensive damage, and it is very likely that it will give way if the Banelord attempts to move. Roll a D6 in each ensuing repair phase, subtracting 2 from the roll if the Banelord has charge orders, or 1 from the roll if it has advance orders. On a roll of 0 or less the leg snaps.

If the leg snaps the Banelord will crash to the ground and is destroyed. Decide randomly which way the Banelord falls, and place it on its side lying in that direction. Any vehicles or stands fallen on are destroyed.

5 The Banelord is completely crippled by the damage to its legs. It may not move or turn for the rest of the game.

6 The leg is blown apart and the Banelord collapses to the ground. Decide randomly which way the Banelord falls, and place it on its side lying in that direction. Any vehicles or stands fallen on are destroyed.

HIT LOCATION

HIT LOCATION/SHOOTING

Roll to hit the Banelord as normal. If you hit, refer to the location templates. Nominate the target area. Roll the pair of **aim dice** and move the location hit as indicated up, down, left or right. If the shot lands in a location area take any appropriate save. If the save fails refer to the appropriate damage table. If your shot lands on an empty square or outside the grid it has missed.

CLOSE COMBAT

If beaten in close combat, the enemy chooses a location and damage is worked out from the appropriate damage table. Shields have no effect in close combat and saving throws are ignored.

HAVOC MISSILE RACK

The Havoc Missile Rack is loaded with six deadly Havoc Missiles. One or more missiles can be fired in a deadly salvo that roars towards the target at ground level to avoid enemy fire, exploding to cover a wide area in death and destruction. These missiles are fired individually so it's up to the Chaos player whether he wants to fire some, all or none of his missiles during a turn. Whenever a missile is fired, record it with a counter or a D6 placed close to the Titan. Once all 6 missiles have been fired the racks are empty, and no more missile attacks can be made.

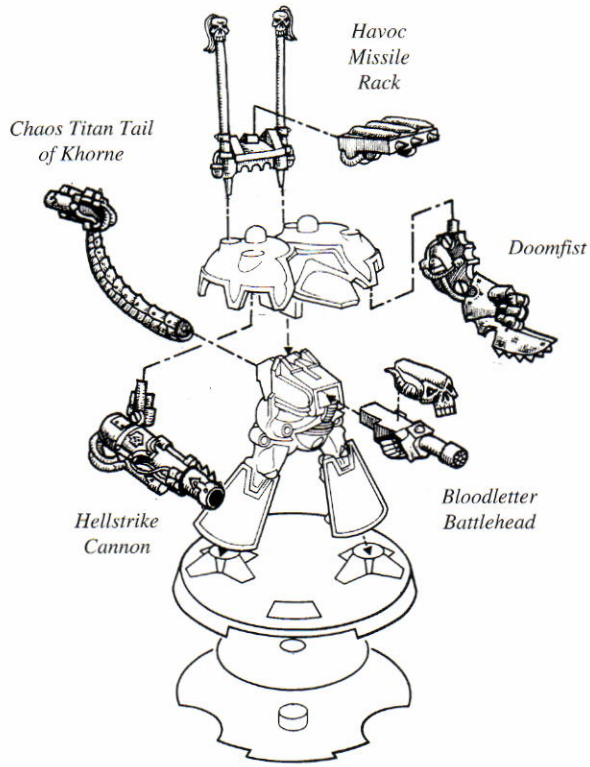
Each missile creates a barrage with 8 barrage points and a -1 saving throw modifier. If the Chaos player wants to fire more than one missile on the same turn, then all of the missile barrage templates have to be placed so that each one is touching at least one other missile barrage template.

A Banelord Titan can fire up to 6 Havoc Missiles in a single turn, but the templates must be placed so that each one touches at least one other barrage marker.

DOOMFIST

The Doomfist is a deadly hand-to-hand combat weapon which combines the close combat abilities of a Chainfist and a Powerfist. In addition it is armed with a pair of melta cannon which provide a powerful ranged attack. In the combat phase the Doomfist may be used either in close combat or as a ranged weapon. It may not be used as both in the same turn.

If the Doomfist is used in close combat then the Banelord rolls an extra D6 to resolve the combat. What's more, if the Banelord wins a combat against another Titan, then the Chaos player may choose to make a special grab attack with the Doomfist instead of rolling for damage as normal. To represent the grab attack the attacker nominates location on the victim he is going to grab and both sides roll a D6. The Banelord adds +1

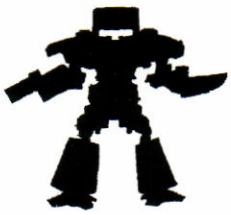


to its total, and if its score is highest it has ripped the nominated location apart. The enemy Titan takes maximum damage (worst result on the table). If the defender's score is highest he has slipped out of his attacker's grasp and no damage is caused. If the scores are equal, the defender has slipped away but sustains normal damage to the nominated location. If the Banelord hits a building with the Doomfist the building is destroyed unless it can make its saving throw with a -4 modifier.

CHAOS TITAN TAIL OF KHORNE

The Banelord has mutated into a hellish mixture of metal and flesh with a long sinuous tail armed with a large battlecannon on the end. In battle the tail can either be used to crush and gouge its enemies, or to fire at opponents that are too far away to be attacked in close combat. In the combat phase the tail may be used either in close combat or as a ranged weapon. It may not be used as both in the same turn. If used in close combat the tail adds +2 to the Banelords close assault factor.

BANELORD CHAOS TITAN OF KHORNE



POINTS VALUE 900

BANELORD CHAOS TITAN OF KHORNE

The Banelord Chaos Titan fights As a single unit which cannot be broken and so does not need to take a morale check. Victory points are awarded to the opposing player once the Titan is destroyed.

VICTORY POINTS 9

Your opponent gains 9 VP's when the Titan is destroyed

SPACE MARINE®

IMPERIAL STORMBLADE

By Andy Chambers

The Stormblade is a massive fire support vehicle designed around the same hull used by the highly successful Baneblade, Shadow Sword and Storm Hammer super-heavy battle tanks. The Stormblade veritably bristles with weaponry. Its main armament is a huge plasma blastgun, a devastating weapon normally only mounted on Titans. The plasma blastgun is surmounted by a Titan-killing Hellion missile. In addition to these deadly weapons the Stormblade mounts a heavy battlecannon in its left sponson and its right sponson is occupied by a rack of sleek Hunter-Killer missiles. To complete this awesome arsenal the Stormblade mounts a plethora of close-range bolters to stave off marauding infantry.

The Stormblade is specifically designed to give close support to Storm Hammer companies battling through hives and other urban areas. Battlefield experience has proven that Shadow Swords, though excellent for tank and Titan busting at long-range are at a distinct disadvantage in close terrain. This left Storm Hammers bereft of good tank-hunting support and vulnerable to opposing super heavy tanks such as the Ork Gibletgrinda and the Eldar Tempest. The Stormblade is designed to destroy super-heavy tanks and Titans at short and medium ranges, freeing the Storm Hammer to pursue its favoured role of obliterating enemy infantry and tanks.

The Stormblade replaces the deadly volcano cannon mounted on the Shadowsword with a plasma blastgun which, like the volcano cannon, is a modified Titan weapon. Though shorter-ranged the plasma blastgun vapourises armour and flesh as efficiently as the volcano cannon and boasts a higher rate of fire. In order to utilise the blastgun Stormblade are powered by a small plasma reactor. Small amounts of plasma are siphoned off from the reactor and stored in special cooling chambers until the blastgun is fired.

The Stormblade's plasma reactor will detonate if it is destroyed, scoring a hit with a 0 save modifier on everything within D6cm on a roll of 4 or more on a D6.

The plasma blastgun can store up to 2 attack dice worth of plasma and starts the game fully charged up. When the weapon is fired the plasma is used up and the reactor can only replenish one dice worth of plasma at the end of each turn. However, if the Stormblade is on first fire orders no energy is required for movement and the blastgun replenishes two dice worth of energy at the end of the turn.

Each Hunter Killer missile has a sophisticated guidance system which enables them to seek their targets independently. They are designed to be fired all at once to give the Stormblade a one-off salvo of instant firepower when confronted by a Titan or a large number of lighter enemy tanks. The rack may not be reloaded during the course of a battle, so each Stormblade may only use its Hunter Killer missiles once per game.

Likewise the Hellion missile is a one-shot weapon, specially designed to destroy Titans and other heavily armoured targets. It is armed with a relatively small plasma warhead encased within an adamantium penetrator sleeve. When the missile hits a target the penetrator sleeve ensures the plasma warhead is punched deep within it before detonating, releasing white-hot plasma into the heart of the target. Any damage rolls against Titans caused by the Hellion add a +2 modifier to the roll.

Like all super heavy tanks the Stormblade is almost impossible to stop in close combat. It can only be pinned in close combat by other super heavy vehicles, Titans and so on. If troops or lighter tanks try to engage it, the Stormblade can carry on moving on as normal, scattering its smaller assailants as it does so.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Stormblade	10cm	1+	+6	Plasma Blastgun	50cm	2	3+	-4	
Super Heavy Tank				Battlecannon	50cm	1	5+	-2	
				Hellion Missile	50cm	1*	3+	-4	One use only
				Hunter/Killer Missiles	50cm	4*	3+	-1	One use only
				Bolters	15cm	8	6+	0	

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IMPERIAL STORMBLADE COMPANY AND ARMY CARDS

IMPERIAL GUARD STORMBLADE COMPANY

An Imperial Guard Stormblade Company consists of 3 Stormblade. No 1 Stormblade is also the company HQ tank.

No 1
HQ Tank

No 2

No 3

POINTS VALUE 650

IMPERIAL GUARD STORMBLADE COMPANY

BREAK POINT 2: The company is broken once it has lost 2 Stormblade. When the company is broken the remaining Stormblade must take a morale check.

MORALE VALUE 4: Imperial Guard must roll 4 or more on a D6 to pass their morale check.

No.1 Stormblade is the company HQ and so does not need orders and does not need to test morale. Stormblade No's 2 and 3 are each treated as individual squadrons and so must remain within 25cm of No.1 to receive orders. If tanks are unable to receive orders they cannot move but may fire in the advance fire segment of the shooting phase in the same way as other troops with no orders.

The company HQ Stormblade is a command unit so it always fires in the first fire phase unless it charges into close combat, however it will only recharge 2 dice of plasma for its blastgun if it remains stationary for the turn. If additional support units are added to the company then they must remain within 25cm of the company HQ to receive orders.

VICTORY POINTS 7

Your opponent gains 7VPs when the company is broken.

STORMBLADE

POINTS VALUE 250

STORMBLADE

The Stormblade must remain within 25cm of its Company HQ unit to receive orders. Place this card with its company HQ card to show the chain of command.

BREAK POINT 1: As a single vehicle the Stormblade has no break point. Victory points are only awarded when the vehicle is destroyed.

MORALE VALUE 4: Imperial Guard must roll 4 or more on a D6 to pass their morale check.

VICTORY POINTS 3

Your opponent gains 3VPs when the Stormblade is destroyed.

To assemble your Stormblade Company and Army cards, first carefully cut out or photocopy this page from White Dwarf. Cut out the cards, keeping the front and backs together and fold each card in half along the dotted lines. Spread some glue onto the back of your cards and stick the two halves firmly together. If you want to make your cards a bit more hard wearing, it's a good idea to insert a thin piece of card between the two halves (postcard is ideal).When the glue is dry, you can trim off any excess paper or card and the Company and Army cards are ready to use in your games.

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SPACE MARINE®

BLOODBATH ON CENTIUS PRIME

By Richard Helliwell and Grant Williams

This month we report on the titanic struggle between a mighty Chaos horde and the Ork Waaagh Squigbreff on the deserted Imperial colony of Centius Prime. Abandoned by the Imperium, this once peaceful mining colony was now the site for bitter and bloody battle.

Warboss Squigbreff gazed out over the valley at the purple glow pulsing across the horizon and scratched his head. On the face of it everything seemed normal. The Ork camp spread out below him was settling down for another night on the dull planet they had become marooned on. The unpleasant evening birdsong was being drowned out by the familiar sound of the Speed Freaks' straining engines and the comforting bellows of the Snakebites' Squiggoths.

Since he had landed at the head of the glorious Waaagh he had been bitterly disappointed. All the humies on Centius Prime had already fled, and though he expected his enemies to run before him it wasn't nearly as much fun without a nice big scrap first. "Zoggin' humies," he muttered, idly kicking a Gretchin who was standing a bit close.

The humans in question were the colonists and miners that had departed three months earlier. The Imperial Astropath assigned to the colony had detected a vast Space Hulk emerging from the warp in the vicinity of Centius Prime. The planet had been evacuated and the Inquisition had been informed. Meanwhile, on the nearby planet Skemdak I, an Ork Warboss had begun his Waaagh. With the Imperial forces busy with the evacuation, Waaagh Squigbreff had had little trouble overrunning the rest of the system. By the time the great Warboss landed on Centius Prime it was deserted. Not only that, but the force bubble projectors that had carried them there had broken down.

The Mekboyz weren't much better than the humies, thought Squigbreff. Barfgit, their Boss, had promised to fix the force bubble projectors weeks ago but they were still stuck on this miserable rock with no one to kill. Squigbreff's Waaagh was beginning to run out of steam and Barfgit had begun to avoid him. "More nails prob'ly," thought Squigbreff. "That'd fix the force bubbles. Them stupid zoggin' Meks never use enuf nails." He'd tell Barfgit when he found him, once he'd beaten a bit of respect into him.

The sound of fighting drifted up from the Ork camp below. The Boyz were restless and had started picking fights with each other to relieve the boredom. The Goffs, Snakebites and Deathskulls were not happy without someone to fight and there was no one on the planet except the Orks. Unless he did something pretty soon Squigbreff wouldn't have a Waaagh left even if the humies did come back to be killed.

His Waaagh had easily stomped over two other humie planets in the system but Centius Prime had promised to hold the richest pickings. Instead of coffers full of loot he had found nothing but empty buildings and though they had provided some amusement as they collapsed under the Ork bombardment it was difficult to hide his disappointment. Mind you, he had the feeling something was going to happen soon. His patrols had started to disappear and it wasn't just that the Orks under him were treacherous gitz. There was something else too.

As the glow on the horizon spread, the Ork camp began to grow restless and even the fighters stopped to look. There was definitely something odd happening and Squigbreff wanted to know what. "Oi! Youz lot," he shouted to the Speed Freaks who were racing each other up and down the hill, "get out there an' see wot's goin' on."

The bright red Buggies and Speedstas shot off in a cloud of dust, cackling Mekboyz and Gretchin hanging on for dear life. Warboss Squigbreff watched the small group of vehicles speed through the Ork camp, knocking down those too slow or foolish to move out of their way. The speed-crazed maniacs had almost reached the crest of the hill on the far side of the valley when they were engulfed by an enormous ball of flame. As the fireball rose up, it briefly illuminated the hideous form of a Greater Daemon. Squigbreff almost smiled, "Deemunz," he grunted, "never killed Chaos scum before."

Mork and Gork had not deserted him. The boring humies had scarpered but he was being given a new enemy to pound into the dust. Warboss Borzag Squigbreff would get his Waaagh after all.

Led by Greater Daemons and a colossal Banelord Titan the Chaos horde was mighty indeed. It had travelled at the whim of the warp for many months and had now emerged to strike at the unsuspecting colony on the planet below. The planet was Imperial by the look of it but there was no Imperial fleet protecting it. Curious. Less curious though when the scanner reports began to speak of Orks: thousands of them.

Neither side had expected to fight the other. The Orks had come to Centius Prime in search of the rich pickings of the Imperial mining colony and had expected to have the Imperial Guard to deal with. The forces of Chaos came because Centius Prime was where the winds of the warp had taken them. They would fight whoever they could find but Orks were something of a surprise on an Imperial colony.

The Imperial colonists had been evacuated some weeks before when the Space Hulk had been detected by the Imperial Astropath based on Centius Prime. With the Inquisition on their way to cleanse the system of the taint and corruption of Chaos the Imperial Guard had withdrawn.

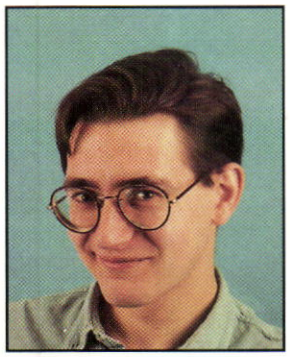
Under the misconception that the Imperial forces had fled from them the Orks were feeling unstoppable. If Chaos wished to stand in their way then that was their problem. Slaughtering Chaos would give the Boyz something to do.

We decided to fight a 5000 point battle representing this particular battle fought, almost by accident, between the Ork horde of Warboss Squigbreff and a Chaos horde driven on the winds of the warp from the Eye of Terror.

We set up the game on one of the 8' x 4' tables at the Studio. When placing the scenery we kept in mind the scenario that we had decided upon and placed the Imperial town of Canicula III and the Ork camp first. Having placed these we finished setting up the terrain according to the rules in the Space Marine rulebook. This is a good example of how you can bend the rules slightly by mutual agreement between the players to add colour to a battle. By placing an objective marker on the edge of Canicula III and another in the Ork camp we could bring the scenario into the game more. Lastly we rolled for choice of table edge.

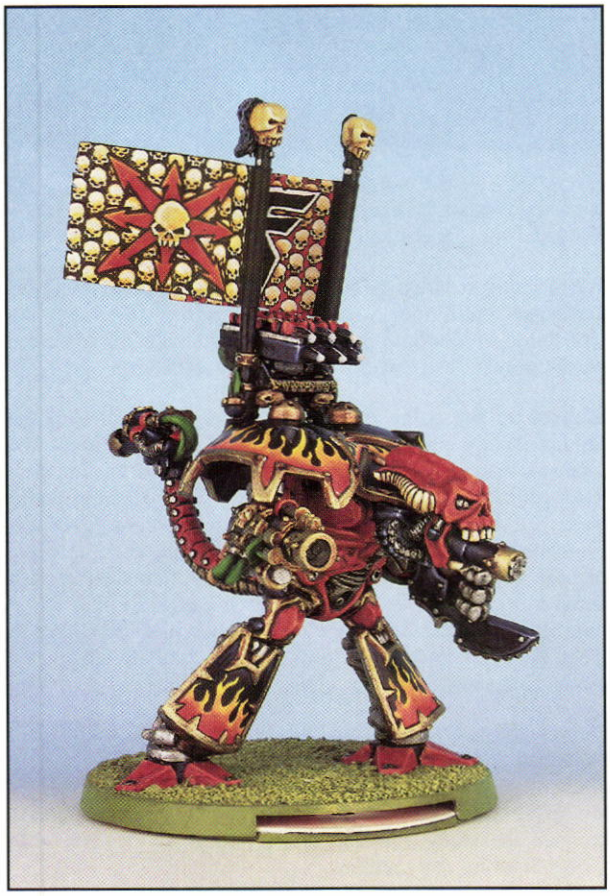
During the game we took polaroids of each turn as it happened as we know from experience that it is very difficult to get good photos in the middle of a battle. After the game we used our notes and polaroids to accurately recreate the battle and take the photos you see here with proper lighting and cameras.

THE CHAOS RENEGADES (Richard Helliwell)



I like to choose an army by taking the most exciting death-dealing machines first and then filling in with other troops. When I first saw the Banelord, I knew it would be such a brilliant killing machine that I just had to use it in battle. When this game was suggested I immediately began to plan my army around this colossal engine of destruction.

The Banelord bristles with a multitude of devastating weapons. My favourite is the Havoc Missile Rack which could not be more perfect for bombarding close formations of troops such as Orks. On the Banelord's right arm is mouinted a Hellstrike cannon, another excellent barrage weapon for wiping out troops cowering behind cover. This weapon fires a huge shell loaded with a highly corrosive and inflammable mixture known as *hellfire*. When the shell explodes in mid-air over a target, the hellfire saturates the area, ignoring any cover the enemy may be hiding in. The left arm houses the Doomfist, a deadly hand-to-hand weapon that combines the abilities of Chainfist and Powerfist with the awesome power of twin melta cannon. The mighty Titan's head has been twisted into the horrible visage of a Bloodletter, a daemon servant of Khorne.



Jutting from the mouth is a huge assault cannon capable of spewing out high explosive rounds at an enormous rate of fire. As an added bonus the Banelord Titan has a long, sinuous and deadly tail. Not only can this be used as a club in close combat but also at long range as a large battle cannon. I took this monstrous war machine as my first Minion card.

Epic Chaos armies don't have heavy tanks but do have the excellent and lethal Daemon Engines of Khorne. The Daemon Engines I wanted to use in my army were; the Blood Reaper, a mobile tower with a battery of deadly cannons; the Brass Scorpion with its gigantic gatling cannon tail and scything power saws that rip through flesh and armour; and the Doom Blaster, which packs a mighty punch with its quad mounted Doom Mortars. To these engines of death I added three Cannons of Khorne, weapons of mass destruction created for the Blood God Khorne by the Chaos Squats.

Note that in White Dwarf 164, the description and stat line for the Doom Blaster's Doom Mortars disagree. The main description is correct. The Doom Mortars actually fire two barrage templates which must be placed so that they are touching. Each has 4 barrage points and a -1 saving throw modifier.

Each Greater Daemon in your army must have at least three but no more than five Minion cards. By now I had three; the Banelord, the Daemon Engines and the Cannons of Khorne. To these added Flesh hounds and Bloodletters, both daemons of Khorne. All these Minions would be the followers of Angron, Daemon Primarch of the World Eaters. Angron was the first Primarch to join Horus in revolt against the Emperor. When the Heresy failed and Horus was slain, Angron and his World Eaters battled halfway across the galaxy to reach the Eye of Terror and the daemon world Khorne had prepared for them. These stalwart followers of Chaos certainly deserved a place in my force especially as the World Eaters have the Chaos Reward 'Blood Rage of Khorne'. When played, this card sends the World Eater Space Marines into a frenzy of death and destruction. Luckily Primarchs are an exception to the normal limit of five Minion cards as they may take troops from their own Space Marine Legion in addition to normal Minions. With their Primarch at their head I expected great deeds of the World Eaters.

To complete the Khorne contingent of my army, I took a Bloodthirster of Khorne. This, the most revered and exalted of Khorne's daemonic warriors would lead a unit of Khorne Juggernauts and a Beastmen warband.

The bulk of the Chaos army is a slow but deadly mass of troops and Daemons, with few tanks or troop transporters. Adding some of the Tzeentch flying machines should give me some much needed speed to attack deep behind the enemy lines and provide me with a presence in the air unchallenged by the Orks. The first Tzeentch flying war machine in my army was the Tzeentch Firelord, the heavy bomber of the Tzeentch airforce. Next I added the Silver Towers of Tzeentch, a pair of sorcerous, floating towers with multiple guns and the ability to obscure friendly units behind a barrier of magical energy. The last of my flyers was a squadron of Doom Wings, these long range fighters can nip around the table burning through troops with deadly flame cannons. In command of the Tzeentch contingent was Magnus the Red with his Space Marine Legion the Thousand Sons. The last card I took, to make up the 5000 points, was a unit of Tzeentch Disc Riders to snatch objectives early on in the game.

CHAOS RENEGADES

GREATER DAEMON
Angron - Primarch of the World Eaters

As a Champion of Khorne Angron led the World Eaters through some of the greatest and bloodiest battles of the Horus Heresy, including the assault on the Imperial palace. When the Heresy failed and Horus was slain, Angron and his World Eaters battled halfway across the galaxy on much the Eye of Terror and the daemon world Khorne had promised him.

POINTS VALUE 300

SPACE MARINE LEGION
World Eaters

The World Eaters consists of three detachments of Chaos Space Marines and a Champion of Chaos. Each detachment consists of five Chaos Space Marine troop stand

Chaos Champion + Detachment 1 | Detachment 2 | Detachment 3

POINTS VALUE 500

GREATER DAEMON
Bloodthirster of Khorne

M	Save	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.
10cm	2+	+12	Axe and whip	-	-	-	-

POINTS VALUE 300

GREATER DAEMON
Magnus the Red - Primarch of the Thousand Sons

Magnus escaped the aftermath of the Horus Heresy by using his torcerous powers to open a warp interface through which the ships of the Thousand Sons could flee to the Eye of Terror. There Tzeentch granted Magnus the Planet of Sorcerers in rule.

POINTS VALUE 300

SPACE MARINE LEGION
Thousand Sons

The Thousand Sons consists of three detachments of Chaos Space Marines and a Champion of Chaos. Each detachment consists of five Chaos Space Marine troop stands.

Chaos Champion + Detachment 1 | Detachment 2 | Detachment 3

POINTS VALUE 500

KHORNE BLOODLETTERS

A pack of Khorne Bloodletters consists of five Bloodletters.

POINTS VALUE 150

KHORNE JUGGER

A unit of Khorne Juggers consists of five Jugger stands.

POINTS VALUE 150

KHORNE FLESHHOUNDS

A pack of Khorne Fleshhounds consists of five Fleshhounds.

POINTS VALUE 100

THE CANNON OF KHORNE

A battery of Cannon of Khorne consists of three Cannon of Khorne.

POINTS VALUE 200

DAEMON ENGINES OF KHORNE

A squadron of Daemon Engines of Khorne consists of any three Daemon Engines of Khorne.

POINTS VALUE 300

TZEENTCH FIRELORD

The Tzeentch Firelord consists of one Firelord model.

POINTS VALUE 300

SILVER TOWERS OF TZEENTCH

The Silver Towers of Tzeentch consist of two towers.

POINTS VALUE 350

DOOM WING SQUADRON

A Doom Wing squadron consists of three Doom Wings.

POINTS VALUE 250

TZEENTCH DISC RIDERS

A unit of Tzeentch Disc Riders consists of five individual flying discs.

POINTS VALUE 200

BEASTMAN WARBAND

A Beastman Warband consists of 10 Chaos Beastmen stands plus a Chaos Champion.

POINTS VALUE 200

BANELORD CHAOS TITAN OF KHORNE

POINTS VALUE 900

THE PLAN

After setting up the terrain, I won the choice of table edge, and chose to deploy along the edge of the battlefield containing the ruins of Canicula III. This position provided useful areas of cover that would allow my forces to advance across the battlefield unmolested by the Orks.

When we set up battles at the Studio we place a large cardboard screen down the middle of the table. This hides each player's army until both are in position. The screen is then removed and both armies are revealed. This hidden set-up means that you have to anticipate your opponent's deployment and can result in quite a few nasty surprises. When you use a screen like this, it's a good idea to draw a quick sketch map of the whole battlefield so you don't forget what the terrain is like on the other side. I also include the location of each objective as it's vital that you take them into account when making your battle plan.

After I had studied my sketch of the battlefield, a plan of action became clear. The right half of the table had five of the eight objectives in it so I concentrated my forces on my right flank. On the top of the hill on my far right I placed the Cannons of Khorne. These formidable weapons can hit anything they can see regardless of the range and so need to be sited somewhere prominent. Placed in this corner the Cannons should be out of range of most enemy fire but still able to shoot at the Orks.

With Angron leading the assault, I placed the World Eaters and the Daemon Engines as near as possible to objective eight. From this position they could capture this objective and then head towards objective seven under the cover of the woods. The Daemon Engines of Khorne would follow the World Eaters, providing supporting fire. From his position at the head of the World Eaters' advance Angron should be able to destroy anyone foolish enough to stand in his way.

In the midst of the ruins of Canicula III I placed the Flesh hounds, Disc Riders and Bloodletters. These Daemons need cover to help them close with the enemy, but once there they need no help at all in overwhelming them in close combat. I planned for the Daemons to charge between the ruined buildings, past objective six and on to objective five. Once there, they should be powerful enough to fend off the Orks until I could bring up my bigger units.

In the middle of my battleline I placed the Thousand Sons Space Marines with Magnus the Red leading them. With these troops I planned to advance toward objectives four, five and six, making as much use of the surrounding craters and ruined buildings as possible. I decided not to put troops into the buildings as I have found to my cost how frail they can be and now avoid them at all costs. If I'm going to put any troops into buildings I only put one stand in each. This way you gain the advantage of the save modifier from the building without the heartbreak of seeing the building collapse full of troops on the first strike of a barrage weapon.

I placed the Banelord Titan in support of my troop stands on this half of the board. From this central position its longer ranged weapons should be able to find plenty of targets. The Banelord has little need for cover and I was quite happy to have it striding down the middle of the battlefield toward objective four, obliterating all in its path.

With most of my army positioned in the right half of the board, the remaining troops were very much a token force. These I placed between the two hills on the left hand side. This largest unit consisted of the Beastmen, who were quite expendable, and I hoped would occupy the Orks while I brought up the rest of my force. To give the Beastmen a better chance of advancing into close combat unscathed I screened part of the unit with the Silver Towers of Tzeentch. Because of their magical barrier anyone firing between the towers would be at -1 to hit. Also placed behind the barrier were the Juggernauts of Khorne and the Bloodthirster, Greater Daemon of Khorne. Clustered around the hill on the far left of the board, ready to swoop into action, I placed both the Doom Wing squadron and the Firelord. These were placed to take maximum advantage of the mountainous outcrops on this side of the board, which would enable me to fly deep into Ork territory under cover and then make a bombing run right across the Orks' front line.

With my army set up, and a firm battle plan in mind, I studied the terrain and waited for Grant to finish placing his troops.

JOHN BLANCHE

WAAAGH SQUIGBREFF (Grant Williams)

When you choose an Ork horde its pretty obvious from the clan cards that you are going to end up with lots of infantry. This would be a major advantage over the expensive Chaos troops which I expected to massively outnumber.

The three clans I chose for my horde were the Goffs, the Snakebites and the Deathskulls. The Goffs are a must for fighting Chaos as their high Close Assault Factor (CAF) should give even the daemons a tough fight.

I chose the Snakebites purely because I like the idea of them so much! To my mind they are typical Orks — brutal warriors who don't care who they're fighting as long as they get a chance to beat them up. Might is right and they don't care who they have to kill to prove it.

My final Ork clan, the Deathskulls, was a more difficult choice — I needed several of the Deathskulls' vehicles but also wanted some of the Bad Moons'. Unfortunately I was begining to run out of points and couldn't afford both clans. This problem was solved when I remembered that the Deathskulls' great scavenging ability allows them to take any equipment they like, even if it is normally exclusive to another clan.

With the main bulk of my force picked, I now needed some support weapons. I intended the Goff clan to be the main close assault force so I wanted to give them a well 'ard unit to lead the Boyz into battle, and a fast attack unit to guard their flanks. The Stompas were ideal to lead the Goffs as they were suitably large and imposing models with lots of big banners for the Boyz to follow, and the Gutrippas nicely filled the fast attack role. In order for the Boyz to get safely into combat, I would need to give them some mobile support. Braincrushas would be able to destroy any armoured targets that might give the Boyz problems so I took a unit of them. Even with all these I still felt a little short of artillery so I added some Shokk Attack Guns. Although inaccurate, they bypass any shields and would prove interesting against any enemy Titans.

My final support card for the Goffs were the Traktor Kannons. They also had the ability to bypass shields and, as I had never used them before, I thought that I would give them a try.

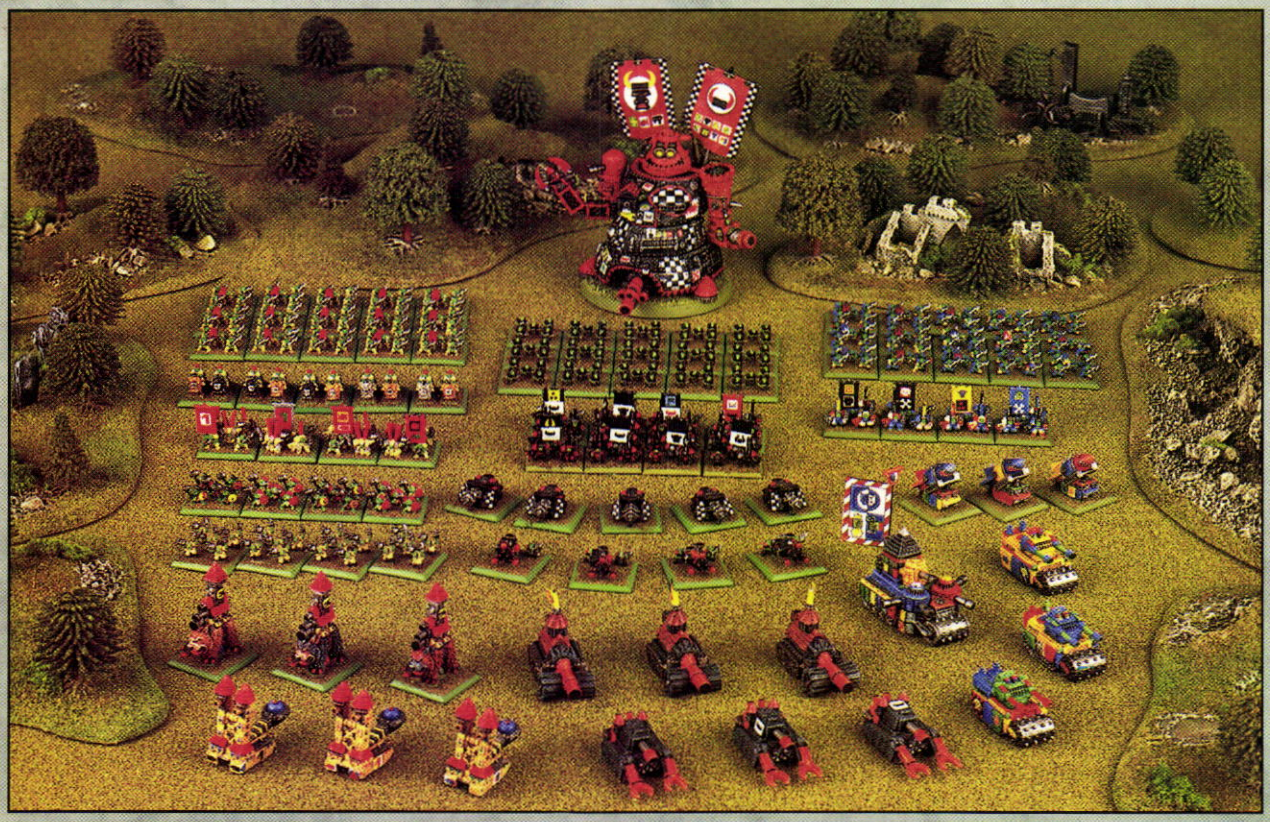
For the Snakebites I mainly wanted some heavy firepower to support their assault. The Bonebreakas were the armour-busting support of the clan and with their deathrollers they can also crush enemy infantry who stray too close. The Squig Katapults, like a lot of Ork artillery, are rather inaccurate, but this didn't really matter as I could happily fire them into the middle of combats and know that my Boyz wouldn't be hurt (buzzer squigs hate the taste of Orks). The next unit had to be a unit of Squiggoths, as the models are great and their weapons and armoured hides make them good all-round units. The final Snakebites card was a unit of Madboyz. These don't cost any points and well worth having as their mood can change unpredictably whenever they take a casualty and this can make them really dangerous.

Last, but by no means least, I looked for some support for the Deathskulls. This clan would lend support to the other two so it needed lots of heavy firepower. With this purpose in mind I began by choosing the Pulsa Rokkits. These are immensely powerful weapons that can destroy Titans with a single hit and also have the ability to block line of sight which could prove useful. The Gibletgrinda and Bonecrunchas are both heavily armoured vehicles that would form a shield in front of my other troops. Their armour would soak up a lot of firepower whilst their multiple shot weapons wreaked havoc amongst the enemy ranks. The Gibletgrinda also provided an impressive war machine to lead the Boyz. Now came my small Bad Moon contingent lead by the Weirdboy Battletower. Psykers are a must when fighting Chaos and the Weirdboy is the only psyker the Orks can have. While picking it out of the cabinet I noticed a Bad Moon Skullhamma. It is as large as the Gibletgrinda but charges at triple speed due to its supercharged, triple-overpressure, turbo engine. I now had a large, imposing model to lead each of my clans.

Still with 1400 points to spare, I looked for some super-heavy firepower in the way of support cards. I hadn't used the new Great Gargant yet and I couldn't wait to try it out in battle. The new weapons looked great and it would easily be the biggest model on the battlefield. This would definitely have to be the personal transport of my Warboss, Borzag Squigbreff.

With 450 points remaining I still had a lot of choices but eventually settled on a Mekboy Gargant with a Lifta Droppa arm. Its kustom force field makes it nearly immune to all shots for the first few turns and its weapons are geared for killing multiple targets; ideal against a Chaos horde.

WAAAGH SQUIGBREFF



SPECIAL CARD
GREAT GARGANT

POINTS VALUE 850

SNAKEBITE CLAN

The Snakebite Clan consists of 1 command unit of 4 Nobz stands, 1 Boarboyz Mob of 5 Boarboyz stands, plus 1 Boyz Mob of 15 Boyz stands.

COMMAND UNIT | BOARBOYZ MOB | BOYZ MOB

POINTS VALUE 600

GOFF CLAN

The Goff Clan consists of 1 command unit of 8 Nobz stands, plus 1 Boyz Mob of 15 Boyz stands.

COMMAND UNIT | BOYZ MOB

POINTS VALUE 650

DEATHSKULL CLAN

The Deathskull Clan consists of 1 command unit of 4 Nobz stands, plus 1 Boyz Mob of 15 Boyz stands.

COMMAND UNIT | BOYZ MOB

POINTS VALUE 500

SPECIAL CARD
MEKBOY GARGANT

POINTS VALUE 450

GIBLETGRINDA BATTLE FORTRESS

One Gibletgrinda Battle Fortress.

POINTS VALUE 100

BRAINCRUSHA SQUADRON

An Ork Braincrusha Squadron consists of three Braincrushas.

POINTS VALUE 200

STOMPERS MOB

A Stomper Mob consists of three Stompers.

POINTS VALUE 250

BONECRUNCHA SQUADRON

An Ork Bonecruncha Squadron consists of three Bonecrunchas.

POINTS VALUE 150

SKULLHAMMA BATTLE FORTRESS

One Skullhamma Battle Fortress.

POINTS VALUE 100

GOFF GUTRIPPA SQUADRON

A Goff Gutrippa Squadron consists of three Gutrippas.

POINTS VALUE 100

SQUIG KATAPULT BATTERY

A battery of Squig Katapults consists of three Squig Katapults.

POINTS VALUE 200

MEKBOY SHOKK ATTACK GUN TEAM

A Mekboy Shokk Attack Gun Team consists of four Shokk Attack Guns.

POINTS VALUE 100

MEKBOY PULSA ROKKIT BATTERY

A battery of Mekboy Pulsa Rokkits consists of three Pulsa Rokkits.

POINTS VALUE 250

TRAKTOR KANNON BATTERY

An Ork Traktor Kannon Battery consists of five Traktor Kannon.

POINTS VALUE 100

MADBOYZ MOB

A Madboyz Mob consists of four Madboyz stands.

FREE

SNAKEBITE SQUIGGOTH MOB

A mob of Snakebite Squiggoths consists of three Squiggoths.

POINTS VALUE 150

BAD MOON WEIRDBOY BATTLE TOWER

One Weirdboy Battle Tower.

POINTS VALUE 100

BONEBREAKA SQUADRON

An Ork Bonebreaka Squadron consists of three Bonebreakas.

POINTS VALUE 150

DA PLAN

The Chaos army is full of things that are very tough in close combat. The Ork army is also full of dangerous close assault troops so it looked like being a very bloody fight indeed. In Space Marine it's very difficult to redeploy your army once the game has started, and so the outcome of a whole battle can often hinge on the initial deployment of units. There where two major strategic areas on the table: the abandoned Imperial town of Canicula III and the new Ork camp. These would both provide lots of cover for the first troops to get to them, but were both on the Chaos side of the table, so I would have to be quick to get to them first.

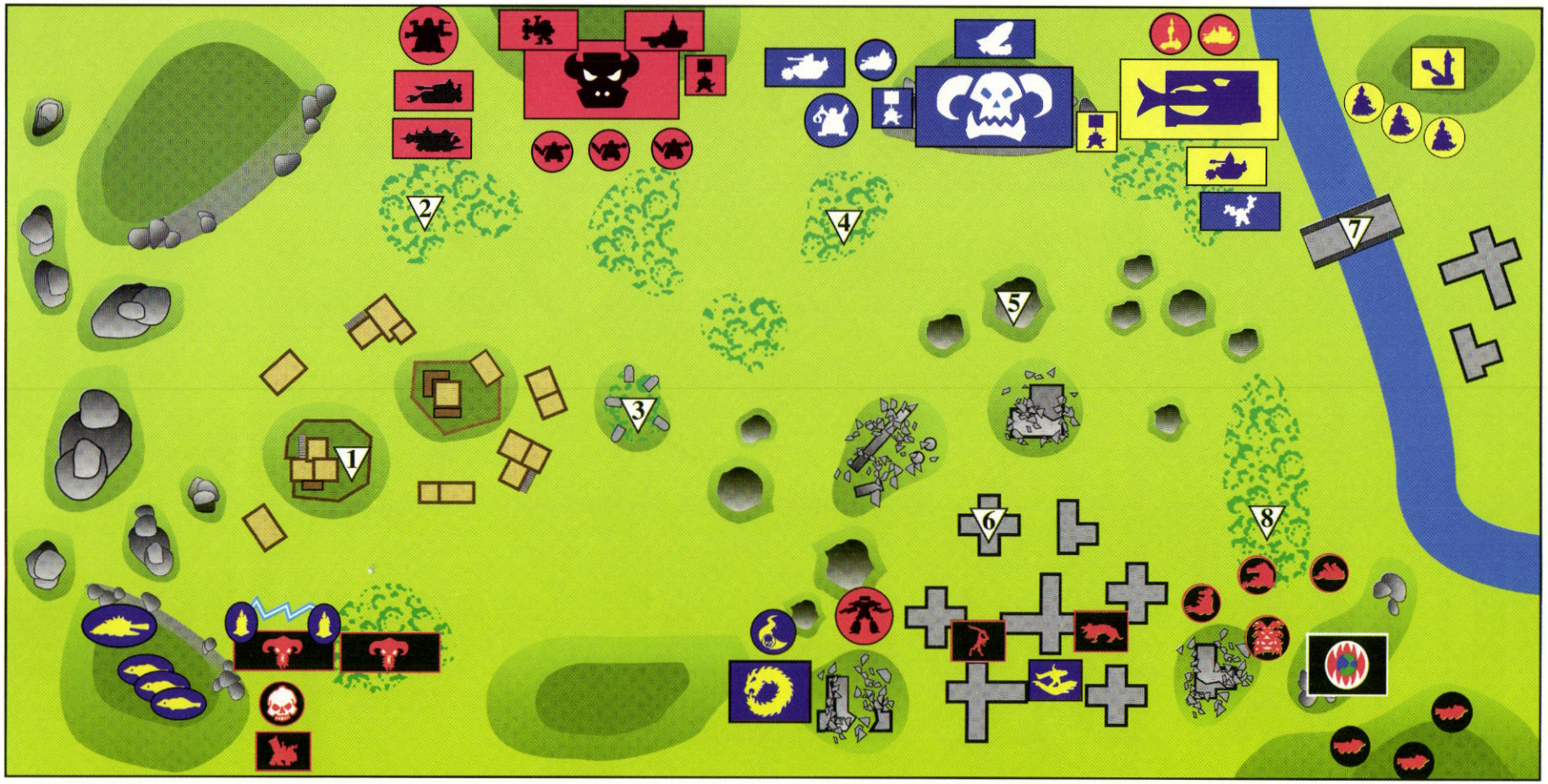
I chose the Goff clan to assault the Ork camp as the woods in front of it would provide some cover for them as they moved forward. The Boyz Mob, led by the Stompas, would head directly for the camp whilst the Traktor Kannons and Gutrippas led by the Gargant advanced around to the flank. I left the Braincrushas and Shokk Attack Guns on the hill where they would have a good view of the battlefield but would also be out of range of most of the enemy fire.

The Snakebites had the unenviable task of taking Canicula III. This was doubtless heavily guarded by the Chaos forces and I expected the Snakebites to take heavy losses on the way in even though they would be able to advance through the cover of the woods and craters. With this in mind, I placed the Madboyz at the front of the Mob as a vanguard. I actually wanted them to be shot at so that they would have one of their mood changes! The Bonebreakas followed the Madboyz to pound any artillery that was supporting the town and also to deter enemy infantry from advancing too close to the threat of their Deathrollers. I left the Squig Katapults on the hill on my far left to cover objective seven on the bridge, with the Squiggoths in front of them to actually take it. Finally, I placed the Weirdboy Battletower and the Skullhamma at the rear of my lines where they would be protected from fire and my Skullhamma could act as a mobile reserve.

As the Deathskulls were to provide support I placed them on the hill with a commanding field of fire. The rubble at the base of the hill would also give half of them cover. From behind the hill, the Pulsa Rokkits could hit the whole battlefield and still be protected from all but skimmer fire. I wanted them to start pounding Canicula III early on to slow up Richard's movement of troops through it. Leading the Deathskulls Mob was the Mekboy Gargant which was impressive enough to slow down any Greater Daemons or Primarchs who might threaten the clan. The Gibletgrinda and the Bonecrunchas were to lurk behind the Mekboy Gargant where its force field would protect them whilst they waited to pounce on some poor unsuspecting enemy.

As far as objectives were concerned, if my plan all fell into place the Goffs would take objective two in the first turn, then advance to take objectives one and three in the second and third turns respectively. The Deathskulls would mostly stay where they were on first fire orders, but some of their supporting units would advance to take objective four. The Snakebites, meanwhile, had the hardest task of all. As well as probably facing the greatest concentration of fire, they had to take four objectives as well! Their Squiggoths would take objective seven on the first turn then stay there and hold it. The rest of the Snakebites would take objective five in the first turn but then had to battle their way through to take objectives six and eight in subsequent turns. These last two objectives were something of a challenge but I'd certainly give the Chaos filth a good fight for them.

With this plan in mind, the Boyz went to war!



WAAAGH! SQUIGBREFF

Goff Clan

- Goff Nobz
- Mekboy Shokk Attack Gun Team
- Braincrusha Squadron
- Traktor Kannon Battery
- Gutrippa Squadron
- Great Gargant
- Stompas

Snakebite Clan

- Snakebite Nobz
- Bonecruncha Squadron
- Squig Catapult Battery
- Squiggoths

Deathskull Clan

- Deathskulls Nobz
- Mekboy Gargant
- Madboyz Mob
- Bonecruncha
- Mekboy Pulsa Rokkit Battery
- Gibletgrinda
- Bad Moon Weirdboy Battle Tower
- Skullhamma Battle Fortress

CHAOS RENEGADES

- Greater Daemon Angron
- Space Marine Legion World Eaters
- Daemon Engines of Khorne
- Cannon of Khorne
- Khorne Flesh Hounds
- Greater Daemon Bloodthirster
- Khorne Bloodletters
- Beastman Warband
- Khorne Juggers
- Banelord Chaos Titan of Khorne
- Greater Daemon Magnus the Red
- Space Marine Legion Thousand Sons
- Silver Towers of Tzeentch
- Doom Wing Squadron
- Tzeentch Firelord
- Tzeentch Disc Riders

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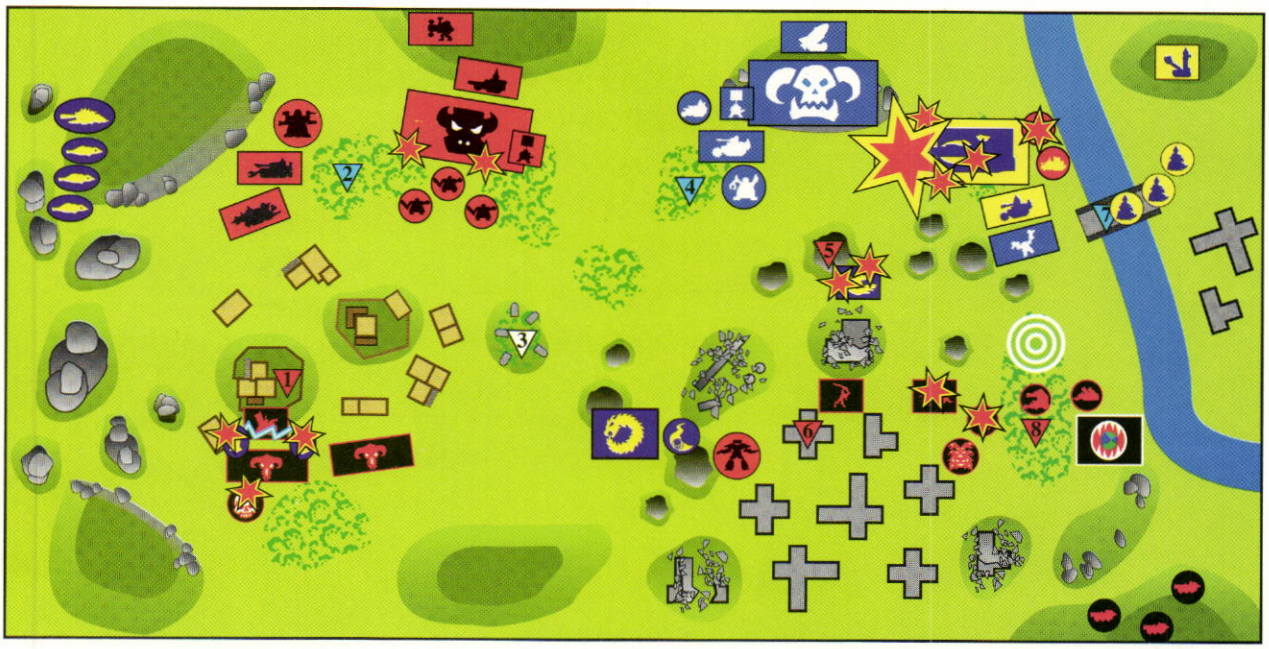
TURN 1



WAAAGH! SQUIGBREFF

Goff Clan
- Goff Nobz
- Gutrippa Squadron
- Mekboy Shokk Attack Gun Team
- Great Gargant
- Braincrusha Squadron
- Stompas
- Traktor Kannon Battery

Snakebite Clan
- Snakebite Nobz
- Bonecruncha Squadron
- Squig Catapult Battery
- Squiggoths

Deathskull Clan
- Mekboy Gargant
- Deathskulls Nobz
- Madboyz Mob
- Gibletgrinda
- Bonecruncha
- Bad Moon Weirdboy Battle Tower
- Mekboy Pulsa Rokkit Battery
- Skullhamma Battle Fortress

CHAOS RENEGADES

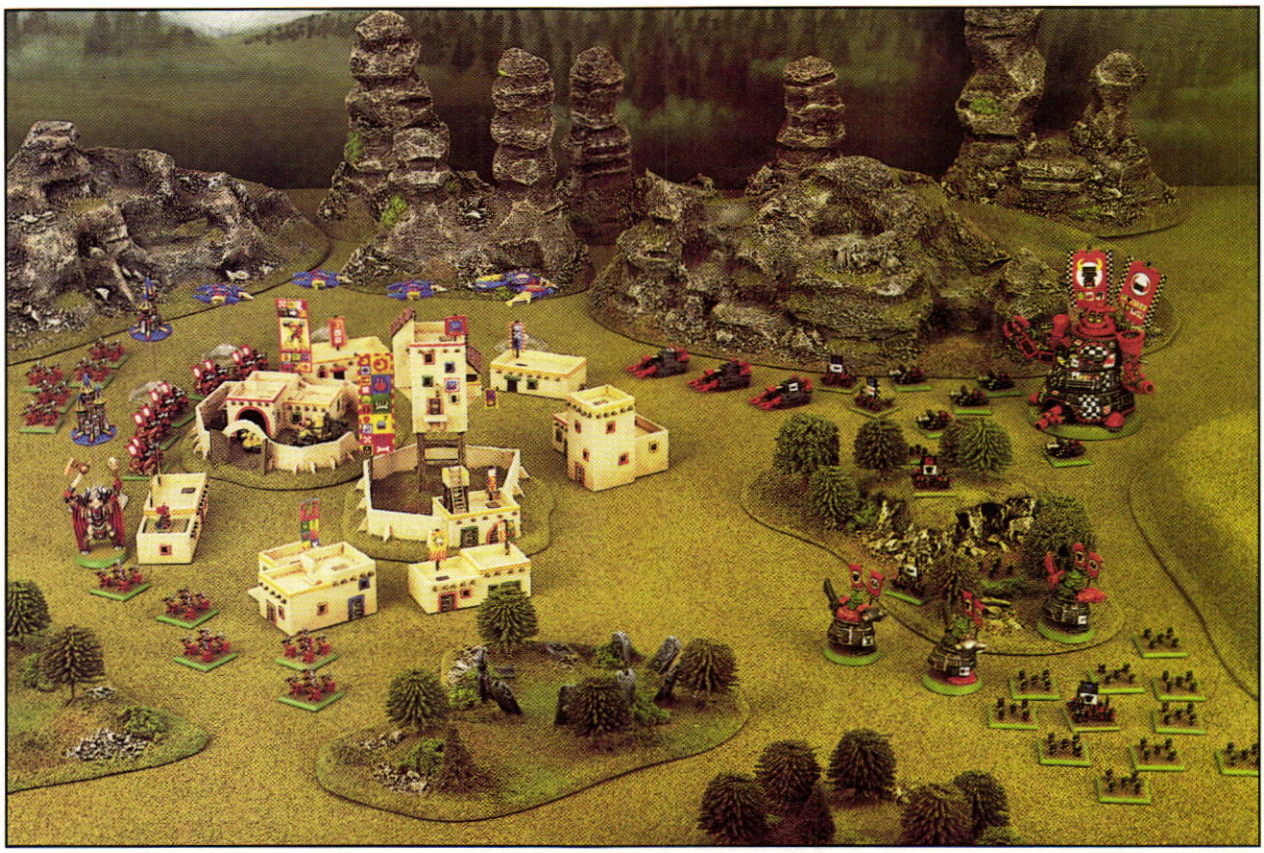
- Greater Daemon Angron
- Greater Daemon Bloodthirster
- Greater Daemon Magnus the Red
- Space Marine Legion World Eaters
- Khorne Bloodletters
- Space Marine Legion Thousand Sons
- Daemon Engines of Khorne
- Beastman Warband
- Silver Towers of Tzeentch
- Cannon of Khorne
- Khorne Juggers
- Doom Wing Squadron
- Tzeentch Firelord
- Khorne Flesh Hounds
- Banelord Chaos Titan of Khorne
- Tzeentch Disc Riders

Frenzied battlecries echoed across the battlefield as the Madboyz began the Ork advance by charging towards the distant city of Canicula III. The rest of the Snakebites hurriedly followed with the Boyz advancing into the woods and the Boarboyz moving forwards into the cover of the crater containing objective five. Meanwhile, the Bonebreakas, Weirdboy Battletower and Skullhamma advanced in a convoy covering the clan's flank. Over the river, the lumbering Squiggoths lurched across the bridge to capture objective seven.

Across the battlefield Warlord Borzag watched the impetuous Snakebite advance and bellowed at his Gretchin crew, who frantically began shovelling coal into the Gargant's boiler. Spewing out huge clouds of oily smoke, the mighty metal hulk lumbered forward on its relentless advance towards the Chaos horde, the Guttrippas and Traktor Kannons bustling around its feet. Seeing the visage of their god Gork going off to war, the Goff Boyz charged towards the camp, spraying the air wildly with bolter fire in their eagerness to fight. Meanwhile, in the centre, the Deathskulls stayed calm under the watchful eyes of their Nobz whilst the Mekboy Gargant, Bonecrunchas and Gibletgrinda surged forward, skirting around objective four.

Streaking across red-tinged skyline, the Tzeentch flyers, led by the Firelord, swept behind the mountain, closing in on the Goff Gargant. On the left the Chaos forces, with the Bloodthirster at their head, charged towards the Ork camp and objective one. In the centre of the battlefield the Banelord stalked towards the Mekboy Gargant, as the Thousand Sons, led by their Primarch Magnus the Red, advanced to take up positions in the ruins of an Imperial temple and two stands of Chaos Space Marines took cover in the building at objective six. At the same time both the Bloodletters and Flesh Hounds charged forward, the Flesh Hounds taking cover where they could near the crater at objective five while one beast grappled with a Boarboy. High above the battlefield the Tzeentch Disc Riders swept over their comrades dropping down to land directly on objective five. On the right, the Daemon Engines and World Eater Chaos Space Marines advanced towards the distant objective seven while taking cover in the woods.

With a terrifying roar the Cannons of Khorne opened the firing. The warp flame shot from the mouths of the cannons and arced across the battlefield narrowly missing the Snakebites. At the same time, Magnus the Red also singled out the Snakebites with the magical beam from his single eye. Crackling magical energies danced aroud them but once again they emerged unscathed. In reply the Orks' Shokk Attack Guns fired at the Banelord Titan but the crazed Snotlings emerged from their warp tunnels amongst the Thousand Sons,



TURN 1: Both armies advance towards the Ork camp.

who made short work of them. The Braincrushas' Boss could hold his crew back no longer and, picking their own targets, they fired. Their aim was perfect and one of the mighty shells sent sent a Silver Tower crashing to the ground. Its magical warding broken, the solitary remaining Silver Tower shot glowing energy bolts into the packed Goff Boyz, blasting a couple of stands into oblivion. The Goff Nobz returned fire with their kustomized weapons, riddling the ornate sides of the remaining Silver Tower with holes and leaving it a broken and smouldering wreck. Seeing the success of the Goffs, the Deathskulls opened fire on the Disc Riders and wiped them out in a savage hail of bolter shells.

The Chaos horde could stand this humiliation no more and Angron motioned his mighty Daemon Engines into action. The Doomblaster shells arced high into the air, and dropped squarely on top of the Weirdboy Battletower and three Boarboyz killing all but one. The Blood Reaper fired at the Madboyz capering about in front of it, but their erratic movement made them too difficult a target and all of the shots went wide.

Meanwhile, the Squiggoths at objective seven on the bridge opened fire with their ancient and trusted bombards at the awesome mass of the approaching Daemon Engines. One of the massive shells caught the Blood Reaper high on its tower, toppling the mighty war machine. Explosions shook the Daemon Engine as it collapsed leaving it in a smoking ruin on the ground. From behind the cheering crews of the Squiggoths the Squig Katapults launched their cargos of Buzzer Squigs at the Flesh Hounds but without failed to damage the beasts. The Pulsa Rokkits too landed just short of the Daemon Engines.

Now was the time for the Banelord to show its might and seeing the Snakebites advancing towards the ruins of Canicula III, it unleashed its fury against them. First the Battlehead turned to face the luckless Orks and unleashed a storm of explosive shells at them with its assault cannon. From its carapace flew a hail of Havoc missiles three of which also hit their mark killing six Boyz stands and leaving the rest badly mauled but unbroken.

The awesome and terrifying appearance of the Daemon masters of the Chaos horde were beginning to unnerve Borzag, but he had a plan. He realised that the strength of the enemy was its fearsome leaders and that without these the horde would quickly fall apart. The Bloodthirster was too tempting a target to resist and Squigbreff's Gargant unleashed its full firepower against it. The Mega-Cannon and the Belly Gun both hit home tearing great chunks of flesh from the Bloodthirster's torso, but before the Orks could celebrate the death of their foe he had called on the power of his Chaos master Khorne and his wounds had miraculously healed.

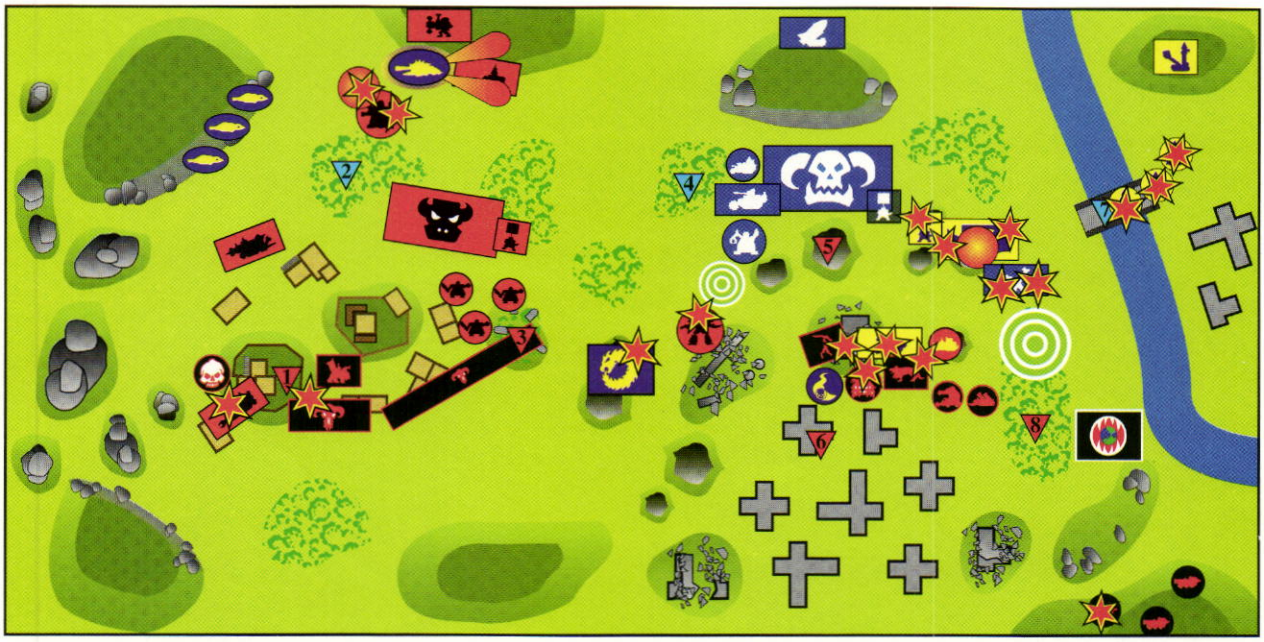
At the end of the turn, the Mekboy's Lifta Droppa picked up two Flesh Hounds and dropped them onto a third killing all three of them. The fourth Flesh Hound not only killed a stand of Boarboyz but unworried by its comrades' fate it remained within reach of objective five.

TURN 1 VICTORY POINTS TOTAL

CHAOS RENEGADES: 20

WAAAGH SQUIGBREFF: 27

TURN 2



WAAAGH! SQUIGBREFF

Goff Clan
- Goff Nobz
- Gutrippa Squadron
- Mekboy Shokk Attack Gun Team
- Great Gargant
- Braincrusha Squadron
- Stompas
- Traktor Kannon Battery

Snakebite Clan
- Snakebite Nobz
- Bonecruncha Squadron
- Squig Catapult Battery
- Squiggoths

Deathskull Clan
- Deathskulls Nobz
- Mekboy Gargant
- Madboyz Mob
- Gibletgrinda
- Bonecruncha
- Bad Moon Weirdboy Battle Tower
- Mekboy Pulsa Rokkit Battery
- Skullhamma Battle Fortress

CHAOS RENEGADES

- Greater Daemon Angron
- Greater Daemon Bloodthirster
- Greater Daemon Magnus the Red
- Space Marine Legion World Eaters
- Khorne Bloodletters
- Space Marine Legion Thousand Sons
- Daemon Engines of Khorne
- Beastman Warband
- Silver Towers of Tzeentch
- Cannon of Khorne
- Khorne Juggers
- Doom Wing Squadron
- Tzeentch Firelord
- Khorne Flesh Hounds
- Banelord Chaos Titan of Khorne
- Tzeentch Disc Riders

The Gutrippas advanced through the Ork camp followed by the Goffs. Finding the camp still unoccupied the Gutrippas emerged from the far side into the midst of the Chaos host. Several Juggernauts died in the fight but there was never any real doubt about the outcome. The Gutrippas were destroyed completely by the massed hordes. Still unengaged, the Ork Stompas and Chaos Beastmen charged towards each other and objective three.

On the other flank, the Madboyz continued their frenzied charge towards the town, the Bonebreakas and Skullhamma speeding past them towards objective six and into the heart of the battle. The Bonebreakas and Boarboyz crashed into the Chaos line, the Bonebreakas rumbling over a unit of Bloodletters, crushing two of them into the ground with the deadly spiked rollers before coming to a halt in front of the imposing form of Magnus the Red. The Skullhamma also entered the battle, disgorging its cargo of Nobz and Boyz and charged the sole remaining Flesh Hound. The Flesh Hound fell under the sheer weight of numbers, but not before it killed two of the Boyz stands.

Both Magnus the Red and Angron rushed to the aid of the Bloodletters who who had been sent reeling by the charge of the Bonebreakas and the Boarboyz. During the combat that followed Magnus destroyed one Bonecruncha, and the Bloodletter beside him wrecked the other Ork machine. Rearing up to his full monstrous height the Daemon Primarch of Khorne's World Eaters bellowed his mighty challenge. The Orks cowered at the the sound of the deafening words which raged like a storm about them but still did not waver in their advance.

Having captured objective four, the Mekboy Gargant directed its fire at Magnus the Red. The Kustom Kannon missed but the Lifta Droppa struck the Primarch full force. Death seemed certain as the Orks' force weapons threatened to tear Magnus the Red apart but he appealed to his master Tzeentch who protected his loyal servant from harm with his daemonic power.

TURN 2: Angron and his Bloodletters crush the Boarboyz.

TURN 2: Tzeentch flyers pounce on the Ork flank.

From the hill, the Cannons of Khorne fired once more, and although the colossal energies proved too much for one which exploded in a blistering burst of flame and molten brass, the other two struck and destroyed their targets: a pair of Squiggoths and three more Snakebites stands.

From the Ork side the Shokk Attack Guns once again failed to damage the Banelord Titan which stood immovable at the centre of the Chaos position. The Thousand Sons retaliated, unleashing a Vortex which just missed the Mekboy Gargant and ploughed through the trees on top of objective four!

Suddenly, with a great roar, the mighty Tzeentch Firelord emerged from behind the hill to soar over the rear of the Ork lines. As it passed over the Great Gargant, it lashed out with its banks of lascannons and dropped huge firestorm bombs onto the Gargant's head. Many of its force fields winked out of existence, but the Gargant held firm. Reaching its primary target, the Firelord's cannons spewed magical flame over the Braincrusha that had destroyed Lord Tzeentch's Silver Towers. The flames lapped around the Ork vehicles vaporizing them in an instant.

Enraged at their loss, Borzag commanded the Gork head to be turned towards the Firelord. As the Gretchin crew frantically cranked the handles, the gigantic cogs groaned and the head slowly turned until the flying terror was in its sights.

The Gargant's eyes began to glow as Da Gaze of Gork blazed out, to hold the Firelord firmly in the grasp of its Traktor Kannons. Its crew tried in vain to evade the beam but it was no use, and the Firelord was dragged down to the ground to be smashed on the scorched rocks below. With the rest of its armament, the Gargant turned its attention to the rest of the Chaos horde and managed to knock down two of the Banelord's shields and kill some of the Thousand Sons.

The Deathskulls, having no suitable targets in range, advanced towards the depleted Thousand Sons Marines, partly shielded by the Mekboy Gargant.

The Daemon Engines, which had rumbled out of the woods in order to avoid the effects of the Pulsa Rokkits, now moved to face the massed Snakebites in front of them. The Orks' packed formation made them an easy target for the Doom Blaster's mortars and the Brass Scorpion's rapid firing cannon which cut great bloody swathes through the Snakebites' ranks.

Shocked by the ferocity of the Daemon Engines' fire the remaining Squiggoth returned fire but the shots all went wide. This last effort was answered by a hail of bolter and missile fire from the World Eater Space Marines which felled the great beast, leaving objective seven undefended. The rest of the Legion fired at the Madboyz, killing all but one of them. At the loss of their comrades, the last Madboyz stand went wild with rage going totally berserk. They raked the Primarch Angron with a hail of fire which was deflected by his mighty daemonic aura.

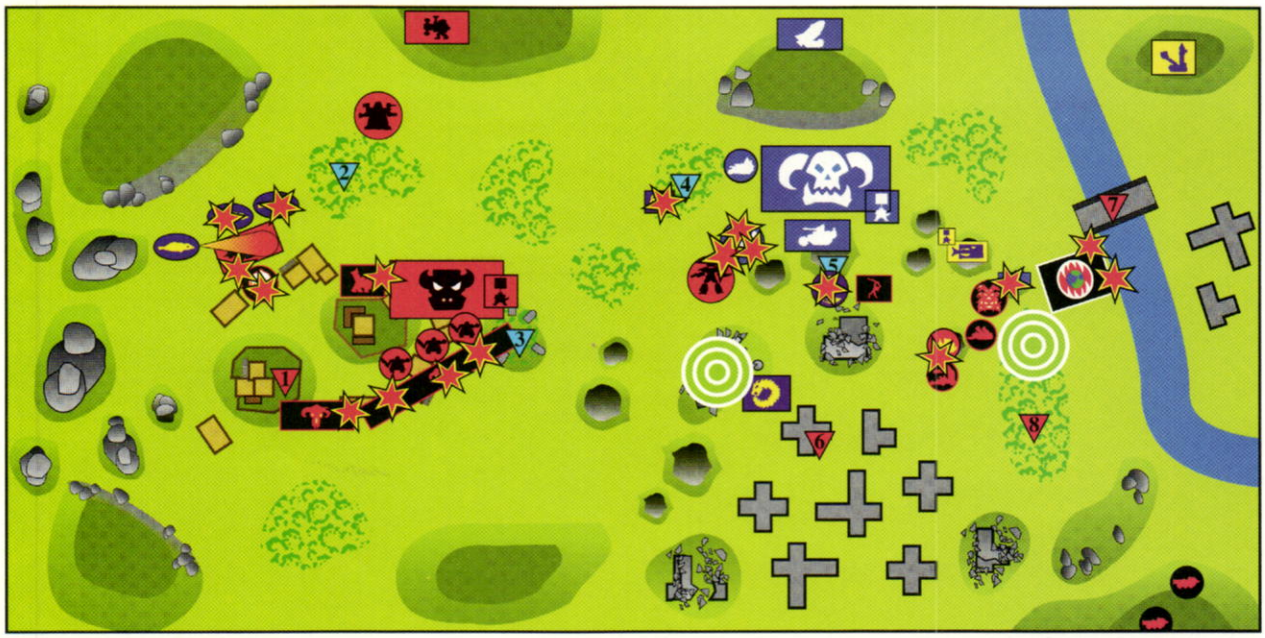
Realising that the Snakebites were begining to waver, the Banelord pressed the attack against them. Havoc missiles landed amongst them and heavy weapons pumped endless shells into the packed Boyz. When the smoke cleared, the shattered Snakebites clan had been well and truly broken!

TURN 2 VICTORY POINTS TOTAL

CHAOS RENEGADES: 34

WAAAGH SQUIGBREFF: 37

TURN 3



WAAAGH! SQUIGBREFF

Goff Clan
- Goff Nobz
- Mekboy Shokk Attack Gun Team
- Braincrusha Squadron
- Traktor Kannon Battery
- Gutrippa Squadron
- Great Gargant
- Stompas

Snakebite Clan
- Snakebite Nobz
- Bonecruncha Squadron
- Squig Catapult Battery
- Squiggoths

Deathskull Clan
- Deathskulls Nobz
- Mekboy Gargant
- Madboyz Mob
- Bonecruncha
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- Gibletgrinda Bad Moon Weirdboy Battle Tower
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CHAOS RENEGADES

- Greater Daemon Angron
- Space Marine Legion World Eaters
- Daemon Engines of Khorne
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- Greater Daemon Bloodthirster
- Khorne Bloodletters
- Beastman Warband
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- Banelord Chaos Titan of Khorne
- Greater Daemon Magnus the Red
- Space Marine Legion Thousand Sons
- Silver Towers of Tzeentch
- Doom Wing Squadron
- Tzeentch Firelord
- Tzeentch Disc Riders

Sensing that the tide of battle was turning in their favour the Chaos army let out a bloodcurdling cry and their whole force charged. Even the Vortex unleashed by the Thousand Sons in the previous turn moved off objective four and consumed some stands of Deathskulls. A detachment of Thousand Sons Marines, mutated with long legs, took the opportunity to run ahead of the rest to capture objective four. However, heavy fire from the Deathskulls filled the woods around the Thousand Sons with exploding bolter shells and the entire force was wiped out thereby reclaiming the objective for the Orks.

On the other side of the battlefield, the Orks were on the offensive, with the Goffs charging the Beastmen and Juggernauts. The Traktor Kannons, seeing their opportunity for glory in full sight of their Warboss, charged the immense Bloodthirster. The Daemon swiftly annihilated the Traktor Kannons and let out a triumphant bestial roar. Snatching his chance, Warlord Borzag aboard the Gargant hammered every weapon he could into the Bloodthirster's body. Bones shattered and flesh was torn apart, and this time Lord Khorne decided to leave his minion to his fate and so the Bloodthirster was drawn, screaming, back into the warp.

The remaining Doom Wing flew down low to join the combat but was sent spinning to a fiery grave by the concentrated fire of the heavily armed Ork Nobz.

Things were really starting to hot up now as Magnus the Red and the newly regenerated Bloodletters surrounded the Ork Skullhamma. Angron and the World Eaters, under the influence of the Khorne Blood Rage, charged forward to

TURN 3: Amongst the ruins of Canicula III the Banelord and the Mekboy Gargant clash in a fight to the death..

TURN 3: Savage hand-to-hand fighting as the armies battle for control of the Ork camp.

easily cover the immense distance between them and the undefended objective seven. The Squig Katapults tried desperately to dislodge the World Eaters from the bridge but even though two pots of squigs scored direct hits they failed to kill enough Space Marines and the World Eaters held the objective.

In the frenzied fighting on the edge of Canicula III the last Madboyz stand was destroyed in bitter fighting with the World Eaters Space Marines. The Shokk Attack Guns failed in their attempts to hit a Cauldron of Blood and the last Pulsa Rokkit, over-fueled on this last occasion, flew over the heads of the Thousand Sons and only succeeded in killing a single stand of the Space Marines.

In the centre, the towering Banelord charged the beleaguered Mekboy Gargant. It was all down to close combat now. The Banelord struck a crushing blow at the Ork machine with its whirling doomfist. The Gargant desperately tried to parry the blow with its Lifta Droppa arm, but the Banelord smashed it aside and rammed its fist into the Gargant's ammo box. Explosions wracked the huge metal construct as the main ammo store exploded leaving the Gargant a smoking ruin.

Over in the Ork camp, the Goffs were coughing and retching at the foul odour coming from one of the Juggers. The disgusting Chaos beast had been rewarded with the stench as a mark of favour by its Chaos masters. Thankfully, the Goff Nobz had been well equipped with Bionic Bitz before the battle and, even hampered as they were, managed to dispatch all the Juggernauts and Beastmen.

Seeing that Magnus and the Bloodletters had rent apart the Skullhamma, the Gibletgrinda fired a volley of battle cannons into the Primarch. The shells punched huge holes in his torso and drained of power by the bitter struggle, he fled to the warp to heal his wounds, leaving his minions to their fate.

The game was over, and having both taken heavy losses, the combatants decided to withdraw from the field to lick their wounds so that they might fight another day.

TURN 3 VICTORY POINTS TOTAL

CHAOS RENEGADES: 45

WAAAGH SQUIGBREFF: 43

ORK DEBRIEFING

The fighting was over and I had achieved a draw (well marginal loss, but Orks never lose!). Looking back over the battle I didn't think that there was too much wrong with my plan.

In my original deployment perhaps the Snakebite and Goff clans should have been the other way around. It was always going to be difficult to cover the distance to the town so it didn't really matter which clan had to do it. On the other hand, if the Snakebites had been facing the Ork camp their Boarboyz could have reached it in the first turn. With the Great Gargant to lead them the Goffs might have better withstood the losses inherent in advancing across the whole battlefield because of the morale effects of the Gargant's Gork Head. The Deathskulls' deployment in the centre was alright, but they should have advanced in the first turn so that they would have had more targets in range for the rest of the battle.

As far as individual units are concerned the outstanding performance was the Great Gargant who constantly pounded the Chaos horde. By putting it on one flank I did restrict my choice of targets a bit, but luckily there were enough to last the full battle. With hindsight, perhaps it should have been set up where the Mekboy Gargant did as this would have enhanced its role as heavy support for the Boyz. Most of the remainder of the Waaagh performed pretty much according to plan and did their job but were unexceptional.

The Gutrippas, Bonecrunchas and Traktor Kannons may have looked like futile gestures when they charged into combat, but they did have a purpose. The enemy units they charged were all in danger of making it to my lines and wreaking havoc among my Boyz. By putting these units in combat I held the Chaos forces up for a turn so that I could re-deploy my troops. In the case of the Traktor Kannons, they held the Bloodthirster in place so that my Great Gargant knew where to shoot it in the advance fire phase.

I try never to blame any losses on bad dice rolling as it is usually countered by excessively good dice rolling by another unit. But I do have to say that my Pulsa Rokkits all fell short by 5-10 cm due to low dice rolls and my Shokk Attack Guns didn't roll a single hit on the deviation dice in twelve shots!

Despite these little grumbles I am quite pleased with the performance of the Orks and would gladly fight with the same force again.

CHAOS DEBRIEFING

By the end of turn three I was confident that the tide of the green menace had turned — the Snakebites clan was all but obliterated, the Deathskulls were about to crumble. Only the Gargant and Goffs seemed to have come out of the battle lightly.

As I was now ahead in victory points my Chaos army had another advantage. If a Chaos force has the most victory points during a turn Khorne is pleased with his minions' offerings of blood and skulls. Any Banelord Titans and/or Daemon Engines in the Chaos host gain the benefit of Khorne's blessing. This gives each +1 on their to hit rolls, +1 on their saving throws, and one extra dice in close combat. Lucky for the Orks that we decided to end the carnage when we did.

Concentrating my forces on one flank proved to be very successful. I had all but wiped out the Snakebites clan and had badly mauled units of the Deathskulls even though they moved too late to really worry me.

The mighty Primarch Angron had led his World Eaters brilliantly, crushing the Orks in his path as I had expected and achieving the capture of objectives seven and eight. The daemons to his left had found the going rather tougher as they slogged their way forward under heavy fire from the Ork horde. They swept over objective six and were only beaten back from objective five after a bitter struggle. Magnus the Red's Thousand Sons Space Marines had given the daemons stalwart support in their assault on objectives four and five but had also been beaten back after much bloody hand-to-hand fighting.

The Banelord was incredible. It strode through everything that the Orks could throw at it and emerged from the firestorm without a scratch. Not only that, but it also completely demolished the Mekboy Gargant in a single round of close combat leaving the giant Ork machine a smouldering wreck. I was right to base my army around this colossal engine of destruction and I will certainly use it again without any hesitation.

On my left flank the expendable Beastmen did a great job of holding up an entire Ork clan which could have been much more dangerous elsewhere. Even though they were destroyed in the process they tied down a lot of enemy troops and managed to hold onto objective one.

On the far left of my line I had deployed the Tzeentch flyers who had caused quite a few problems for the Orks. Sadly, they couldn't stand up to the huge amount of fire that was directed at them. In some ways the fact that the Orks spent so much time and effort trying to kill them was a good thing as it allowed other units to advance unmolested. As it was, even though the flyers were badly shot up they still caused a lot of damage with their bombing runs along the Ork line.

Khorne was offered rivers of blood and mountains of skulls. Enough to please him briefly but never enough to quench his desire. The Chaos horde will return and its battlecry will ring out once more to terrify its mortal enemies: Blood for the Blood God!

SPACE MARINE®

EPIC ELDAR ARMIES

By Mark Watts

More than any other game, Space Marine allows the players to fight enormous battles with vast armies. This style of play challenges each general to weld together a wide range of different types of unit into a coherent force, able to seize and hold objectives and fight off the enemy counterattacks. In this special article, Mark takes a close look at the different unit types, fighting tactics and winning strategies for Eldar armies.

The Eldar are one of the oldest known races in the galaxy. Tens of thousands of years ago their civilisation collapsed, overrun by the forces of Chaos that the Eldar had unwittingly released from the warp. With many of their home planets destroyed or captured by the Chaos hordes, the surviving Eldar fled into deep space in Craftworlds – vast planetary sized spacecraft of which the best known are Iyanden, Alaitoc and Ulthwe. Although only a pale shadow of their former glory, the Eldar still remain technologically and psychically superior to most other races in the Galaxy.

SPACE MARINE ARMIES

More often than not, I can be found commanding the armies of the Emperor and have, over a period of time, built up a large Imperial Guard force supported by several companies of Space Marines. After having fought a great many battles, I've been able to fine tune my army to the point where it is capable of taking on and beating (well most of the time!) any other race.

The Imperial Guard Army is based on several large companies of infantry. These are supported by missile and artillery batteries as well as a host of armoured vehicles including the much feared super heavy tanks. The infantry are mainly slow foot troops who rely on their numerical superiority to absorb casualties and overwhelm their opponents in close combat. As they roll forward, supporting firepower pounds the enemy positions, eliminating strong points and softening the rest up for the inevitable ground assault.

Amongst the mass of common infantry are smaller platoons or squads such as Rough Riders, Ratlings and Ogryns who fulfil specialist roles particularly suited to their natural abilities (In the case of Ogryns this usually involves separating people's heads from their bodies in a particularly messy way!).

In all my years of commanding the Emperor's armies I have always dreaded fighting Eldar. With their vast array of unusual but deadly weapons and near unstoppable close combat troops they are amongst the galaxy's most formidable warriors. For some time I'd been thinking about collecting a second army and so the Eldar were a natural choice for me. The wide variety of troop types makes an Eldar Warhost a very challenging army to command and in order to get the most from them you need to master a diverse combination of strategies and tactics.

Another reason for my decision to begin collecting an Eldar army had little to do with generalship and more to do with paint! After years of painting vast numbers of Imperial Guard in mainly natural colours and various codex camouflage schemes, I relished the idea of breaking out my brightly coloured paints and going to town on such colourful models as Harlequins and Aspect warriors.

An Eldar Warhost launches an all out attack against an Ork horde.

CREATING AN ARMY

In battle, the Eldar are nearly always outnumbered and are unable to sustain casualties in the same manner as larger armies. Instead, the Eldar Warhost relies on speed to minimise the amount of time it is exposed to fire, whilst at the same time taking the fight deep into the enemy positions. Highly efficient support weapons coupled with powerful psychic attacks pin down much of the opposing army. Meanwhile, small but devastating close combat squads eliminate isolated enemy units and capture remote objectives.

Like most other armies in Space Marine, the Eldar are constructed around blocks (Hosts in the case of Eldar) of the most common troop types. For every Host card that you buy you may add up to five Support cards, which include weapons like Vibro-cannons and War Walkers, as well as one Special card. In addition to these the Eldar receives two *free* cards. The first is the Avatar, the embodied spirit of the Eldar War God Khaela Mensha Khaine – the bloody-handed god. Your second free card is the one that corresponds to the most numerous Craftworld force in your army (based on the amount of Host cards). This free card will be unique to that Craftworld, for example Iyanden Ghost Warriors, Alaitoc Scouts or the Black Guardians of Ulthwe.

Although your selection of troop types will depend to a certain extent on the enemy you are fighting and the points value you have agreed with your opponent, the basic guidelines for picking a balanced army remain the same. You should always try to include a Wind Rider Host. These are worth their weight in gold. For a mere 650 points this card provides you with three squadrons of Jet-Bikes and two squadrons of Vypers. Were you to buy these same units as Support cards it would cost you an extra 450 points! How can you possibly go wrong? With the Wind Rider Host not only do you have twenty-five very fast close combat stands but with the Vypers' shuriken cannon rolling two attack dice with a minus one save modifier you also have some effective firepower that you can race around the battlefield.

At first glance the Guardian Squads appear pretty weak with their low Close Assault Factor (CAF) and short-ranged weapons but they are truly the heart of the Eldar army. I hate to say it, but along with your bikes these are the most numerous – and therefore most expendable – troops in your army. A Host of Guardians, whether bought on their own as a Defender Host, or with Falcon Grav tanks as a Warhost, are a valuable and important part of the Eldar army. The Defender Warhost provides you with eighteen stands of Guardians for 450 points while the Eldar Warhost gives you the same number of Guardians plus nine Falcon Grav-tanks for 850 points. Falcons are reasonably well armoured tanks armed with a powerful lascannon. Their ability to make pop-up attacks from behind cover makes them ideal for picking-off enemy vehicles and providing the lightly-armed Guardians with some supporting firepower.

One thing I prefer to do whenever possible is to buy my Falcons and Guardians as separate Host cards. Although this costs an extra 50 points, it gives you the opportunity to take another Special card which is always welcome as they tend to represent the best of the Eldar army. The Tempest Host is expensive at 900 points for six, but these super heavy battle tanks are well worth having against an opponent with lots of vehicles or Titans. As with most Eldar vehicles they have the ability to make pop-up attacks. Couple this with its potent

Tempest Laser (with a range of 100 cms it is the longest ranged weapon in the Eldar army) and saving throw of 1+ and you have a fighting machine to be reckoned with.

The last Host card, but by no means the least, is the Spirit Host. If you find yourself without a Warlock and with no more Special cards left then this is a particularly good buy. Along with a Warlock you receive four Wraithguard stands and eight Eldar Dreadnoughts. Not only does this give you a good combination of long ranged firepower and close combat ability but your opponent will only receive victory points if he destroys the Warlock regardless of how many Dreadnoughts and Wraithguard he hits. Special cards in the Eldar army cover such exotic troop types as Exarchs, Harlequin Troupes, Titans and Warlocks. All have their own special abilities or unique weapons that make them very attractive additions to your army.

PSYCHIC POWERS

Warlocks are warrior mages that have the ability to foretell the near future through runic prediction. This allows them to choose the best course of action for their troops to be successful. Alternatively, the Warlock can take more direct action by using his psychic powers to attack the enemy with a *Mind Blast.* This basic but effective power only has a short range but destroys its target on a D6 roll of 4,5,6 with no saving throw. This is particularly effective against super heavy tanks or Titans without shields as it ignores their heavy armour. It should also discourage all but the most foolhardy of generals from advancing too close to your Warlock without support. *Psychic Lock* is another effective power against enemy Titans as it renders them helpless and provides you with an excellent opportunity to finish them off with a Prism cannon or Tempest. Although by comparison *Eldritch Storm* seems a bit feeble it can be put to good use with a little thought. Casting it on a Titan prevents it from firing that turn, and dislodging enemy infantry from objectives or buildings has its uses too.

If your opponent is a Chaos General then what better foes to pit against him than the followers of his eternal enemy the Great Harlequin? These brightly coloured Eldar are primarily close combat troops with a high CAF of +6. Although this alone makes them deadly fighters their greatest asset is their ability to reroll their 2D6 if they lose the combat with their first roll. Such is the power the watchful spirit of the Great Harlequin over his loyal followers.

TITANS

As with most armies in Space Marine, the Eldar's most potent weapons are their Titans. Eldar Titans are towering war machines built around a Wraithbone core, inhabited by the souls of the dead but controlled by a living crew. There are two types of Eldar Titan; the Phantom and the Warlock, both have a grace and agility unachievable by the Titans of other races. This grace hides a fearsome array of weapons and they are also protected by sophisticated holo fields which make them a match for even the mighty Warlord Titans of the Adeptus Titanicus. As a rule I try to tailor my Titans' armament for a specific role in my battle plan which from experience tends to give them weapons that generate a lot of firepower and/or have the ability to knock down buildings. Two weapons that fulfil this role admirably are the Tremor Cannon (a substantially larger version of the Vibro Cannon) and the ever-popular Pulsar. If pitting Titan against Titan is more your style then a Heat Lance and a Power Fist with its battery of shuriken cannon gives you both close combat and ranged attacks. One of my most successful Titans is a Phantom armed with two Pulsars and two wing-mounted Lascannons. Although slightly limited in its uses it has the useful ability to strip the shields from, and destroy, all but the biggest Titans in a single turn by itself at long range. An achievement that will totally demoralise your opponent if you can pull it off.

When formulating a battle plan that involves Titans, it is worth remembering that the holo fields are more effective the faster the Titan is moving. They are, however, useless against an enemy with area effect weapons like Whirlwinds or Basilisks, so these vehicles should be high on your list of targets if you want to keep your Titan standing for long. For those commanders with points to spare, an extra 150 will upgrade your Phantom to a Warlock Titan giving it some powerful psychic abilities. One of the most practical of these is the *Witch Sight* which enables the Warlock Titan to look forward into its own future and foresee potential dangers. This confers a -1 to hit modifier on any enemy models firing at it in addition to the modifiers already provided by the holo field. If you plan to send your Warlock Titan into the midst of your enemy then *Mind Shout* is a potentially devastating psychic attack. A mighty mental roar causes all enemy units within 25cms to take a morale check and those that fail immediately go onto fall back orders. Also, any broken Eldar units within 25cms may roll immediately to rally. If used at the correct time with proper support from close combat units it can be enough to

break the back of your opponent's army. *Doom* is most effective against other enemy Titans or large vehicles as it causes all shots at one target that turn to hit on a roll of 3+ regardless of their normal chance to hit.

Although not really a Special card the Avatar is such a powerful character that he deserves a mention. Due to his blood-letting nature, the Avatar is unpredictable in his actions at the best of times. On the battlefield he must always advance towards the nearest enemy model. A cunning enemy will use this fact to his advantage by using suicide units to lead your Avatar away from where he can do most harm, simply by moving next to him from a different direction. One way of preventing this is to support the Avatar with some sort of close combat troops to engage the suicide squads if they get too close. Another method is to place him where the fighting is thickest and simply allow him to wade in. As the Avatar is such an awesome fighting machine – quite capable of taking on a Greater Daemon – he is likely to attract a lot of fire whenever he shows himself. I tend not to worry about this too much as he always saves on a D6 roll of 2+ no matter what the attacking weapons' modifier.

ASPECT WARRIORS

The cream of the Eldar fighting troops are the Aspect Warriors. There are six basic types of Aspect Warrior each taking a different aspect of the Eldar war god Khaine. Unfortunately it's a rare day, unless you're playing a large game, when you have enough points to field all the Aspect Warriors you want. To help you in your choice, here is a brief description of each Aspect along with some ideas on how best to use them.

For close combat it is hard to find better troops than **Striking Scorpions** or **Howling Banshees**. Against infantry Striking Scorpions roll an incredible 3D6 +6 making it possible to throw them into combats where they are outnumbered and still see them emerge victorious. Following a close second for effectiveness in close combat are the Howling Banshees, as although they only roll the standard 2D6 (not forgetting the hefty +6 modifier) their psychic scream eliminates opponents on a roll of 5 or 6 before the round of combat is fought. **Swooping Hawks** are perhaps the weakest of the close combat Aspect Warriors and will only be wasted if you just throw them into combat alongside your better troops. A far better use of their abilities is to keep them in reserve away from the fighting and use their speed to snatch objectives inaccessible to your Jet Bikes (such as in woods or buildings).

Dire Avengers, Dark Reapers and **Fire Dragons** provide much needed fire support to back up your Guardian squads. Of these three types of Aspect Warrior by far the most effective are the Dark Reapers. By placing them in cover with good fields of fire they can spend the game quite happily picking off enemy units at long range with their missile launchers. Dire Avengers provide extra support for the Guardians with their ability to fire again every time they destroy their initial target. Fire Dragons have a more limited but no less effective role. Armed with thermal weapons that have a short range but high save modifier they are ideal for destroying enemy vehicles. A particularly devious tactic that I've experimented with, and is guaranteed to give your enemy a nasty shock the first time you use it, is to place a squad of Aspect Warriors in Falcon Grav-tanks. Although one Falcon will be flying empty, imagine your opponent's surprise when a squad of Fire Dragons land behind his war machines or super heavy tanks.

Exarchs are Aspect Warriors who have become trapped on the Warrior path they have chosen and have dedicated their life to war. They are armed and armoured with ancient wargear from the shrine of the war god Khaine giving them incredible fighting abilities along with some useful long range firepower. However, like all other Aspect Warriors they are few in number making them tempting targets for your opponent to try and pick off. Remember, although they count as command stands and as such cannot be broken, you need only lose two out of the four to give away four victory points, quite often the margin between winning and losing a game.

SUPPORT CARDS

Support cards in the Eldar army cover a multitude of equipment from smaller units of Falcons and Guardians to the stronger but very effective vehicles like Doomweavers and Deathstalker Prism cannons. All the Aspect Warriors, with the exception of the Harlequins, come as Support cards of which you must take two for every Exarch Special card that you take. A lot of the Support cards provide the Eldar with their long range fire power. Both Lascannons and Vibro-cannons come in threes at a cost of 100 points each. Of the two weapons, Vibro-cannons are potentially more destructive, but are less likely to hit. Each weapon fires a beam that rips up

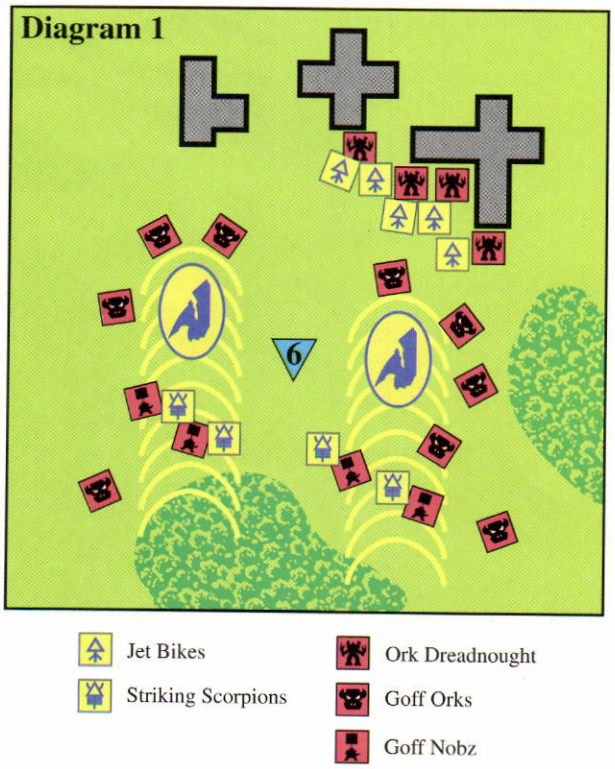
the ground from the cannon to its target like a gigantic invisible plough. Troops, vehicles, even buildings struck by the beam are shaken and sent flying, often enough to destroy them or cause them to collapse in ruins. By combining their beams, two or more Vibro-cannons can cause greater discordance resulting in far more devastating damage. Against Titans, hits are worked out against the lowest part of the legs. Although not particularly effective against Ork Gargants the results can be devastating for Imperial Titans sending them crashing to the ground as their legs blow apart. To provide the Eldar with some sort of barrage weapons Warp Hunters and Doomweavers are a good choice. Both have a high chance of deviating from their target so some forethought is needed to consider the type of opponent you are facing and to whether to include them in your army or not. Against large armies like Imperial Guard and Orks the deviation isn't a great problem as you're almost certain to hit something amongst such a large mass. Against a fast moving or less numerous foe, such as Space Marines, their effectiveness is more limited.

Wave Serpents have already been mentioned many times in this and other articles, so I'll just be content to add to their legendary reputation by saying don't leave your Craftworld without a squadron or two in your army. Additional long range firepower is provided by the unique Deathstalker Prism cannon. Using a large specially shaped crystal to contain warp energy the cannon fires a beam of utter darkness that can pierce the toughest armour. Several Prism cannons can exploit this by forming a chain, each combining its fire with that of its neighbour to form a single powerful blast. Couple this with the ability to make pop-up attacks and you have a weapon to make any opponent fear for the safety of his Titans.

One final Support card that deserves a mention, and not just because they are a personal favourite, are the War Walkers. With an effective Scatter laser to take out multiple infantry targets as well as a lascannon to deal with enemy armour the War Walker is fast and well armed. A definite must for any Eldar army.

An excellent example of Eldar equipment and tactics working at their best can be seen when you combine Wave Serpents with good close combat troops (see diagram 1).

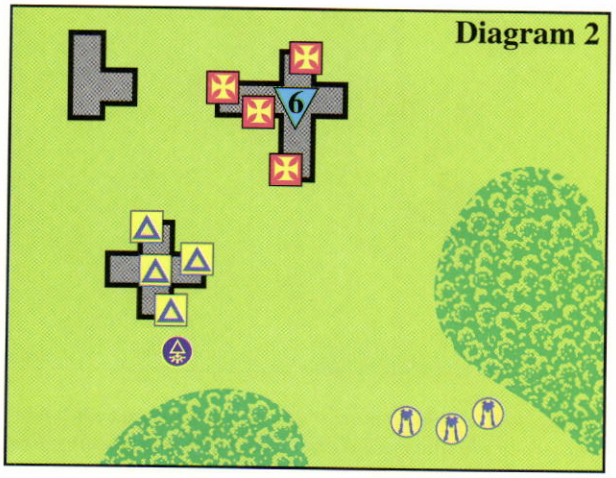
In this instance, a mob of Goff Orks have captured an objective and are defending it by staying on first fire orders. In order to retake it Eldar Wave Serpents carrying Striking Scorpions charge forward into the centre of the mob. All of the Orks struck by the wave are pushed aside and cannot do anything for the remainder of that turn. The Striking Scorpions are now free to engage the stunned Ork Nobz in close combat since they pose the greatest threat, while the Boyz are helpless to intervene. To prevent the nearby Ork Dreadnoughts from gunning down the victorious Striking Scorpions in the advancing fire phase a unit of supporting Eldar Jet Bikes engages them in close combat. By using this method of isolation and elimination the more mobile Eldar can take on far larger armies in a piecemeal fashion dictating the course of the battle.



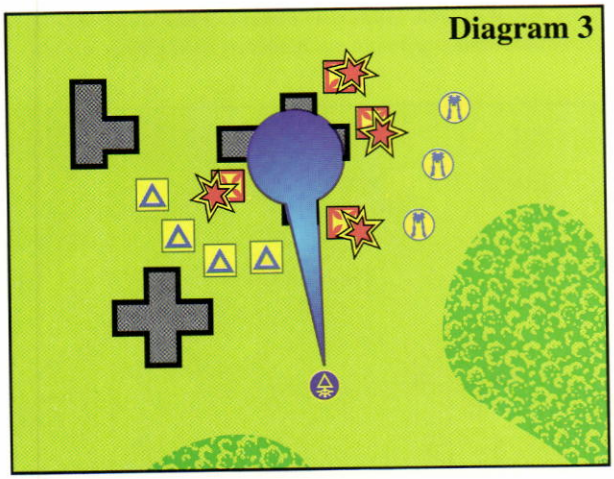
PSYCHIC ATTACKS

At first glance *Eldritch Storm* appears to be the weakest of the Warlocks' psychic powers. In fact it is a very useful tool if applied correctly in the right situation. Such an opportunity cropped up in a recent battle I fought when Space Marine Terminators captured a building containing a vital objective (see Diagram 2).

At the start of the next turn the Space Marines went onto first fire orders to defend the position, while I gave my units, apart from my Warlock, advance orders. (The Warlock is a command stand and so always moves as if on charge orders).



As anyone who's played against Space Marines will know, charging Terminators on first fire orders is a suicidal gesture, as most stands will be gunned down even before they get the opportunity to fight a turn of close combat. This is an especially foolish tactic for the Eldar who don't have the numbers to waste in "wave" attacks in the hope of overwhelming their enemy. The solution to this problem lay with the Warlock. By casting Eldritch Storm on the building all the Terminators covered by the template were scattered in a random direction rendering them unable to do anything for the rest of the turn (Diagram 3)

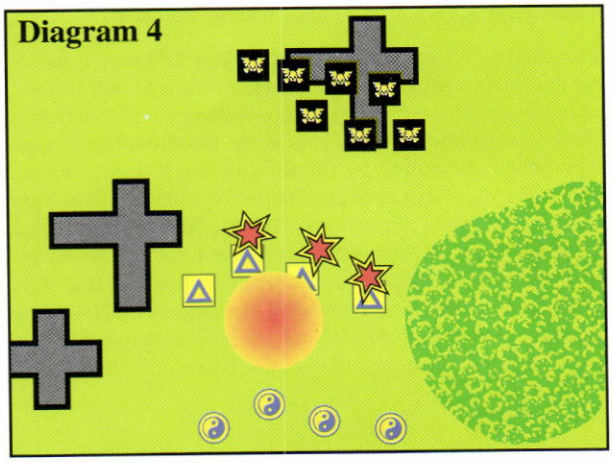


It was then a simple matter for the Guardians and War Walkers to eliminate the Terminators in the advancing fire phase and recapture the objective.

DEFENSIVE STRATEGIES

An effective way of preventing your opponent from shooting at your valuable Exarchs while still enabling you to make use of their excellent firepower is with the use of Guardian squads (see Diagram 4).

By placing your Guardians in front of your Exarchs your enemy is forced to use up his shots in an effort to wipe them out before he is permitted to fire on the Exarchs. Remember that Exarchs are treated as command stands and therefore can only be fired upon if they are the closest targets. Another good idea is to place the Exarchs at least 6 cms away from the Guardians thus preventing your opponent from catching them within a barrage template aimed at a Guardian stand. This yet again illustrates the point I made about including Guardians in your army as you will always need troops that are expendable.

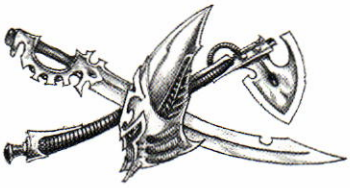


ELDAR TACTICS

Every battle you fight should be different. To achieve this both you and your opponent need to constantly evolve new and inventive strategies in order to keep the advantage of surprise. Rolling out the same old tactics every game is a sure-fire way of losing, unless your enemy has a bad habit of not learning from his mistakes. Having said this there are some simple things to bear in mind that will nearly always hold true. The most important thing to remember with an Eldar army is "concentration of force". It is a rare day when the Eldar outnumber their enemy on the battlefield and it is inviting disaster to spread your army too thinly. A good deal of forethought needs to be put in before deploying your army. Where are the objectives concentrated? Is there plenty of cover for your attacking forces?

Terrain is a very important factor for the Eldar. Personally if given the option, I always deploy my army on the side with the least cover. Most of the time the Eldar will be attacking, with a large part of your army moving over to your opponent's side of the board in the first turn. This is the moment for them to be in cover, exposing themselves to as little defensive fire as possible by making the most of the terrain available. A lot of the Eldar's long range weapons have pop-up attacks enabling them to use small amounts of terrain very effectively. The easiest way to summarise the best Eldar tactics is to briefly highlight the advantages and disadvantages of their various enemies.

The **Imperial Guard** army contains large amounts of relatively slow moving infantry and equipment and plenty of barrage weapons and massed firepower. Their biggest disadvantages are lack of high quality close combat troops, limited mobility and a constrained chain of command. Attempting to "slog it out" in a long range shoot out with the Imperial Guard is doomed to failure as they can muster a lot more firepower than you and have a greater number of "expendable" troops for a war of attrition. With your greater mobility you should be able to take the fight to the enemy and dictate where the forces engage, thus forcing him to fight a defensive battle.



With his lack of speed you can make large parts of his army ineffective by concentrating your attack – if you attack one flank his troops on the other side will be out of range forcing him to waste time shuffling units about. Perhaps the weakest link of all is the Imperial Guard's command structure with large companies relying on small HQ units for their orders. It is often worth using a couple of units of Jet Bikes in order to destroy this link, disrupting the chain of command and sowing seeds of confusion for a turn or two. This is exactly the moment for your superior close combat troops to make their presence felt.

To a great extent the guidelines for fighting the Imperial Guard also apply when fighting the **Chaos** and **Ork** armies. The main difference here is that both these armies lack the firepower of the Imperial Guard although their close combat abilities are greatly increased particularly in the case of Chaos. **Squats** are particularly difficult opponents as they have lots of firepower (greater to some extent than the Imperial Guard), good mobility and reasonably good close combat abilities plus a very high breakpoint. An impossible army to beat then? No, but one that requires good army selection and skilled generalship. This is exactly the sort of army where Wave Serpents excel at their job of ferrying your combat troops in safety and knocking out strong points of Thunderers.

Last and by no means least, the **Space Marines** who, strange weapons aside, have everything the Eldar do. Worst of all are the Drop Pods and Thunderhawk Gunships that make your vehicles and objectives very vulnerable to sudden attack. This is one opponent against whom you should vigorously defend your baseline. One idea is to keep a "fire brigade", or reserve of quick troops like War Walkers or Jet Bikes at the back of your lines ready to fight off surprise attacks or to defend your support vehicles and objectives. Against such a mobile opponent both sides will find the attack and defence roles swinging with the initiative role at the start of each turn. Try not to include many support vehicles in your army and instead concentrate on mobile equipment or infantry.

I hope this article has been of use for those thinking of collecting an Eldar army as well as providing some new ideas for those already with one. Good gaming and may the Great Harlequin steady your aim.

SPACE MARINE®

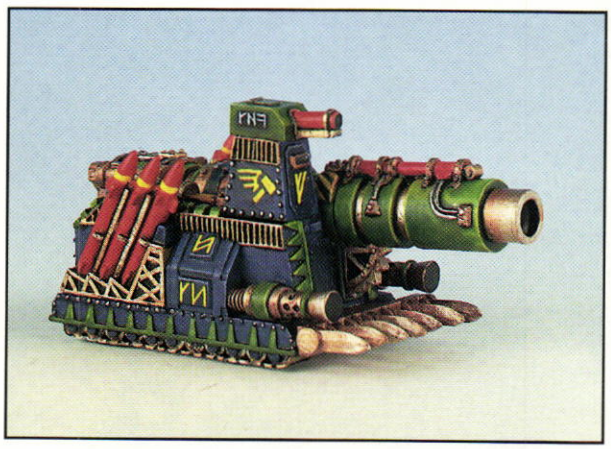
SQUAT CYCLOPS

By Andy Chambers and Gavin Thorpe

Across the nightmare battlefields of the 41st Millennium, vast tracked vehicles rumble towards the enemy. Any resistance is ground to a pulp under their massive steel frames, or consumed in a maelstrom of fire and death

The Cyclops is a monstrous Squat super heavy vehicle which was first developed during one of the rare wars between rival Squat Leagues some 2000 years ago. At that time the League of Thor and the League of Grindel clashed over exploration rights to the legendary Lost Stronghold of Dargon. The Grindel League found itself heavily embroiled against the superior numbers of the League of Thor and was quickly pushed back by their greater numbers of Leviathan and Colossus super heavy war machines. In an attempt to turn the tide Warlord Harkrund (known to some as Harkrund the insane) ordered his engineers to mount an experimental weapon, the Hellfury cannon - originally intended as a starship weapon, onto a Colossus chassis.

The first Cyclops to be completed (Harkrund's Fury) fought in the battle of Verski's point, where it quickly annihilated an opposing Colossus and Leviathan before helping to smash the League of Thor's unsupported Warrior Brotherhoods. After two more serious defeats at Heydrik's Forge and The Shelvings and with ever-increasing numbers of Cyclops' appearing amongst the Grindel forces, the League of Thor launched fresh campaigns against several Grindel League strongholds to capture the Cyclops'- design. Within a few months new Cyclops' built by League of Thor were dominating the battlefield and several strongholds of both sides were eventually destroyed by the awesome power of the Hellfury cannon. Finally the Ork invasion of Grunhag the Flayer forced a peace upon the warring Leagues as both sides turned to fight the mutual foe.



THE CYCLOPS

The Cyclops uses a heavily modified Colossus hull which is literally rebuilt around the gigantic Hellfury Cannon. This terrifying weapon is equalled in size only by the enormous Goliath mega-cannon and can level buildings and Titans with equal ease. To supplement this there are two large-bore Melta cannon mounted in the hull which fire huge blasts of pure heat at nearby enemy formations while a rapid firing, turret mounted Battlecannon pours shells into opposing battle tanks. For devastating infantry formations the Cyclops also mounts six Doomstorm missiles whose plasma warheads can wreak havoc on lightly armoured troops.

Squats design with survivability in mind and the Cyclops is no exception. It has a metres-thick skin of the toughest alloys that give it a 1+ saving throw. It is equally armoured all round and suffers no additional modifiers for being hit in the sides or rear. This means that weapons without a saving throw modifier of at least -1 cannot harm the Cyclops in any way.

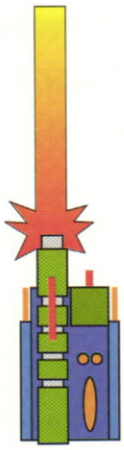
Before its armour is needed the Cyclops has five banks of void shields to intercept incoming fire. These work in the same way

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Squat Cyclops	10cm	1+	+12	Battlecannon	75cm	2	5+	-2	5 Void
	Max	All round		Hellfury Cannon	100cm	1	2+	-6	Shields
				Melta Cannon	35cm	4	3+	-3	See above
				Doomstorm Missiles	100cm	4 Barrage Points each		0	
				Bolters	15cm	10	6+	0	

as all other void shields carried by Squat vehicles and Imperial Titans. Each void shield will absorb one hit before collapsing. Collapsed shields will be repaired on a roll of 5 or 6 on a D6 in the end phase of a turn. To supply its prodigious energy requirements the Cyclops is powered by a large plasma reactor. If the Cyclops is destroyed the reactor will be breached and explode. If this happens all models within 2D6cm of the Cyclops will be hit automatically and must make an unmodified save or be destroyed.

The Cyclops retains the Colossus' sophisticated fire control centres which allow it to relentlessly crawl towards the enemy with all guns blazing. Because of this there is no need to give a Cyclops orders, it can always move up to a maximum of 10cm per turn. It cannot move any faster than 10cm per turn anyway, even if you wanted to give it Charge orders. In addition the Cyclops always fires as if it had been given First Fire orders. Note that the Cyclops is **not** a Command Unit and can always be targeted normally.

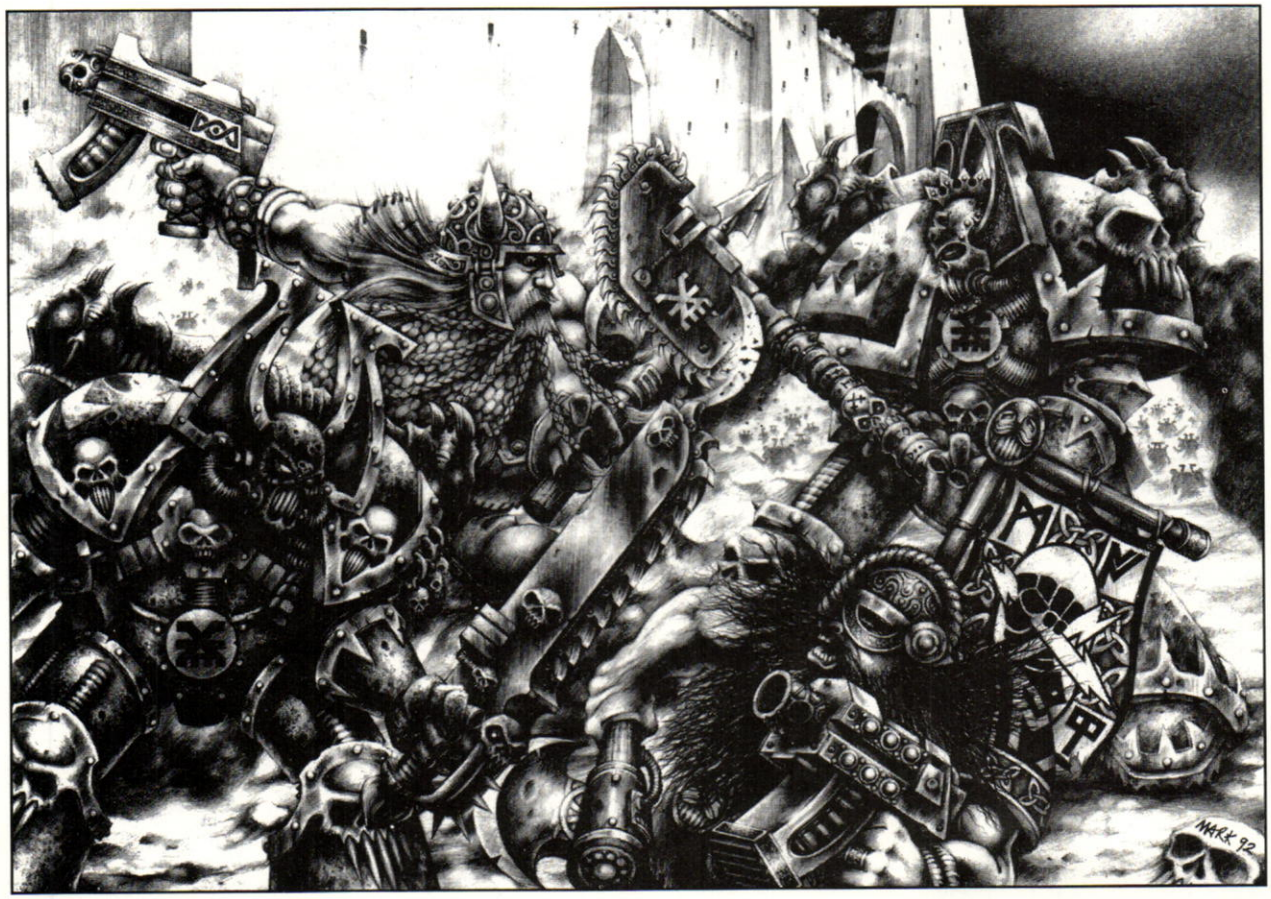
The Cyclops has the massive Hellfury Cannon as its main armament, a weapon capable of destroying almost any target. The Hellfury launches a stream of phased particles that react with one another as they collide. The particles are transformed into a bolt of pure energy that can punch through the thickest armour while the devastating energy flux within the beam smashes void shields and power fields, overloading them in swift succession. The Hellfury cannon is a huge weapon and has a restricted field of fire so it may only fire at models that are directly in front of the Cyclops. Draw a line of sight that follows the barrel of the Hellfury, one model, building or troop stand along this line can be chosen as a target, as long as it is visible to the Cyclops.



When you wish to fire the Hellfury cannon, extend a straight line from the gun barrel towards the intended target. The Cyclops does not have to fire at the first model in its path. So, for example, you could fire over several troop stands in order to strike at a Titan or infantry in a building located further away.

The Hellfury cannon has a 100cm range, rolls one attack dice and hits on a 2+. Since the Hellfury has a saving throw modifier of -6 only models with a fixed saving throw (such as Imperial Terminators), Titans and buildings stand any chance of survival. Of these even fully shielded Titans are in deep trouble if they are struck by the Hellfury.

When you fire the Hellfury at a model protected by void or power fields roll to



SPECIAL CARD

SQUAT CYCLOPS

The Cyclops uses the same basic hull as vehicles such as the Colossus and Leviathan. The Cyclops' Hellfury cannon is the ultimate anti-Titan weapon, while its batteries of lesser weaponry provide effective support to smaller vehicles and infantry units.

POINTS VALUE 450

SQUAT CYCLOPS

The Cyclops is a huge machine protected by five void shield generators and armed with a variety of potent weapons. It is not given orders, but may always move up to 10cm in the movement phase. It is a stable firing platform and will always fire as if given first fire orders.

BREAK POINT: The Cyclops is not part of a unit and can never be broken. Victory points are awarded to the opposing player when the Cyclops is destroyed.

MORALE VALUE 1: The Cyclops must roll 1 or more on a D6 to pass its morale check.

VICTORY POINTS 5

Your opponent gains 5 VPs when the Cyclops is destroyed.

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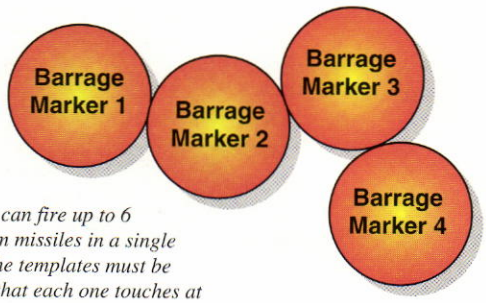
hit normally. On a successful hit the Hellfury will overload the first shield as normal. However, because the Hellfury beam is a continuous stream you can make further rolls to try and overload the target's remaining shields one by one. For the second field there is an 'overload' roll of 3+ on 1D6, a successful roll indicates that the shield has been knocked down. The third shield needs a roll of 4+, the fourth 5+, and so on. As soon as you fail an 'overload' roll the beam has to be shut down to prevent feedback and has no further effect.

If the Hellfury penetrates all of the targets shields apply the effects of the hit to the target. If the target is a Titan or other model with a location template select the location to be targeted and roll the aiming dice as usual. The location struck suffers a hit with a -6 save modifier, and if the location is penetrated it will automatically suffer a '6' result on the damage table. The Hellfury may be fired at buildings and will destroy them on a successful hit unless they make their saving throw modified by -6.

The Cyclops also has 6 Doomstorm missiles that have the profile shown on the vehicle statistics. These are one shot missiles so you will need to use a dice or counter to show how many missiles the Cyclops has fired. It may fire as many or as few missiles a turn as you wish, but all missiles fired on the same turn must have their barrage templates placed touching the template of another missile.

Alternatively you may fire missiles using a single barrage template in the same way as other artillery batteries. The turret mounted battle cannon is rapid firing and has two dice worth of attacks. Its high position and rotating mount allow it to fire all round the Cyclops, not just to the front. The numerous anti-infantry bolters mounted on the Cyclops are also capable of firing all round too, but the melta cannon and missiles may only fire into the Cyclops' front arc.



A Cyclops can fire up to 6 Doomstorm missiles in a single turn, but the templates must be placed so that each one touches at least one other barrage marker.

The Cyclops is a huge, tower-block sized vehicle and is difficult to stop once it has started lumbering towards the enemy. It may not be pinned in close combat except by Titans or other super heavy vehicles such as Shadow swords and Ork battle Fortresses- the Cyclops can simply push past smaller vehicles and infantry when it moves. Its ability to fire all round with a hail of Bolters makes infantry attacks improbable and, as it always fires its Battlecannon and Melta Cannon in the First Fire segment, even well armoured vehicles will find the Cyclops hard to bring into close combat.

SPACE MARINE®

CHAOS ARMIES

By Mark Watts

In last month's issue, Mark took a detailed look at the forces of the Eldar in Space Marine. This time he's turned his attention to Chaos Armies and their diverse assortment of brutal followers, deadly war machines and towering Titans.

No world is safe from the corruption of Chaos – its energy can leak into any mind that is weak, creating an opening through which daemons can enter the world. Some people give themselves freely to the cause of Chaos, trading their soul for a lifetime of power and the fleeting chance that their Chaos God will grant them the rare gift of immortality. These renegades from human society are the Chaos Champions whose followers include pirates and bandits, and even small daemons gifted to the Champions by their masters.

The Greater Daemons inhabiting the Eye of Terror (a region at the edge of the Imperium warped by Chaos) are constantly at war, usually with each other. However, when the opportunity presents itself, the forces of Chaos ally with one another and spill forth in vast fleets of abandoned Space Hulks to ravage and destroy the planets of the Imperium. These armies are led by Greater Daemons accompanied by their warbands of abhumans, daemons, giant war machines, Chaos Champions and traitor Imperial Guard or Cultists.

Not even the Imperium's elite Space Marines are immune from the touch of Chaos. Thousands of years ago the Imperium was torn apart by the great civil war known as the Horus Heresy. Super-human Primarchs corrupted by the four Chaos Powers led their rebel Space Marine Chapters in a bloody war against the Emperor. The insurrection was finally crushed and the forces of Chaos forced to flee when their leader, Warmaster Horus was slain by the Emperor in a final apocalyptic battle. Although defeated, the Chaos Space Marines live on until such a time arises when they can exact their revenge against all humanity.

Of all the armies you can play in Space Marine, Chaos is perhaps the strongest, and it is certainly one of the most colourful. The armies of Chaos are structured very differently from all other races in Space Marine. Essentially, they are based around the Greater Daemons and Primarchs of the four Chaos powers, Nurgle, Tzeentch, Khorne and Slaanesh. Each Greater Daemon is the equivalent of a Company Card requiring a minimum of three followers or Support Cards (called Minions in the Chaos horde), and a maximum of five. Each of the four powers has its own unique abilities which will enhance the fighting strength of your army, although each person's force will differ depending on their own personal favourites.

CREATING A CHAOS ARMY

Although a lot will depend on the point size of the game you are fighting, the basic principle of constructing your army in blocks around the Greater Daemons remains the same. This tends to make Chaos armies quite challenging to play as a lot more juggling of units is required to create the right balance between the amount of Daemons and followers in the army.

The most important thing to remember is that, at its heart, Chaos is primarily a close combat army. The main thing to concentrate on is how to get your forces into close combat as quickly as possible.

Unless playing an extremely large game, or combining your army with that of another Chaos General, you will find it nearly impossible to use all the Greater Daemons in your army. As a personal method, I always begin by selecting just a few of my favourite Greater Daemons or Primarchs and select their followers around a battle plan that I feel reflects their particular fighting styles. Depending on the amount of points left over I can then decide whether to buy more followers and/or another Greater Daemon.

Tzeentch forces assault a heavily defended Squat stronghold.

KHORNE AND TZEENTCH

My first allegiance is usually to Khorne, the Chaos God of War and Bloodshed. Khorne is a true fighting god and his followers are some of the most potent close combat warriors of all. Khorne also has a great hatred of magic and most of his followers have some sort of immunity or protection from any psychic attacks made against them.

The Bloodthirster is the embodiment of Khorne's power, such that its bloodlust and fury make it a near unstoppable close combat opponent. With a CAF of +12 it should win most one-on-one fights, even when pitted against Titans. Angron, Daemon Primarch of the World Eaters Space Marines, was once a mighty warrior of the Emperor before being corrupted by Chaos. Many centuries of service to Khorne has wrought great physical changes on Angron, endowing him with the same fearsome fighting qualities as his master as well as a terrifying roar that has the ability to rout nearby enemy. Both these servants of Khorne are at their best when plunged into the thick of the fighting, seeking out the strongest enemies to slaughter.

In complete contrast to Khorne are the forces of Tzeentch. He is a scheming and cunning God, a master of magic whose followers nearly all share part of his abilities.

The Lord of Change is Tzeentch's most favoured follower. Although lacking the close combat skills of the Khorne Daemons, the Lord of Change possesses the awesome Bolt of Change. This ranged attack transforms the victim into a heaving Chaos monstrosity that attacks and devours anything within its reach. When cast on a group of closely packed infantry like an Ork mob, this can be a particularly devastating weapon, as unless the spawn can be defeated in close combat, it remains on the board rendering objectives or vital terrain impassable to your opponent.

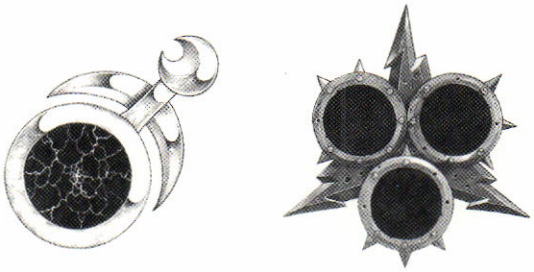
My favourite Greater Daemon, and one I always try to include whenever possible is Magnus the Red – Daemon Primarch of the Thousand Sons. Like the other three once loyal Primarchs, Magnus possesses great powers that have been bestowed upon him by his patron God. Not least of these is his Beam of Power.

Unleashed from his single cyclopean eye this blast of raw energy is easily capable of destroying any target it strikes due to its high armour save modifier. With a range of 100cm Magnus is able to eliminate enemy vehicles, strongpoints and even Titans from the safety of his own baseline.

SLAANESH AND NURGLE

A more subtle form of destruction is practised by Slaanesh, Lord of Pleasure, whose perverse beauty and sensual magic render his opponents helpless. Greatest of his followers are the Keeper of Secrets.

These bull-headed Great Daemons combine sensuous pleasure with power and brute force. A powerful close combat opponent, it can create the Aura of Slaanesh once per turn which can cause any model under the template to literally die of pleasure. This is a particularly effective weapon against Super Heavy Tanks as the crew inside gain no protection from the tank's high armour saving throw.



This strange mixture of beauty and deadliness is also the characteristic of Fulgrim, Daemon Primarch of the Emperor's Children, whose soporific musk causes nearby enemy units to switch allegiance and turn upon their own side. As this particular attack is tested against a unit's morale it is at its most devastating when used on armies such as the Imperial Guard or Orks whose morale is one of their weak points.

Perhaps one of the most frightening Chaos powers to behold is Nurgle: God of Plague, Pestilence and Decay. Nurgle Daemons make a terrifying sight, their flesh rotting with decay and covered with running sores.

Mightiest of his minions are the Great Unclean Ones. These loathsome Greater Daemons are accompanied by hordes of tiny Nurglings, whose numbers make it impossible for more than one model to engage the Great Unclean One in close combat. This is an adequate compensation for the Greater Daemon's low CAF. Great Unclean Ones may also vomit a Stream of Corruption over nearby enemy units. This repulsive attack destroys all opponents under the template on a 3+ regardless of armour saving throws. The appearance of Mortarion, Daemon Primarch of the Death Guard, couldn't be more different from his master. This cowled skeletal figure is able to invoke a Plague Wind that infects any model within 15cm with a deadly rotting disease which can spread like wildfire through a closely packed unit. Armed with a daemon-etched scythe he is also a fearful opponent in close combat.

One characteristic that is common to all Daemons, lesser and greater alike, is their terrifying appearance, causing troops to be literally rooted to the spot in terror. In game terms this translates as a rule that prevents living troops (not Dreadnoughts or Wraithguard) on first fire orders from shooting any Daemons that charge into close combat against them. Once a Greater Daemon is in close combat the engaged unit must make a morale check and go onto Fall Back orders if it fails. These rules make Daemons ideal attackers against areas that are well defended, such as objectives held by troops like Squat Thunders or Marine Devastators who rely on devastating firepower to keep attackers at bay.

CHAOS CARDS

For every Greater Daemon that you choose for your army you are randomly dealt 3 Chaos cards. These cards represent the various mutations and strange abilities common to all Chaos creatures. The cards are dealt at the beginning of the game and held in your hand until you decide to use them in one of two ways. The first and simplest is to play them on your units or models during the course of the game as the cards special abilities dictate. For the most part this involves additional saving throws or bonuses to your CAF. Alternatively, they can be used by your Greater Daemons to negate any kill that they suffer as a result of failing their saving throw.

With these two methods in mind I like to sort my cards out into two types at the start of the game. The first group of cards are of all the ones I consider minor abilities, such as *Eyestalks*, *Scaly Skin* and *Rotting Flesh*. These are the cards whose effects on the overall game are slight and it's these that I use to protect the Greater Daemons by holding onto them. The second group is made up of cards that I deem useful to my battleplan or able to radically alter a situation to give me an advantage. A good example of this type of card is *Invisibility*. During a battle against the Eldar, a unit of my Plague Bearers was attacked in close combat by Exarchs. By playing *Invisibility* on my lesser Daemons I was able to save these valuable troops from a one sided round of combat as well as exposing the Exarchs to fire from my cultists in the advance phase.

One of the greatest assets of a Chaos army is its morale. Greater Daemons radiate an energy that causes their followers to be filled with great determination enabling them to automatically pass any morale checks whilst in line of sight of

them. Although this involves a little extra thought in deploying your units it ensures that your army is virtually unstoppable as long as the Greater Daemons are present. Therefore, if I buy a Bloodthirster, I ensure that the followers I buy with it are of a type suited to close combat such as Minotaurs, Bloodletters and Juggernauts of Khorne.

CHAOS FOLLOWERS

The followers of Greater Daemons can be split into three basic types: Daemons, Daemon Engines, and mortal followers. The mightiest amongst these are the Daemons, who stalk the battlefield at their master's command, destroying all but the strongest of foes. Although not as powerful as the Greater Daemons their appearance is equally horrific

The Daemon followers of Chaos are varied but all are deadly. Khorne's Bloodletters are not only lethal in close combat, but can also regenerate which makes them very hard to kill. Pink Horrors too have a sort of immunity from death as each one that is hit is simply replaced by two Blue Horrors instead of being removed.

It is easy to be taken in by the devastating powers of these, and other Daemons but the key word when choosing your Chaos army is balance. In order to get close enough to be deadly in combat you will have to cross the battlefield. To survive the inevitable hail of fire from your enemy you will need the protection of a screen of more numerous, but cheaper troops.

There are many mortal followers of Chaos, ranging from the disillusioned individuals seeking power and revenge to the hordes of mutated outcasts who seek only blood and destruction. One of the races where many of their numbers fell prey to the temptations of Chaos were the Squats. The twisted brethren of this noble race are responsible for constructing many of the special weapons and war machines that feature so strongly in all Chaos armies. On the battlefield, Chaos Squats fight with great ferocity, favouring, like their still loyal brothers, the use of heavy weapons to eliminate their foes. Bought in small warbands and led by a Chaos Champion they are at their best placed in cover where they can provide supporting fire for the rest of the army.

If it's muscle you're looking for, then a warband or two of Trolls and Minotaurs led by Chaos Champions, should be your first choice. Although lacking the intelligence to use any form of ranged weapons, their numbers and high CAF make them excellent close assault units. Trolls in particular are prone to stupidity, making their actions fairly random from turn to turn. As adequate compensation they do have the ability to regenerate wounds (in the same way as Bloodletters) making them a valuable addition if only for the frustration they cause as they rise from the grave to continue the fight.

By far my favourite units are the Juggernauts of Khorne. Ridden by favoured Champions, these living steeds of iron and brass are practically unstoppable while charging. Even if killed during the first fire segment, the Juggers can still complete their combat before they are removed. With a CAF of +5 they are sure to take a few enemy stands with them.

To some degree or other, every army requires expendable troops. Their job is to distract the enemy and split-up his fire in order to protect your less numerous elite units. Being relatively inexpensive and numerous (200 points for ten stands plus a Chaos Champion for the Beastmen), both Beastmen and Chaos Cultists fill the role of cannon fodder admirably. Like their larger relatives, the Minotaurs, Beastmen lack ranged weapons but have a fairly good CAF, whereas the Cultists rely on their ranged weapons.

CHAOS SPACE MARINES

Perhaps greatest of all the mortal followers are the Chaos Space Marines. Well armed and fearsome in close combat, they are equally good at attack and defence. When bought as a Company or Legion card, not only are the Chaos Space Marines led by a Champion of Chaos, but they also receive a special Chaos reward card. This card reflects the particular characteristics and powers of the Space Marine Legion's Primarch. For example, the World Eaters have had bestowed on them the Blood Rage of Khorne, increasing their CAF for a turn, while the Thousand Sons are capable of summoning and casting a vortex. Like other Chaos cards they are discarded after they have been used.

Although these Space Marines have turned to Chaos they were once loyal and as such have access to many of the machines and equipment used by their still loyal counterparts. In the Renegades boxed set, Minion cards are provided for the more common things like Bikes, Land Speeders, Rhinos and the much feared Terminators and Land Raiders. A wise Chaos General should make the most of this quality equipment to supplement his army with some much needed support.

WAR MACHINES

At present the most common Daemon Engines found in the Chaos army are constructed by Khorne and Tzeentch. Both these Gods have set their particular mark on these fearsome machines. Those of Khorne are covered in black skull decorated armour and bristle with weapons. Although no less destructive, the Daemon Engines of Tzeentch present a very different spectacle. Powered by arcane sorcery they fly above the battlefield raining destruction on all below.

TZEENTCH FLYERS

The Fire Lord is one of the largest flying Daemon Engines of Tzeentch. Although these heavy bombers are laden with weapons they are still capable of quite a turn of speed, up to a maximum of 60cm a turn. During its movement the Fire Lord can only travel in a straight line, dropping clusters of firestorm bombs on the enemy as it swoops overhead. Once this bomb run is finished the rest of its weapons can open fire to pick-off any surviving opposition.

Smaller in size but no less deadly are the squadrons of Doom Wings that stream across the battlefields at such a speed that shots fired against them suffer a -1 modifier. In close combat

the Doom Wing is so manoeuvrable that it doubles its CAF when fighting other flyers. Because of their fast but limited style of movement both these flyers are most suited for deployment on the flanks of your army. From this position they can speed forward, flying low to make the most of any cover, before cutting across the centre to make long strafing attacks on any concentrated enemy formations deployed on the baseline.

The strongest of all the Tzeentch Daemon Engines are the Silver Towers. Apart from their numerous cannon, the Silver Towers' most potent weapon is its beam of power. This magical bolt of energy has a long range and a good save modifier of -2 making it an ideal weapon for picking off enemy vehicles. Although slow moving compared to the Fire Lord or Doom Wing, the Silver Tower is able to move up to 20cm and still fire in the first fire segment of the combat phase. Silver Towers are bought in pairs and create a magical wall of warding 10cm in length between them. Any enemy fire that passes through the warding, indirect or otherwise, suffers a -1 to hit modifier. By deploying a unit or two of Silver Towers in front of your charging infantry you can gain some potent fire support while providing them with much needed protection.

DAEMON ENGINES OF KHORNE

Daemon Engines of Khorne are bought in squadrons of three (comprised of any variants that you choose) for a mere 300 points. Although all these war machines feature various combinations of scythes, blades, spikes and guns it seems easier to simplify matters by dividing them into two types. The first features mostly short ranged weapons and usually have a much higher CAF than normal. The second variety tend to have more long-ranged weapons although this is usually offset by the fact that all of Khorne's Daemon Engines must have either advance or charge orders – reflecting Khorne's eagerness to close with the enemy.

The Deathdealer, Brass Scorpion and Cauldron of Blood all fall loosely into the first category. The Brass Scorpion is a particularly fast vehicle, as well as being armed with several guns and a potent short-ranged gatling sting that rolls six attack dice. Despite a fairly low saving throw, its high CAF tends to make short work of any close combat opponents while its scything power claws can cut a path through even the densest woods. The Deathdealer also has a short ranged gatling cannon as well as a longer ranged tower gun and numerous bolters, all topped off by a gigantic mechanical warrior at the front. A slightly higher saving throw gives welcome protection to the five troop stands that it's capable of transporting. Personally I never like to put this many eggs in one basket and tend to limit myself to two or three stands per vehicle.

The Cauldron of Blood with its flame template of lava-like Daemon Blood has a more specific battlefield role when included in my army. Anything under the template is hit on a

A mighty Banelord Titan leads the Chaos army to battle.

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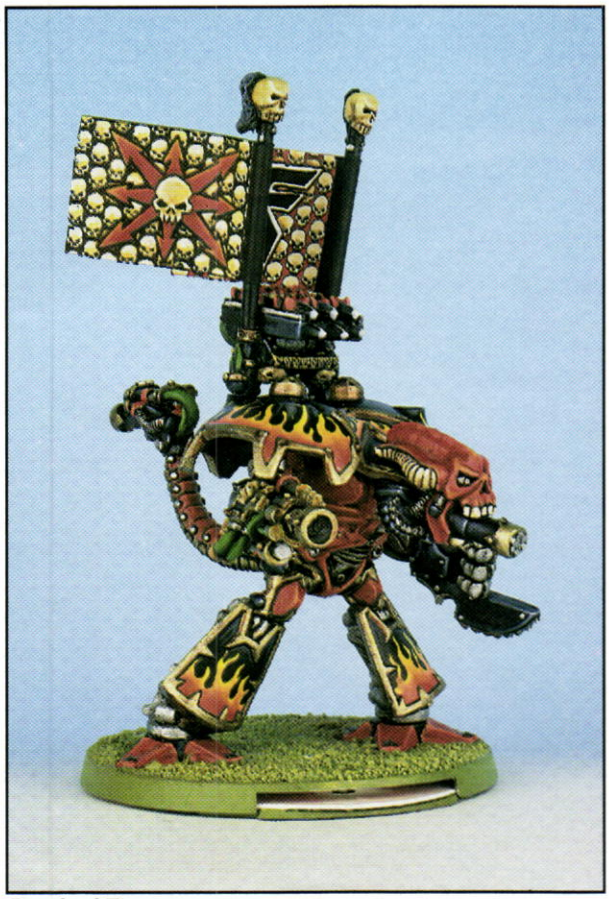


Banelord Titan

roll of 4, 5, 6 with a -1 modifier regardless of any cover. This makes the Cauldron of Blood a useful weapon for flushing infantry out of buildings or fortifications.

I tend to class the Tower of Skulls and the Blood Reaper as longer ranged weapons, as both are armed with a multitude of medium ranged (50cm) guns. The Doom Blaster lobs a thunderous barrage of shrapnel-packed shells in the form of two barrage templates.

All Daemon Engines of Khorne are powered by psychic energy released by bloodshed and violence. Their fighting ability is greatly increased if the battle is going well for Chaos. If Chaos is ahead on victory points at the end of a turn the Daemon Engines receive +1 to their to hit rolls, +1 to their saving throws and roll an extra D6 in close combat. Although it takes a very good general to put a Chaos army ahead on victory points in the early stages of a battle, if you can do this your Daemon Engines become nearly invincible.

CANNONS OF KHORNE

Through not true Daemon Engines, the Cannons of Khorne deserve a mention. Mounted on an armoured carriage these giant cannons fire a huge meteor of flame drawn from the energies of warpspace itself. This is one of the few weapons of Khorne that is able to stay on first fire orders, and you should make the most of this by positioning them with a commanding view of the battlefield from turn one. This weapon is a particularly nasty way of turning the tables on those opponents who like to pack buildings full of infantry. With its -4 save modifier this type of cover can work against them as the buildings come crashing down, killing far more stands than you could have if they had been deployed in the open.

CHAOS TITANS

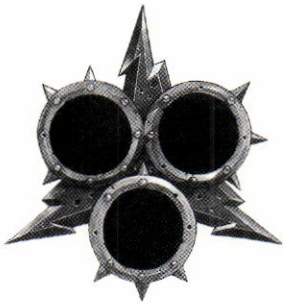
During the Horus Heresy great numbers of the mighty Titan Legions turned traitor and joined Horus against the Emperor. With the death of Horus the surviving Titan Legions were driven into the Eye of Terror where they now dwell, waiting to be unleashed again. During their time on the various Daemon Worlds many of the Titans have become warped and mutated taking on many of the characteristics of their patron God. Some Titans have had their heads reshaped into Daemonic visages, grown long sinuous tails topped with blades or guns, while others have special weapons used only by Chaos, as well as the more common ones.

Though Chaos Titan Legions use both Reaver and Warhound variants, by far the most common are the Mighty Warlords. Most feared of these is the dreaded Banelord Titan. Whereas other armies buy their Titans as special cards, the Banelord can only be bought as a Minion card for the Bloodthirster. Because of its insatiable bloodlust the Banelord can only be given charge or advance orders. The Banelord also receives the bonus to its dice throw like the Daemon Engines if Chaos is winning, as well as a special psychic saving throw of 3, 4, 5 or 6. Despite its high CAF and good close combat weapons it is very rare that I put the Banelord on charge orders, preferring instead to make use of its potent weaponry. Personally I never set out to go one-on-one with an undamaged enemy Titan during the course of a normal game. Because of its slow movement rate your opponent has time to prepare for an attack, and if he has any sense you will be badly shot up by him as you charge.

A far better tactic is to keep moving forward on advance orders in order to make the most of its devastating armaments to support your attacking army. The carapace mounted Havoc Missile launcher is perhaps the Banelord's deadliest weapon when used in this role. The missile rack is loaded with six Havoc missiles that can be fired in ones or twos or altogether in one delightfully destructive salvo.

On its arm-mounts the Banelord carries a Hellstrike cannon and a Doomfist. The Hellstrike cannon is great against infantry in buildings as the huge hellfire shell explodes above the target

raining down a corrosive mixture that makes a mockery of any protective cover. The Doomfist is a hellish combination of chainfist and battle claw giving it an extra D6 in close combat as well as the ability to rip pieces off its opponent if it wins. As an added bonus, two melta cannons are built into the weapon to provide a short ranged but powerful attack capable of vapourising the heaviest armoured vehicles. As powerful a machine as the Banelord is, the inability to go onto first fire makes it very vulnerable to suicide attacks by fast moving bikes or infantry detachments. To counter this threat, I use a warband of Chaos cultists to act as bodyguards in a similar way to the tactic used to protect the Greater Daemons.



LORD OF BATTLES

The Lord of Battle is not just a Titan sized machine but also a Greater Daemon of Khorne imprisoned within a mechanical form. As such, all the rules for Greater Daemons and the bonus applicable to Daemon Engines still apply, as do the rules concerning order counters. Apart from the fixed headcannon and hull firethrowers the Lord of Battle has a choice between four arm mounted weapon variations. The first two are close combat weapons and while the chainfist is the same as a chainfist on a Titan, the Hellblade is a little different. If the Lord of Battle wins a round of combat against a Titan it makes a special slash attack on up to two different locations inflicting damage as normal. Ranged weapons include the Deathstorm which is useful for eliminating infantry or lightly armed vehicles. The Doomburner fires a burst of super-heated molten metal which carves through armour and any cover with equal ease. With the differing arm variations you can equip it the style of game you like to play giving it the role of either moving firebase or close combat Titan killer. Yet again you might find it prudent to deploy an ever present bodyguard of infantry as before. One great advantage the Lord of Battle has over other Titans is that, as a Greater Daemon, it can continue to nullify the effect of terminal damage as long as you can continue playing Chaos cards.

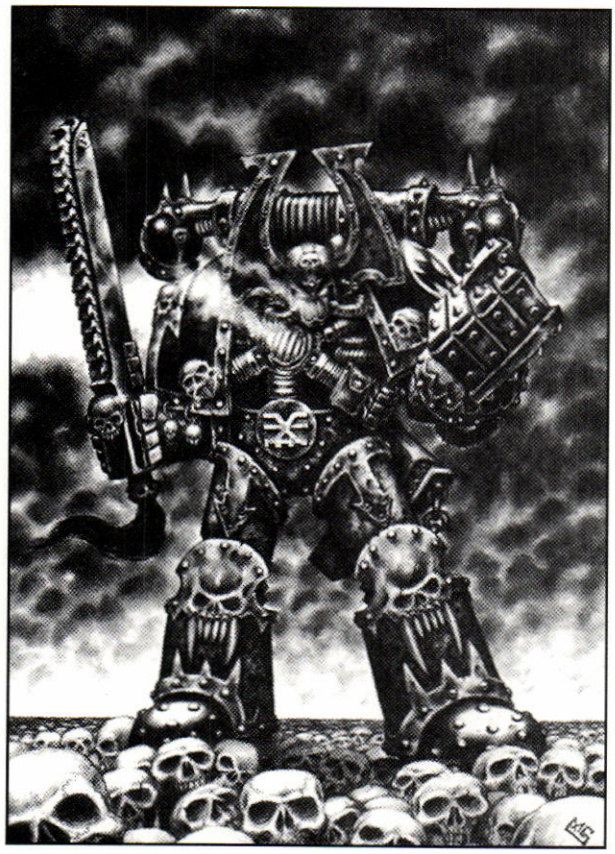
CHAOS ARMY TACTICS

Despite the fact that no two Chaos Armies are going to be identical, the basic tactics should remain the same due to certain consistent factors. By their very nature, all Chaos armies include a high proportion of close combat troops who lack any ranged weapons such as Beastmen and Daemons. Those units who do possess these weapons, such as Chaos Squats and Space Marines, are few in number and lack the range of other armies' support weapons. Being outgunned and outnumbered in this way makes it all the more important to close with the enemy as quickly as possible to exploit the advantage of your superior close combat units. How to best go about this very much depends on your fighting style and the composition of your army.

Wherever possible you should endeavour to make the most of the terrain provided, moving your best units (usually the least numerous) from cover to cover until you are within range for that final charge. If you find yourself in a situation with little terrain on the board it's sometimes best to try and concentrate your attacking force in one place – there's safety in numbers. Faced with so many targets your opponent may make the mistake of diluting his fire amongst several units. Even if this isn't the case, simply by massing your troops together you ensure that by sheer weight of numbers some will live through the fusillade of fire to complete their mission. Another way of taking some of the pressure off your attacking units is to place something powerful like a Titan or Greater Daemon with them. The usual response to this rather terrifying sight is to hit it with everything available in order to prevent it closing in. Lucky shots aside, good saving throws and judicious amount of Chaos cards can enable these models to soak up a lot of punishment that would otherwise be killing off your infantry.

These reasons alone are why choice of table edge is such an important consideration to every Chaos General. Although it might seem strange, whenever I have the option I tend to take the side of the board with the least terrain on it. The main reason behind this is that I'm more than likely to be the attacking player and therefore my army needs to make the most of any terrain to gain protection as I cross the battlefield.

When attacking, I always deploy my army as far forward as possible (this also tends to make any terrain on my baseline obsolete) so that by the end of turn two even my slowest units will be on his side of the board. Any dense terrain on his side further than 25cm from his baseline will drastically cut down his line of sight. This, in turn, forces him to move his troops at the beginning of the game to better positions therefore



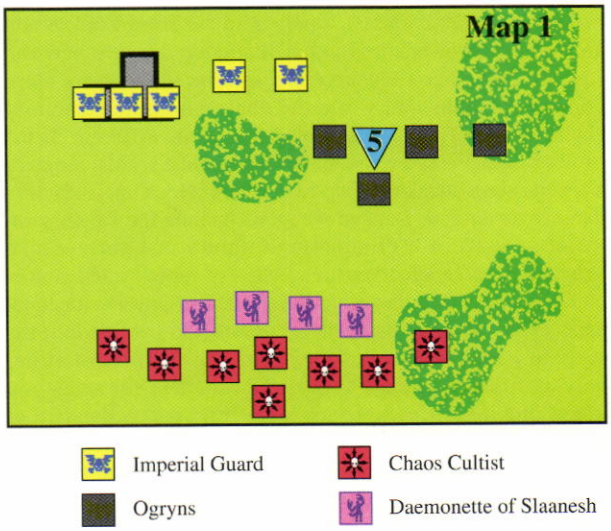
Chaos Beastmen protect a Great Unclean One from attacking Imperial Grey Knights.

reducing the amount of fire my army is exposed to while crossing open ground in the first couple of turns. Once across, this same terrain provides cover for my troops as they move closer, ready to charge into close combat. Also, because only a small proportion of my army will be used as long range support, the need to have cover on my side of the board is greatly reduced. In fact, having little cover makes it even harder for your opponent to launch attacks on your own objectives.

Once dice throws for table edge and initiative are taken care of, we move onto the vital stage of deployment. As a general rule of thumb I prefer to limit my army deployment to half or two thirds of my table edge (depending on the army points size). This is a good way of maximising the punch and firepower of a smaller army when fighting a numerically larger enemy. Also, should your opponent deploy across the whole length of his baseline, those units at the opposite end to your attack will be out of range, forcing him to redeploy or lose their influence on the game. However, with your own troops being deployed in a smaller area they are particularly vulnerable to attacks by barrage weapons, making these high on your list of priorities to eliminate.

My usual bias to Khorne and Tzeentch has the advantage of providing me with a good mix of close combat and supporting units. Once I've decided where my main attack will be I like to group together my assault force, comprising those Greater Daemons whose followers I have chosen for their high CAF. A typical selection of units will be Minotaurs, Trolls, Beastmen, Juggernauts of Khorne, Bloodletters and Chaos Cultists (my cannon fodder) led by Bloodthirsters or Lords of Change. Amongst this force I deploy Daemon Engines, Lords of Battle and the faster Titan variants like Warhounds so I can use their devastating short ranged fire to thin out the stubborn pockets of resistance. Following behind this assault force are detachments of Chaos Squats or Space Marines, usually transported in Rhinos. This trailing force move in to take over the defence of any objectives captured allowing the assault force to continue forward. Their combination of high morale, good firepower and high CAF enables them to put up a good defence against opponents as diverse as hordes of Ork Boyz and the elite Space Marines.

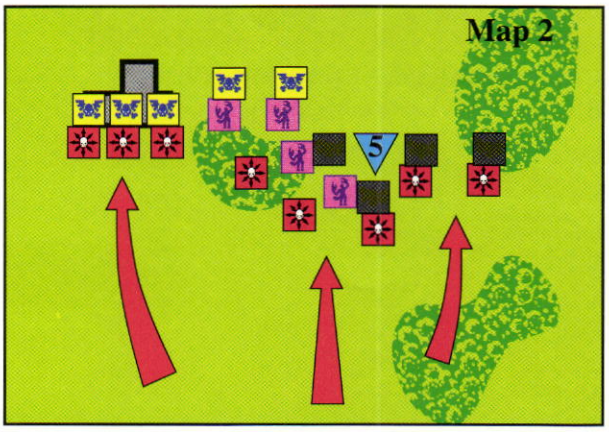
ATTACK AND DEFENSE



In this particular battle, a unit of Daemonettes of Slaanesh followed by a Warband of Chaos Cultists are about to launch an attack against an Imperial held objective. Both the Ogryns and the Assault troops have just advanced to their positions as the Chaos Horde charges into the attack (Map 1).

Deciding to take a bit of a risk in order to eliminate both Imperial units and take the objective this turn, the Chaos General throws his Cultists into the fight alongside the fearsome Daemonettes. Despite the Cultists low CAF the gamble might pay off if the Imperial troops succumb to the Daemonettes special attack. By putting the maximum distance between the Cultist stands, the Chaos General is able to create a chain long enough to engage all the enemy stands in close

combat. Invoking their aura of euphoric ecstasy, the Daemonettes force both the Imperial units to take an automatic morale check before combat begins. Fortunately for Chaos, both units fail their tests and are now entranced, unable to fight back. Any stand in close combat against either the Daemonettes or Cultists is immediately eliminated (Map 2).

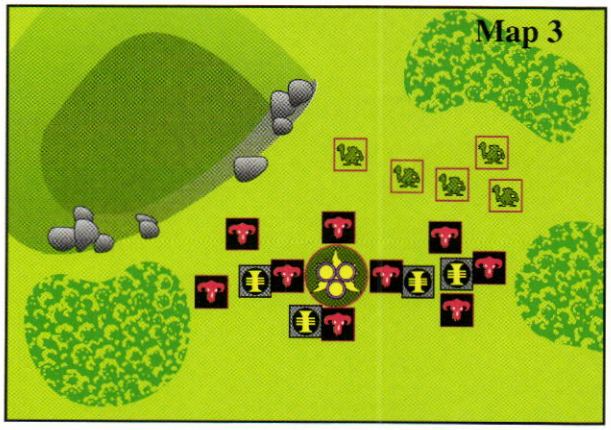


Imperial Guard
Chaos Cultist
Ogryns
Daemonette of Slaanesh

GREATER DAEMONS

By virtue of their high saving throw and ability to use Chaos cards to nullify the effects of otherwise mortal wounds, Greater Daemons are almost invulnerable to normal attacks. However, because all Daemons are creatures of the Chaos dimension – the source of all psychic energy – they are particularly vulnerable to psychic attacks, such as those made by Space Marine Librarians, Eldar Warlocks, and Ork Weirdboyz.

Any Greater Daemon slain by a psychic attack cannot be saved by a Chaos card and is hurled back into the warp. To aviod this happening it is important to provide your Daemons with 'escorts'.



Grey Knights
Beastman
Greater Daemon
Troll

Perhaps the7 greatest danger to Chaos comes from the elite Space Marine Grey Knights. Clad in Terminator armour and armed with special psychic weapons, the Grey Knights have the ability to destroy Daemons in close combat as well as at a distance. To make matters worse for the Chaos player, they possess the ability to teleport onto any part of the battlefield during the movement phase. So just how do you deal with a powerful opponent like this who can literally appear anywhere? The simplest and most effective tactic is to give each Greater Daemons a bodyguard of troops who are able to keep up with them as they move around the battlefield. By surrounding the Greater Daemon with at least four stands you can block any attempt by the Grey Knights to engage him in close combat. Once they have teleported down they must move around like any other unit. This gives your Greater Daemon the chance to either outrun them (not very brave but it keeps you alive), overwhelm them in close combat with other units, or pick them off with supporting units like Chaos Squats. None of these methods, however, can protect your Greater Daemons from the Grey Knights' ranged attacks. If you find this limits your battleplan too much, try to ensure that the Greater Daemons finish their movement amongst some other infantry who can give it the same protection.

FIRE SUPPORT

When it comes to long ranged firepower to support your attacks the powers of Chaos have a fairly limited choice of models. Apart from buying detachments of Land Raiders your best option is to invest in some Cannons of Khorne or a mighty Warlord Titan. These Titans, when equipped with some barrage weapons, or long ranged lasers like volcano cannons or turbo lasers, enable you to redress the balance a little with some death and destruction of your own. My favourites, however, are definitely the Cannons of Khorne. Although both the firing procedure and strength of each hit is variable (not forgetting the ever present danger of a misfire), the infinite range and high save modifier combine to make them devastating when they do hit.

With most of the Chaos army being comprised of relatively slow foot troops, I always take the opportunity to have at least a couple of units of fast moving Disc riders or Chaos Space Marine Land Speeders and Bikes. Because of my particular devotion to Khorne I always tend to have Daemon Engines. Like the Lord of Battle, they receive a bonus to their dice rolls if the Chaos army is ahead on victory points that turn. The more of these war machines you have the more important this factor becomes. The unfortunate and frustrating fact when commanding a Chaos army is that until you get into close combat your opponent has probably been able to amass more victory points than you simply by sitting on first fire and shooting up your advancing army.

I try to remedy the victory points situation at the start by using these fast moving detachments to snatch as many objectives as possible. Though this tactic can work well it's a good idea to keep back some of these units in order to harass weak points in the enemies lines, particularly on the flanks. To protect himself, your opponent must tie up valuable units in a passive role defending objectives and artillery throughout the game instead of shooting at you.

Regardless of any casualties that you inflict through shooting or lightning hit and run attacks, a conclusive victory for Chaos can only be brought about through close combat. Leaving you with this pearl of wisdom it only remains for me to say good gaming and may your dice always roll high.

SPACE MARINE®

BLOOD AND FIRE

By Mark Watts

Fighting to the last man, assaulting a vital objective, holding a position until the relief force arrives or capturing an important bridge. These ready-to-use scenarios provide some exciting alternative set-ups for your Space Marine games.

INTRODUCTION

Over the years I have fought many battles of Space Marine with my favourite armies – the Eldar and Imperial Guard. These forces have been fine-tuned to the extent that I can easily tailor them to take on any particular opponent and be fairly confident of victory.

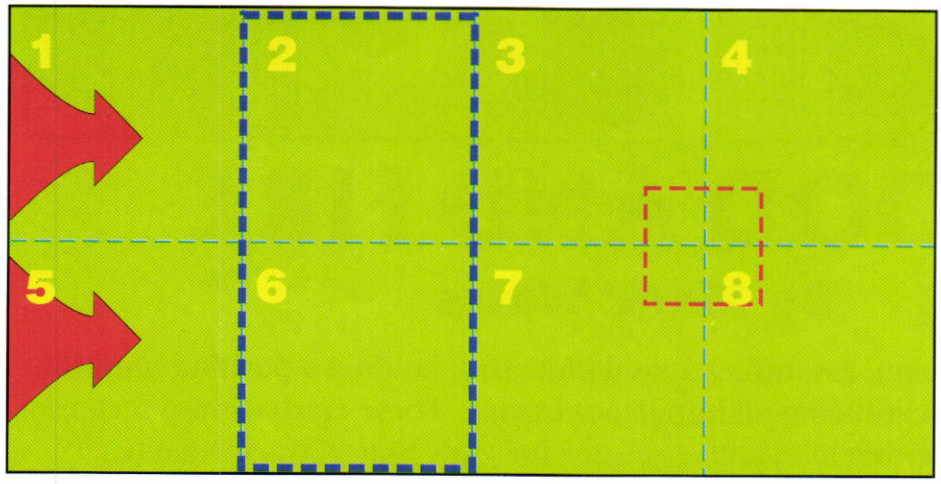
Beyond the occasional upset from a new war machine or unusual tactic (both of which should only be a surprise once!), all my regular opponents and I had become fairly set in our ways. What we needed were some fresh ideas to challenge both our tactics and armies. The following set of scenarios emerged from a series of games we played where we radically altered the set up conditions. They also provided many more hours of enjoyable and exciting gaming.

All of these scenarios can be fought out over any appropriately sized playing area and with armies of various point sizes.

Through experience we've found that games fought with armies of between 3000 and 6000 points are ideal for several reasons. Firstly, games of this size tend to make you think carefully about the tools you really need to get the job done as opposed to larger games where you can simply take everything and work out how to use it later. This size of battle also has the great advantage that you can finish it over the course of a single afternoon or evening.

Each scenario except the last is accompanied by a map of an 8x4 foot board, divided into eight 2x2 foot sections which are numbered for easy reference. Although all of the scenarios have been written with this size gaming table in mind, some common sense modifications will make them equally playable on smaller areas.

Unless otherwise noted, all of the rules found in the Space Marine rulebook and supplements apply as usual.



RESCUE OPERATION

In this scenario, a spy has information vital to both sides. Surrounded, and with only a small detachment of troops to defend him, he is trying to hold out until a relief force arrives.

Set Up

Normal Space Marine rules apply for generating and placing terrain. There are no objective counters.

Deployment

In this scenario, the game is played down the length of the board with both armies deploying in a set order. Once all the terrain has been placed, both players roll a D6 with the one rolling the highest score becoming the defender or Player A. Player A may spend up to a quarter of his army points total on the force protecting the vital spy, deploying them anywhere on the board section 4 and 8. No vehicles may be included in the defending garrison. The stand representing the spy itself must be placed in a building within the 25cm square box as shown in the diagram above. If there are no buildings within this area Player A may place an additional building of his choice anywhere inside the designated zone. Once the defending units are all deployed Player B deploys his entire army in sections 2 and 6. Order counters are then placed as normal for all units. The game begins with Player A having the initiative for the first turn, during which he must move all of his remaining army onto sections 1 and/or 5 as shown on the map.

Special Rules

The stand used for the spy can be any basic infantry stand but should be easily identifiable. The spy is treated as a command unit with a CAF of zero and no ranged weapon ability. Because of the vital information he holds, neither side may deliberately attempt to kill him. Should he be hit as a result of indirect fire or some other unforeseen circumstance, he should be treated as wounded. In this condition he may not move from his present position, but can still be transferred to any transport vehicle in base to base contact with him. If placed inside such a vehicle he will automatically take control, making it exempt from any formation or chain of command rule. Because Imperial Guard armies have no fast transport vehicles, they are allowed to buy squadrons of three Rhinos, for 50 points, as support cards. These are assumed to have a Break Point of 2, morale value of 4 and are worth 1 victory point. This takes into account that a rescuing army would contain some special equipment in order to fulfil its mission.

Victory Conditions

Player A wins the scenario if he can exit the spy off the board edge that his relief force entered on by the end of turn 6. It is considered a draw if you have control of the spy but haven't exited him from the board. Player B wins the scenario if he has total or disputed control of the spy. Control counts as being in base to base contact.

Tactics

Player A's defending garrison should be a mix of infantry armed with heavy weapons and tough close combat units. The best use for the infantry is probably to place them on first fire orders with a clear view of the approaching enemy. It's also a good idea to surround the spy with a bodyguard of the best all-round infantry you can buy. Some good examples are Space Marine Terminators, Imperial Ogryns, Daemons, Eldar Exarchs, Squat Hearthguard and Ork Nobz. Some careful consideration is needed when deploying your garrison as too tight a deployment could be inviting heavy casualties from barrage weapons.

As far as the relief force goes, a more general selection of tanks, artillery and Titans are needed to engage the enemy while some fast units attempt to punch through and effect an early rescue. For this, you will need large numbers of transport vehicles like Rhinos and Battlewagons, as you opponent is sure to try and destroy the spy's means of escape. Although your opponent should be fully prepared for an attack against his rear, the disadvantage of fighting on two fronts can be enormous. Any close combat troops that can reach his lines should attack the units that are on charge orders, as these are probably the ones destined to assault your garrison. You should then attempt to pick off the ones you can't reach with your long-ranged weapons. Remember the more pressure you can take off your defending garrison the better. Above all the object of this game is to rescue the spy, not inflict casualties on your opponent, so don't allow yourself to be sidetracked.

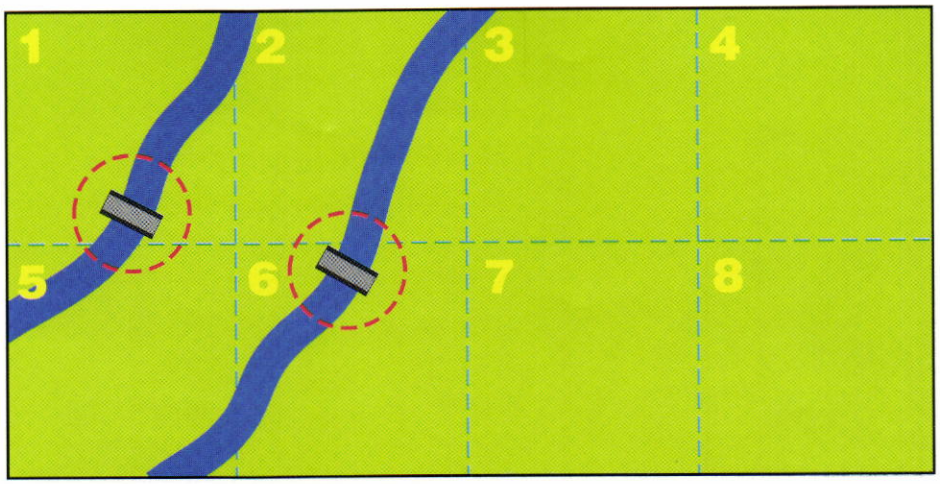
Player B has two main tactics. The first is to use the bulk of your army to engage and slow up the relief force, while a smaller group attempt to pry the spy loose of his garrison. Once the situation to your rear has stabilised, and degenerated into a more straightforward battle, you can pull out more units to attack the garrison. Your second choice is to attack the defending garrison with as much of your army as possible in an attempt to overwhelm and destroy it before the relief can arrive. The added bonus of this tactic is that you will then revert to fighting on only one front.

Optional Rules

Because Space Marine Gunships and other fast skimmers have the potential to win the game easily for both sides, players can agree to limit the number used or ban them altogether if you feel it unbalances the scenario.

A BRIDGE TOO FAR

Rivers are very important strategic features, with the ability to delay and sometimes completely halt whole armies. As a result, the bridges that span them can become bitterly contested as both sides seek to control the vital crossing points.



Set up

On one half of the board place two rivers running parallel to each other as shown in the diagram above. How many twists and turns they have isn't important as long as each one has *at least* one bridge or ford. The exact size and type are entirely down to what you have in your terrain collection. However many bridges you use they should all be placed so as to give each army an equal opportunity to reach the nearest crossing within the first turn. The terrain in the four sections containing the rivers should predominantly feature buildings especially around both bridge ends. The other half of the board uses terrain rolled and placed in the normal way. Of the eight objective counters four should be placed within 20cm of the centre of either bridge. The remaining counters are placed as normal.

Deployment

Both armies deploy as instructed in the Space Marine rulebook.

Special Rules

Neither side may deliberately demolish a bridge. They are unaffected by normal weapons and barrages. In certain situations, such as a hit by a vortex or a Titan melting down on the bridge, the bridge then becomes difficult terrain for infantry and impassable for vehicles and Titans. Any unit on the bridge (except Titans, Greater Daemons and Super Heavy Vehicles) are fired at with a -1 to hit modifier due to the limited cover provided by girders and other obstructions.

Tactics

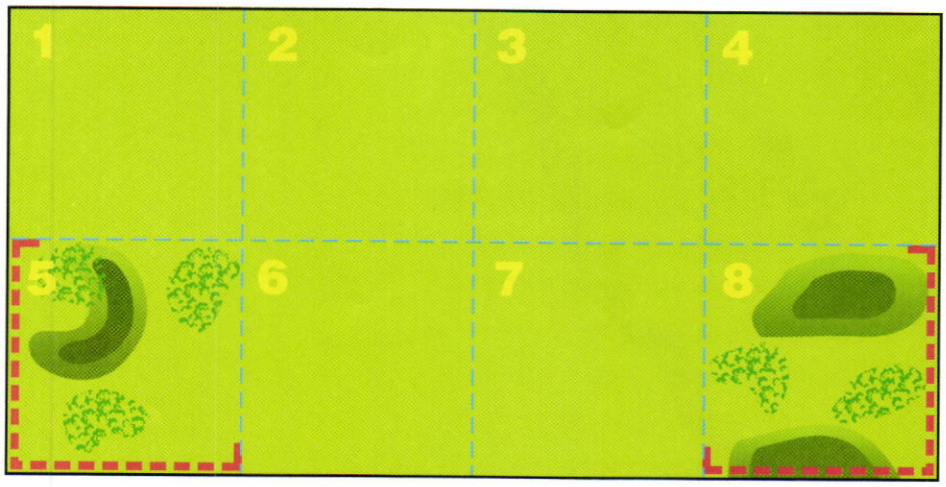
This is a fairly straightforward battle as far as tactics go. All the terrain could be encountered in the course of any normal game and so should hold few surprises. With four objectives situated so close together the fighting around the bridges is bound to be particularly fierce. Again the difference in armies, both in speed and style of play is likely to prove crucial, as is the initiative roll for the first turn. Regardless of who moves first, Space Marines and other armies who have the option of buying large numbers of transport vehicles will be able to race infantry forward to occupy buildings near the bridge. After the rapid movement of the first turn things will settle down as both armies attempt to wrest control of vital positions on and around the bridges by the usual methods of close combat and concentrated firepower. Be careful not to overlook the other four objectives on the table and if possible keep a fast reserve back till the last turn of the game in order to snatch weakly held or open objectives. In reality, those armies with plenty of skimmers will have more problems with the buildings than the river, so take plenty of infantry.

Victory Conditions

Normal Space Marine rules apply.

Optional Rules

If you've played this scenario through once, try again using a variation of the Assault rules as printed in the Space Marine Battles book. Once all of the terrain and objective markers have been placed, both players roll a dice, the side with the higher roll becoming the defender. The defender may buy one fortification card of each type at double the points cost while his army remains at the normal points value. Fortifications may be placed anywhere on the board although the bridges themselves may not be mined. The defender deploys his army first but can only place them outside the normal zone if they are positioned inside bunkers, entrenchments or a stronghold. Initiative is rolled for as normal.



THE FLANK ATTACK

The war on this particular planet had raged for months with neither side able to gain the upper hand. The deadlock was finally broken when one side made a bold move, splitting his army in an attempt to outflank the enemy. Led by local guides, this force traversed the mountainous terrain and emerged poised to strike a decisive blow.

Set up

Apart from the two end sections (5 and 8), terrain is rolled for and placed in the normal manner. Sections 5 and 8 contain a total of four pieces of either wood or hill, though you may use any mountainous or rocky terrain available instead. Objectives are placed in the normal manner.

Special Rules

None

Deployment

Once all terrain is placed, each player rolls a D6 with the highest score becoming the attacker or player A. Although both armies deploy in the usual way, Player A may spend up to a quarter of his army's points total on a flanking force. This enters on turn 2 on one or the other (not both) of the end sections. He must note down which section (5 or 8) this force will enter on *before* he sees the defender's set up.

Victory Conditions

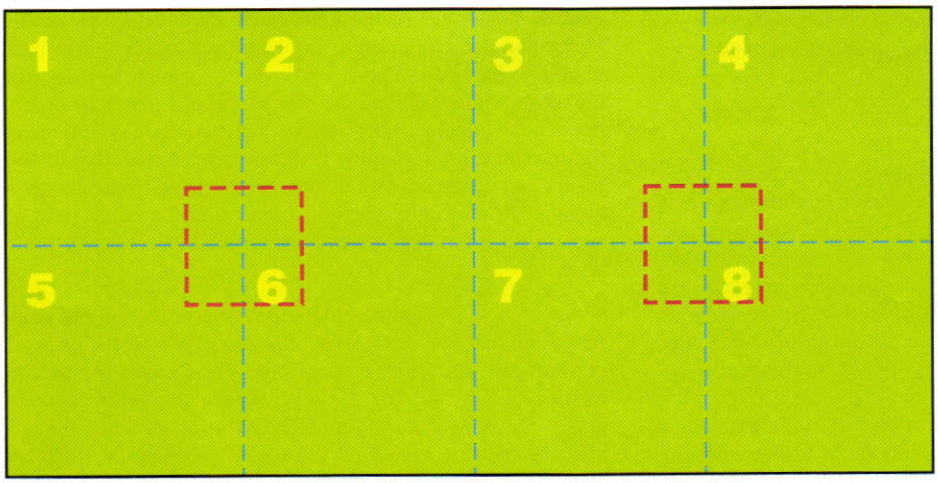
Normal Space Marine victory conditions apply.

Tactics

In this scenario there are both great risks and gains to be made by both sides. By starting the game with the larger army (in points if not in numbers) Player B must capitalise on this early advantage as much as possible because by the end of turn 2 he will be forced to go on the defensive. If your army is highly mobile like the Eldar or Space Marines with little or no static vehicles and artillery, the effects of a flank attack are lessened. Against the Imperial Guard this type of attack can be devastating. Your Artillery Companies will be engaged in close combat before you can take measures to protect them. So what can you do? You know for certain that an attack from one side or the other will take place and when, leaving only the strength of it in doubt. No matter what army you command, the one thing you can't do is ignore it. In case you lose the initiative roll for turn 2, any vulnerable vehicles should have infantry protection by the end of turn 1. Close combat troops should be placed on charge orders ready to counter attack or take cover should your opponent bring on units with a lot of firepower. Anything you feel that he is likely to attack should be placed on first fire. Once his force is committed, your other flank is reasonably secure and taking into account this new enemy force you can revert back to your original battleplan.

While an outflanking move like this may only present a few additional targets to a fast moving army it can be a golden opportunity for the slower armies to strike at areas previously out of reach. The larger you make your flanking force the weaker your position becomes during the first turn. Still a faint heart won't win the day and with a strong force, a good battleplan and surprise on your side you have the chance to inflict some crushing casualties.

Imagine the havoc a Goff mob or company of Storm Hammers with infantry support could cause on your enemy's baseline with their massed short ranged weaponry. What Chaos General wouldn't give his right arm (or tentacle) to get a Greater Daemon and some good close combat followers so far across the board without being fired upon? Well the payoff for these slower moving armies is obvious, but what about the Space Marines? Equipped with Drop Pods and Thunderhawk Gunships they can land where they please anyway. However, even Space Marine armies have some slow troops and you can't fit a Titan in a Thunderhawk Gunship! Sneaking a Titan or two armed with devastating short ranged weapons on behind your foe could easily tip the whole battle your way. Above all, whether your flanking force is large, small or non-existent, your opponent is going to have to tie up large parts of his army in preparation for its arrival.



ignore modifiers for cover. Those commanding Eldar armies should remember the trick with Eldritch Storm that I explained in White Dwarf 170. Whatever your army, it is a good idea to hold back a reserve of good close combat infantry should it become necessary to make a last ditch assault in the last turn.

Optional Rules

For a real bloodbath, try playing this scenario without turn limits – to the death!

CAPTURE AND HOLD

When battles are fought over key pieces of terrain or the possession of vital buildings, the casualties involved become secondary issues. At the end of the day what really counts is who controls these objectives. After all men and machines can always be replaced!

Set Up

Normal Space Marine rules apply for the generation and placement of terrain. Only two objective counters are used and these must be placed on a terrain feature within the designated area shown on the diagram. The two important pieces of terrain can be represented by anything you choose, from a ruined temple in a wood to a large building containing vital information such as a library or government office. If you don't have any suitable scratch-built scenery an imposing structure can be made by butting together two or more of the standard card Space Marine buildings that come with the game.

Deployment

Both players deploy their armies in the normal manner and fight across the width of the board.

Special Rules

Any buildings containing an objective may not be deliberately destroyed by either side. Terrain that can't be destroyed like woods and hills cannot be deliberately rendered impassable either by, for example, firing a Mekboy Pulsa Rokkit on top of the objective.

Victory Conditions

The game lasts D3 +3 turns. The winner is the player who controls both objectives. A winning draw is achieved by controlling one and disputing the other. If the players hold one objective each, or both of them are disputed, then the result is a draw. Should one player accidentally destroy or render impassable an objective as mentioned in the special rules, the opposing player may count that objective as controlled (it can't be won back either). An objective is controlled by the nearest stand or vehicle to the objective marker.

Tactics

To all intents and purposes this is a normal Space Marine battle. As you can't damage buildings containing the objectives, make good use of the fire-throwing weapons that

BREAKOUT

Not all battles are fought between armies of equal strength and more often than not a commander can find himself out numbered and cut off from other friendly forces. When this situation arises it's sometimes better to cut you losses and run in order to fight another day, than struggle on to the bitter end. If your army is surrounded, the best method of escape is to gather all your forces in one place and break out through the weakest point in the enemy lines.

Set Up

There are no objective counters. Normal Space Marine rules apply for terrain generation and placement. Once all the terrain has been set up, both players roll a D6 with the highest score becoming the attacker or Player A. The defender, Player B, can then choose which side of the board he wants to deploy on. He then has the option of rearranging the terrain on his half of the board, as long as he keeps each piece of terrain in the section it was originally placed in.

Deployment

Player B deploys first, *anywhere on his half of the board.* This army is half the total points value of Player A's force. If this takes the defending army down to 2000 points or less you should consider reducing the size of the board to three-quarters or half its original size. The first turn begins with Player A's army moving onto the board.

Victory Conditions

To win this scenario Player A must exit half his army off the defenders baseline board edge by the end of turn 10. Broken detachments do not count. A unit is considered broken when it exceeds the break point value printed on the back of its card. To determine when half the army has been lost, broken company cards count against unbroken ones, broken support cards count against unbroken support cards. Five broken support cards cancel out one unbroken company card and vice versa.

Special Rules

Space Marines are probably the best attacking army with vast numbers of troop carrying vehicles and fast moving Bikes and Land Speeders. As a result, we've found that using too many Thunderhawk Gunships has a tendency to unbalance this scenario. As this game is about having fun as much as winning we found that it was fairer to limit the number of Thunderhawk

Gunships used or ban them altogether. This rule doesn't apply when the Space Marines are defending and is optional upon agreement of both players.

Tactics

If anything, the role of the attacking player is perhaps the easier and so the tactics are a little more straightforward. At first glance the solution seems to be to spend all your points on fast units like Bikes and transport vehicles for as many of your infantry as possible. Then put everything on charge orders and drive hell for leather across the board. For the Space Marines this is a possibility although I'm sure that there won't be many players who have all the necessary models to mechanise an entire 6000 point army. An important thing to bear in mind for all those commanders preparing to pack their infantry into Rhinos, Battlewagons and Falcon Grav tanks is that with just one good shot your opponent can destroy several stands plus the vehicle itself. A better plan might be to disembark your infantry from their transport vehicles after they've moved their full charge range in the first turn. Not only will this reduce casualties from enemy fire, but your infantry will have a better chance of surviving any close combat attacks made by rampaging enemy units on the lookout for an easy kill.

Putting some of your better armed units (like Squat Thunderers) on first fire or advance orders enables you to retaliate in the otherwise one-sided fire fights, and will therefore reduce casualties suffered by the rest of your army. Remember that only half your army needs to escape, so don't worry too much about leaving some units behind as a rearguard to provide covering fire for the rest of your force. This is especially true of the Imperial Guard who are numerous but terribly slow. An artillery company or Titan can generate a lot of supporting fire with which to pound enemy positions. Another thing to remember is when you make a break for the enemy board edge, do so in strength. Attacking piecemeal over several turns enables your enemy to concentrate his fire on the units most likely to escape each turn and thus easily break up your assault.

Each army has a few special weapons that can be put to good use and so are worth a mention. If used correctly, Space Marine Drop Pods can split an enemy's fire at the crucial moment your ground forces make their final charge. Emerging infantry and the support pods provide some useful firepower just when it's needed the most. Deathwind pods are best dropped on enemy positions containing a lot of infantry and well away from your own men. Be careful where you drop the Assault and Support pods as any that land in impassable terrain or off the board are destroyed.

Both the Squat and Imperial armies make use of tunnelling vehicles such as the Mole and Termite although the gigantic Hellbore is only found in the Imperial Guard army. With tactics similar to the Drop Pods, the tunnellers should surface inside the enemy lines just as an attack is going in. As the infantry are unable to disembark the turn they break from the ground I prefer to bring them to the surface within the protection of woods otherwise hidden from the enemies line of sight. Another Imperial vehicle that functions well in this type of scenario is the Gorgon Close Assault vehicle. Despite only moving at the same speed as infantry this heavily armoured tank provides good protection for the five stands it can carry. When deployed in large numbers, Gorgons provide an effective spearhead for any attack.

And now onto a suitable plan for the defender or Player B. Unfortunately a lot depends on the terrain and how it's been placed on the board. Personally I usually choose the side with the most terrain, enabling me rearrange it as I like, leaving my opponent to deploy where there's least cover. Try and resist the temptation of pushing all the terrain to the edge of the board, and instead use it to slow down or block your enemy's escape. Hills and buildings give your troops a better field of fire and a great deal of thought should be put into their repositioning.

When it comes down to deploying your army, don't put units far out on the flanks. A clever opponent will strike at one end of your line, and troops on your other flank might not be able to move back into firing range before the game is over. Basically your army should be made up of long ranged infantry and fast, high CAF close combat units. The infantry should be deployed within 25cm of your baseline on first fire orders and target the fastest moving enemy units first. Your close combat troops should be much closer to the centre of the board, enabling them to charge vulnerable targets like transport vehicles during the first turn. Remember the best from of defence is attack. Whether your attacks are from close combat or ranged weapons always concentrate on breaking a few units at a time before moving onto fresh targets. Never waste your fire on broken units! Having played this scenario a few times I've found that those armies who fare badly in the attack, make the best defenders and vice versa.

Optional Rules

Use the rule for Assault as published in the Space Marine Battles book. There are still no objective counters used and the normal victory conditions for this scenario still apply.

HAVE FUN

Well that's about it. We've had lots of fun writing and developing these scenarios and hope that you find them as entertaining to play as we did to write. Let us know if you have any ideas or suggestions for more Space Marine battles, or just want to tell us of your glorious victories or heroic last stands!

SPACE MARINE®

QUESTIONS AND ANSWERS

By Mark Watts

Can you quake cannon a building? Can you carry allied troops in your transport vehicles? Exactly when can you target a command unit? All this and more is answered as Mark explores some of the questions raised by several years of hard fought battles.

CHAOS

Can Chaos cards be played on a Lord of Battle in order to nullify the effects of hits, and if so when can they be played?

Yes they can, as the Lord of Battle is in essence a Greater Daemon bound into a mechanical form and as such is subject to all the rules that normally apply to Greater daemons unless otherwise stated. After a failed armour save but before the dice roll is made to determine the effect of a hit, the Chaos player has the option of using a card in order to save the Lord of Battle.

Remember when this happens the Chaos cards are fanned out and your opponent draws one at random from your hand placing it on the discard pile.

Can the special attributes on the Chaos card be applied to a Greater Daemon or Primarch?

Yes, as long as the "when played" instructions on the card refer to a model as opposed to a unit. It is important to note that the special attributes cannot be used to effect the Lord of Battle in any way as it is constrained by its mechanical form.

When Playing the Chaos card invisibility, when exactly during the combat phase does it take effect?

The Chaos player can use it when he wants to stop an incoming attack, either by shooting or close combat, but it must be played before any attack dice are rolled. Any shots targeted by the enemy at the unit before it disappears are lost and cannot be used to shoot at other units.

Does the Aura of Slaanesh, as cast by the Keeper of Secrets require line of sight?

No, the aura of Slaanesh is simply a "feeling" that insinuates itself into the mind overcoming some models within a set radius of the Greater Daemon. It is not a physical attack and therefore does not require a line of sight.

When playing the Assault rules can a Greater Daemon or Primarch be placed on the table under the hidden set up rule?

No, Greater Daemons, Primarchs and the Eldar Avatar are all too easily detected to be hidden.

Can Chaos Space Marines use vehicles and weapon support cards that are available for normal Space Marines?

Yes. Before the Chaos Space Marines turned traitor they had access to all the same equipment as their loyal brothers. It is fair therefore to assume that a lot of it would still be in use and although some cards are provided in the Renegades box set there obviously wasn't enough room to include everything. For a full list of the equipment you can consult the Imperial Wargear section in the rule book from Armies of the Imperium. Also in this set are the support cards for such weapons as the Thunderhawk Gunship, Vindicator Heavy Support Tank, Tarantula and Mole Mortar. However, as a Chaos player you can only buy these weapons as support (Minion) cards never as the larger company cards available to Space Marines. It is important to remember that all this wargear can only be used by the Chaos Space Marines and not any other race within the Chaos Army. You cannot for example use the Thunderhawks Gunships to transport Lesser Daemons or mortal followers like Chaos Squats or Minotaurs. This rule also applies to any other army using the transport vehicles of their allies – Space Marines in Eldar Falcon Grav Tanks for example.

If a Greater Daemon or Primarch is killed whilst under a psychic lock from an Eldar Warlock, can it be saved with a Chaos Card?

Yes, the psychic lock only renders its victim immobile so as long as it was hit by a conventional weapon and not one of those mentioned elsewhere in this article it can be saved.

If a Greater Daemon or Primarch is hit by an attack made from an Eldar Warphunter is allowed to be saved with a Chaos Card?

No. Because both greater Daemons and Primarchs are creatures of the Chaos dimension – the source of all psychic energy – they are particularly vulnerable to attacks that harness the same power. This rule also applies to attacks made by Ork Weirdboy psychic bolts, Space Marine Librarians' Destroy Daemon power, Warlock Mind Blasts, Eldar prism cannon and the Eldar Warlock Titan's psychic lance.

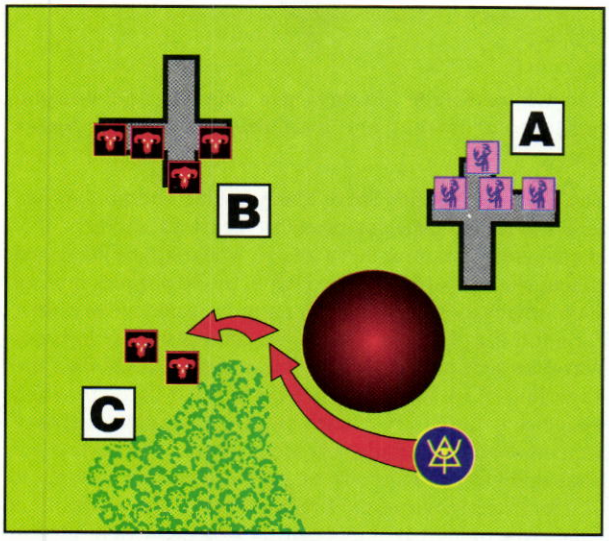
If a Greater Daemon or Primarch is killed by the Eldar Avatar can it be saved by playing a Chaos card?

No. The Avatar is a creature wholly animated by the psychic power of the warlike thoughts of the Eldar in its craftworld. As such, any damage it inflicts is treated as being a psychic attack to which Greater Daemons and Primarchs are especially vulnerable.

ELDAR

Most questions that crop up concerning the Avatar appear to be about the Blood Rage rule that makes it compulsory for him to move towards the nearest enemy model. The best way to explain the most common questions asked is with the aid of the following diagram.

The Avatar is facing two enemy units, the Daemonettes on the right and the Chaos Beastmen on the left, both deployed in buildings.



Avatar

Beastmen

Daemonettes of Slaanesh

A. Although the Daemonettes are the closest unit, the Avatar has no line of sight to them (all the stands have been placed against the opposite edge of the building) and so must move toward the Beastmen.

B. Avatar must take the shortest direct route to them but is allowed to move around impassable terrain, minefields or in this case a Vortex missile template (he may be possessed by a Blood Rage but he isn't stupid).

C. As the Avatar passes the wood, two other Beastmen stands previously hidden from his line of sight come into view. They have now become the closest target and the Avatar switches direction in order to engage them in close combat. If he hasn't reached them during the movement phase of that turn he can throw his spear at any of the Beastmen stands within 15cm during the first fire phase.

Can the Avatar enter a building?

Yes, and while inside receives all the normal to hit modifiers if fired upon. This rule also applies to both Greater Daemons and Primarchs.

Do Wave Serpents receive order counters if they've just fired their warp waves?

Yes. This special attack takes place before the order counters are placed at the beginning of the turn so the Wave Serpents are still allowed to move as normal. As they are now shieldless and have no other defensive weapons the only thing worth doing is placing them on charge orders in order to get them to a place of safety or as far away from the enemy as possible.

What is the effect of the warp wave on "dug in" (See the Assault rules in the Space Marines Battle book or WD 144) models?

If the warp wave is fired then any vehicles or infantry stands it passes over are pushed aside, possibly taking a hit in the process, and lose their -1 to hit modifier for being dug in. Infantry inside fortifications like bunkers may elect to remain inside but are subject to the same results and effects of the wave attack as everybody else. If the Wave Serpent is using the warp wave as a shield it obviously cannot effect any models in terrain that it cannot pass over like woods, buildings or fortifications and so they retain their dug in status.

Can Wave Serpents turn off their warp waves for a turn?

Yes, although it must be done at the start of the turn.

Can Vibrocannons and Lascannons make pop up attacks?

No. The anti grav motors only provide enough power to enable these two weapons platforms to glide smoothly a few inches above the ground. Unless it says specifically on the vehicle or weapon stat line that it is a skimmer, then it doesn't possess the pop up attack ability.

Can a Warlock make a psychic attack when being transported within his Falcon Grav tank?

Yes, as long as he has a line of sight as normal. This rule also applies to Space Marine Librarians inside Rhinos and Ork Weirdboys, who are not actually allowed out from inside their Battletowers in case they decide to make a run for it.

Do either the Warlock's Psychic Lock or Mind Blast effect Robots?

No, these types of attack cannot harm automated machines like Robots and Tinbots although they do effect Dreadnoughts of all races as these contain sentient or living beings.

If a model is pinned by a psychic lock and unable to fight back is it automatically destroyed if engaged in hand to hand combat?

No, the model can still use its CAF score against its opponent's attack although he may not roll any dice himself, and there is no chance of the locked model destroying its opponent.

TITANS

What is the maximum number of weapons a Warlord Titan can mount?

Four interchangeable weapons including fire control centres and carapace landing pads plus a weapon or combat head, one tail (Chaos Titans only) and two carapace multi lasers.

Does the fire control centre modifier apply to barrages?

Yes, but not those with a mandatory scatter roll like the vortex or barrage missile.

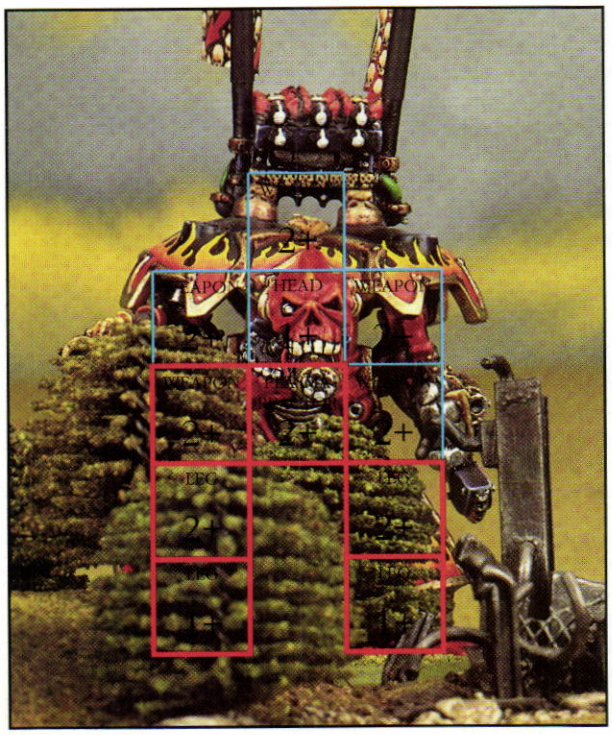
Does a Titan count as being involved in close combat when attacking a building?

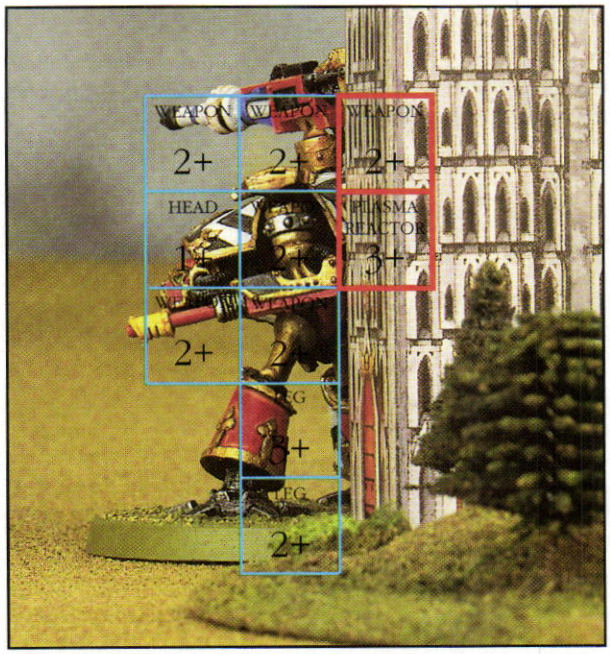
No, and as such can be targeted during the shooting segment of the combat phase. If the Titan fails to destroy the building it does not count as pinned and can move away in the following turn.

If a Titan is in or behind a wood can they be seen and if so shot at normally?

The answer to this is yes as a Titan is just too big to be concealed by a wood. A building is a different matter and Titans if placed directly behind them can be considered out of line of sight and therefore hidden. When firing at a Titan behind terrain a obstacle do not apply the to hit modifiers. Instead, cover up the parts of the hit location template which are obscured by terrain. Any shot that deviates onto one of these areas can be said to have hit the terrain rather that the Titan. Take a model's eye view to gauge what can and what cannot be hit.

A Banelord Titan's hit location template as seen from the front – in this case sheltering behind a wood. Any shots deviating into the red areas would explode in the wood rather than hitting the Banelord. This is a particularly useful tactic to remember when facing Ork Gargants who could be firing chain shot from their belly gun as it protects the Titan's vulnerable legs.





Clear line of sight.

Line of sight blocked by terrain.

In this example the Reaver Titan is using the building to protect its vulnerable plasma reactor from any shots fired from this side. This is a useful tactic when fighting a fast moving enemy like the Eldar who are capable of getting units around your flanks or rear.

Can a Titan still fire its other weapons if it is in the process of attacking a building with a battle claw, power fist or other close combat weapon?

Yes. Any Titan in base contact with a building can carry out an attack with a close combat weapon whether it's on first fire, advance or charge orders.

Can a quake cannon destroy buildings?

Yes. Despite the fact that it doesn't use a barrage template the sheer size and weight of a shell from this weapon can burst apart most buildings.

As the Eldar Titan's pulsar weapon can use a barrage template can it destroy buildings?

No. In this case the template itself represents the area within which targets can be hit by the rapidly fired laser pulses (in much the same way as a flame template) and effects the building no more than any other weapon. Another example of this rule is the Buzzer Squig template fired from the Squig Katapult. Although capable of stripping a body to the bone in seconds, the Buzzer Squigs are unable to eat stone and so are incapable of harming buildings or similar fortifications.

A Phantom Titan armed with a Tremor Cannon is aiming at a target and a friendly unit is in the way. Can it take the shot anyway?

No. Eldar, Space Marines, Imperial Guard and Squats would never deliberately shoot at one of their own units. This rule doesn't apply to either Orks or Chaos who regard casualties caused by their own weapons as either an acceptable fact of war, or simply bad luck.

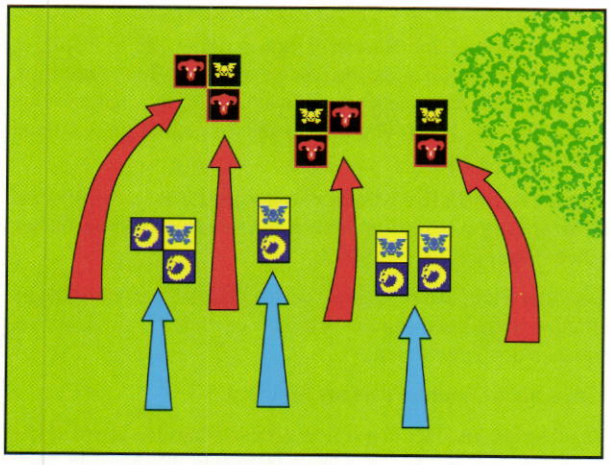
CLOSE COMBAT

There have been many questions concerning close combat that people would like explained or just clarified, not least those that involve command units.

By far the most common question we've received concerns the ability to target command units in both the shooting phase and close combat. The simple rule that answers all the variations of this question is that command units can never be shot at or targeted by any weapon if there are other units of the same class in line of sight that are closer. Ie Super-heavy battle tanks in the case of a super-heavy command tank, infantry in the case of an infantry command unit, and so on.

In this example of close combat two Chaos units are attacking an Imperial Guard support detachment and their company command unit. The Chaos Space Marines charge forward and attack the support stands enabling the Beastmen to charge past both combatants and engage the Imperial Guard HQ in close combat.

Note that the command units in the second line may only be charged if there is both a clear path through the first line of units wide enough for the model to pass through, and all of the first line of units are engaged. Units may only be ignored and charged past if they are already engaged in hand to hand combat with another unit.



Thousand Sons Chaos Space Marines

Imperial Guard Company Command

Beastmen

Imperial Guard Support Detachment

Can a ground unit attack a flyer at low altitude in close combat?

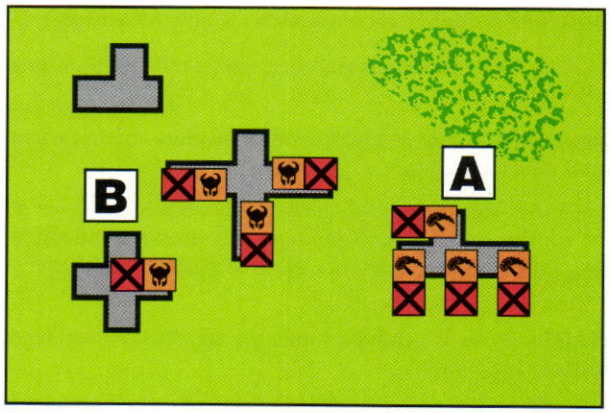
Yes. Flyers at low level are assumed to be lying close to the ground in order to maximise the amount of cover available and therefore take the risk of being attacked by ground units.

Can a transport vehicle disembark the troop stands that it is carrying if it is engaged in close combat?

Yes, so long it hasn't already moved that turn. The exception to this rule is if the transport vehicle itself charges into close combat in which case the infantry are allowed to disembark in the following turn's movement phase regardless of whether the vehicle is pinned or not.

If you charge into close combat do you always have to engage a model from the front?

No, but charging units must take the shortest possible route to reach their targets. You can therefore only attack the side or rear of an enemy unit if you begin the charge in their side or rear arc.



Space Marine Assault Troops

Squat Berserkers

Squat Thunderers

Most of the questions that we got about close combat within building can best be answered with the aid of this example. During this game between a Squat and Space Marine army the Squats have occupied some vital buildings and now remain on first fire.

A. In this particular building a squad of Berserkers have deployed in such a way so as to occupy all the available space inside. The Space Marine Assault troops attacking the building are placed outside next to the stands that they are close combating.

B. The Assault troops attacking the other buildings have no such problems as the defending Thunderer squad have deployed in such a way that there is plenty of room inside the buildings. Taking full advantage of this error the Assault troops have chosen to close combat the Thunderers from inside, resulting in a modifier of -2 to hit when the Thunderers take their defensive first fire shots. No such modifiers apply to the other Assault troops who must face the Berserker's defensive fire in the open outside the other building.

CONCLUSION

War in the forty-first millennium is hugely varied with many different races struggling for supremacy. Space Marine covers most of the situations which arise in battle but the possibilities are so vast that there are occasionally times when the rules seem unclear, or a particular situation lies outside the rules as they are written.

If this happens first read the relevant rules again, just to make sure you haven't missed something – it's very easy to misread or forget things in the heat of battle. If that doesn't help, then try to come to a reasonable interpretation between yourselves. Finally, if you cannot agree roll a D6 to see whose interpretation applies and get on with the battle. Above all have fun!

SPACE MARINE®

QUESTIONS AND ANSWERS 2

By Mark Watts

How can your Titans survive the fire of the deadly Squat Cyclops? Do you have to place barrage templates directly over enemy models? Exactly how does an Ork Dragster's Deflektor shield work? These are just a few of the areas explored by Mark in this follow-up to his recent articles in White Dwarf.

THE IMPERIUM

Can Thunderhawk Gunships enter the board from any table edge?

No. They must always measure their first move on the board from the Space Marine player's baseline.

Can Thunderhawk Gunships land on their first turn on the board?

Yes, but once they have landed and disembarked any infantry they were transporting they can't take off again until the following turn's movement phase.

Can Thunderhawk Gunships fly at either high or low altitude?

Neither. They fly at what could be called a medium range and so don't receive any of the normal modifiers associated with either high or low altitude. Remember, however, that because of their speed they can only be shot at by units on first fire orders.

Can a Basilisk with first fire orders fire barrages at an enemy model that charged it?

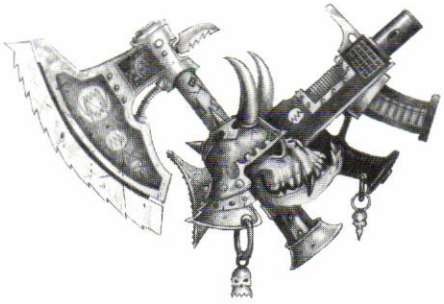
No, barrage weapons cannot be used against opponents in close combat. This rule also applies to other artillery pieces and barrage weapons whichever army they belong to.

A Squat army assaults an Ork town.

ORKS

Is there any situation in which an Ork player can take more than one of each clan card?

Yes. Although it's unlikely to happen very often (most players can always find enough support and Special cards to use any surplus points on) it is possible in very large games to use all the clan cards. When this occurs the Ork player can buy one additional card from each clan until another new set of six is assembled. These new clans are simply added to the original clans of the same type to form larger mobs. This process can be repeated indefinitely so long as the points are available.



If you buy additional sets of six clan cards are you then entitled to more than one Warlord special card?

No. Although an Ork army can contain many Nobz and several Warbosses there can only ever be one Warlord. This follows the Ork tradition that "might is right", and that it is only the strongest and most cunning of Orks who rise through the command structure to take charge of the entire army. This rule also applies to the Ghazghkull Thraka Special Card which is included in an army instead of, not as well as, the Ork Warlord. You may not include both!

Some of the Mekboy repair cards refer to a squadron. How many vehicles does this apply to and are bikes and war buggies included?

Within the Space Marine rules a squadron is considered to consist of up to five vehicles. This means that a Mekboy card specifying a squadron cannot be given to Battlewagons belonging to an Evil Sunz clan because there are in effect six vehicles, five for the Boyz and one for the Nobz. You could however give the card to a Battlewagon support card so long as it doesn't become part of a larger mob already containing Battlewagons. This is in order to simplify things and prevent confusion during the game as you try and work out which vehicles did or didn't have the Xtra-spiky Bitz Repair card half way through a close combat phase.

Bikes are not treated as squadrons although war buggies are. This means the only Mekboy repair card that can be played on a bike mob is the Squig Fuel Injector.

Does the Weirdboy Battletower have power built up at the start of the game or do you have to wait until turn two?

The answer to this question is that the psychic power is drawn from the surrounding Orks in the end phase of turn one and released in the combat phase of turn two. As the Battletower isn't counted as a command unit, exactly when the power is released depends on whether the Battletower is given first fire or advance orders in turn two. If it is given a charge order it can't fire that turn and the accumulated energy is flared off, sending a bright sheet of power into the sky.

This leads into the second question asked by a lot of Ork players...

Once you've bought the Renegade Mekboyz Special card can you split them up or do they have to remain together?

Mekboy vehicles bought in this way must remain together as a single mob obeying the normal formation rules – ie staying within 6cm of at least one other vehicle – and are given order counters subject to the normal Ork command rule.

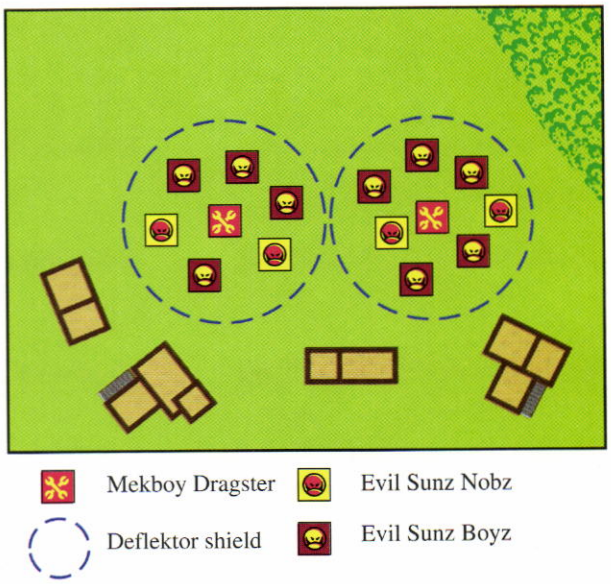
How do you stop the Weirdboy Battletower being destroyed before you get a chance to use it?

As with any weapon which is potentially lethal to your enemy, he will go to great lengths to destroy it before it can do him much harm. After all, if the Weirdboy Battletower can draw off enough points of psychic energy it is quite capable of vaporising even a mighty Warlord Titan. One way to protect your Battletower is to surround it with a bodyguard of troops such as a Stormboyz Korps or a mob of Nobz warbikes to fend off close combat attacks. The best method is simply to keep it out of the enemy's line of sight until it fires.

Further defences can include deploying it within the relative safety of a Mekboy Dragster's Deflektor shield or Kustomising it with some Mekboy repair cards in order to toughen it up. Despite most defensive measures, at the end of the day if your opponent wants to destroy it badly enough he probably will. What you have to remember is that while he's concentrating his efforts on this single vehicle the rest of your army will be reaping the rewards from his reduced fire.

Can you combine or overlap more than one Mekboy Dragster's Deflektor shield?

No. However, there is nothing to stop you placing two Dragsters near each other in order to protect as many models as possible while still keeping within the chain of command rules. This has been used to great effect in the following example.



An Evil Sunz clan with its two Mekboy Dragster support cards has deployed in such a way as to maximise the protection given by the Deflektor shields. Wisely, the Boyz stands have

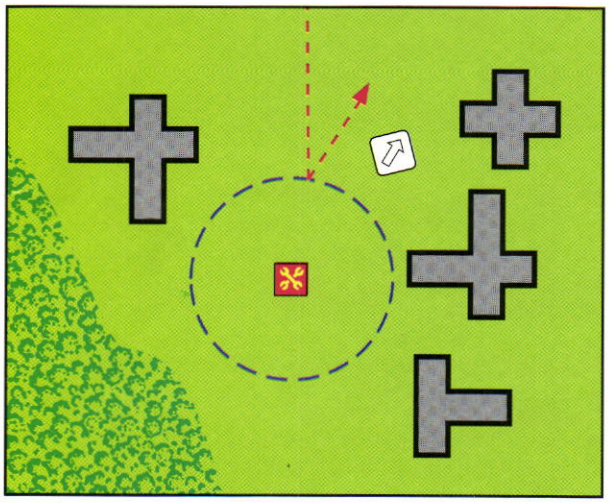
been split between the two Dragsters to reduce casualties from enemy fire should any shots penetrate the shields or either Dragster be destroyed. Also to this end the Nobz command unit has divided itself between the two Dragsters, while keeping within the chain of command, so that at least half the Nobz will survive if one Dragster is destroyed.

Can any weapon penetrate the Deflektor shield and shoot directly at the Dragster?

Yes. The Imperial Mole Mortar and the Eldar Vibro-cannon and Tremor cannons are all able to bypass the shield. The Mole Mortar uses a tunnelling torpedo which explodes underneath the vehicle while the Eldar weapons create shock waves in the ground that literally shake the target to pieces. The warp missile is also quite effective as it materialises inside the shield automatically destroying the target if it hits on a roll of 3+. The vortex missile carried by some Titans is less accurate with its random deviation, but equally destructive – annihilating anything under its template. Even the Orks themselves are capable of penetrating the Dragster's shield with groups of deranged Snotlings fired by inaccurate Mekboy Shokk Attack guns.

Where does the reflection of incoming shots at the Mekboy Dragster occur?

The reflection of any shots that fail to penetrate the Deflektor shield occurs at the edge of the shield template. In the diagram below the Dragster is being shot at by a Shadow Sword's volcano cannon. The shot travels 80cm before striking the shield and being deflected. At this point the scatter dice is thrown and the shot continues up to its maximum range in the direction shown by the arrow. With a range of 100cm, this volcano cannon shot will travel a further 20cm after its deflection. Should it hit anything else on this rebound, damage would be worked out as normal.



Deflektor shield Enemy shot rebounding

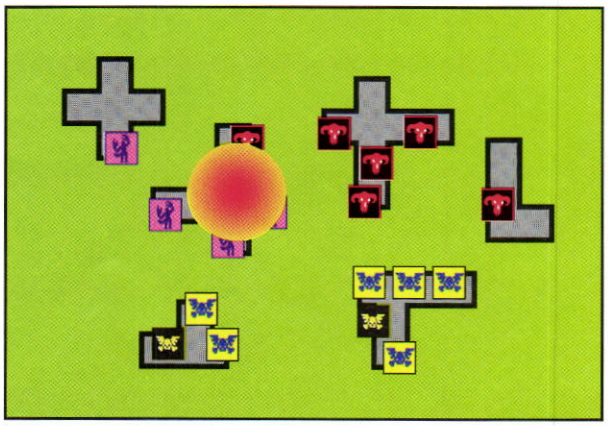
Can Wave Serpents or Silver Towers with their impenetrable shields move through, or push back, a Dragster Deflektor shield?

No. When two such vehicles' shields come into contact they remain locked together with neither side able to pass through the other. This situation will remain until one side moves away or shuts down their shield.

BARRAGES

If troop stands within a building are covered by a barrage template are the men themselves hit or just the building?

Both. A barrage template that even partly covers a building rolls to hit it as normal – discounting cover modifiers. If the building fails its saving throw and is destroyed, then any stands within it are killed regardless of their own saving throws.



Imperial Guard Company Command Chaos Beastmen

Imperial Guard Support Detatchment Daemonettes of Slaanesh

In this example a barrage from an Imperial Guard Basilisk battery is covering the building. Two Daemonettes and a Chaos Beastman stand are deployed inside.

The building takes a hit and must make a saving throw of 6+ on two dice in order to avoid destruction (the standard 4+ modified by the -2 of the Basilisk). It succeeds and now to hit rolls are made for the stands under the template. The Imperial player needs to roll a 6 to hit each one (the normal 4+ being modified by -2 for the cover of the building) and manages to get one of the Daemonettes. The Basilisk modifies a target's save by -2 and so the Chaos player needs a 6 to save which he fails to get. The barrage kills one stand of Daemonettes.

When firing a barrage weapon do you have to centre the template over a model?

No. Barrage templates can be aimed at any point between or on model, preferably covering as many as possible in order to cause the maximum amount of damage.

Can you overlap barrage templates fired from the same weapon?

No. Multiple barrage weapons like the Behemoth cannon, Barrage missile and the Colossus' plasma missiles cannot be overlapped. The barrage templates are placed in a row of any shape and length so long as each template touches the edge of the one before it and does not overlap any other template.

Can you fire a barrage template placing it in such a way that it covers an enemy stand already engaged in close combat?

No. The basic game rule that you can never fire into close combat still applies. Although in game terms the models are placed in base to base contact you have to imagine that in reality both sides would be intermixed as they struggle in close combat moving it impossible to single out the enemy for purposes of firing.

SQUATS

Can an Overlord Armoured Airship be pinned in close combat?

No. Although both Doomwings and Firelords can attack one in close combat at either low or high level, nothing is capable of pinning an Overlord Airship as it can simply drift over, under and around its opponent when it moves. The same rule is equally true for the Doomwings and Firelord, although in their case it's because they're simply too fast to pin.

Although not strictly a question, we've had a few letters from players who find it hard to believe the Squat Cyclops' Hellfury Cannon can destroy a Titan so easily.

At first glance it is always easy to dismiss this as some sort of unfair Doomsday weapon designed to kill off all your Titans. The reality of the situation is quite different. If you look at the firing procedure closely you begin to realise just how hard it is to hit your Titan in the first place. Because the Hellfury cannon only fires in a straight line from the direction it's facing, any opponent who moves second during that turn can simply step out of the way. Even if you can't get out of the way completely you can still use buildings and woods as cover for your Titans as I explained in White Dwarf 173.

Secondly, it still has a one in six chance of missing you, a factor greatly increased by Eldar Titans with their holofields providing an additional saving throw the faster they move. As well as this, a Warlord or Gargant with more than five active shields is completely safe from the destructive power of the Hellfury Cannon as the beam will automatically fail an overload roll and shutdown.

Finally, as any Ork player will know, Gargants are excellent at absorbing damage and even a result of 6 on any one location will only result in the destruction of that section and start a few fires. So now that your fears have largely been set to rest, you can concentrate on the task of destroying the Cyclops before it even gets a chance to fire.

SPACE MARINE®

KNOW YOUR FOE

by Mark Watts

If you are being beaten by the Ork hordes or shot to pieces by Imperial Titans, the following article has the answers. Taking each of the armies in Space Marine in turn, Mark examines their strengths and weaknesses and describes a few tactics to overcome them.

KNOW YOUR ENEMY!

Whatever army you command in your Space Marine battles, you probably find some opponents easier to beat than others. Sometimes your forces will easily crush all opposition, blasting the foe to pieces with your artillery and Titans. At other times, whatever you try seems to fail, and your men end up broken and scattered.

Each army has its own strengths and weaknesses and understanding these is the key to victory. The following strategies have been handed down through the ages from commander to commander. They have been tested in the white-hot crucible of battle many times and helped dozens of armies to annihilate their foes.

Whether your bane is the Orks or the Space Marines, you will hopefully find the way to beat them in the following notes. Each army has been described in general with the dangers that it poses for you and the weak points which you can exploit listed for easy reference. Also included are a few choice hints and tips on the best ways to beat them. Of course, if your opponent has read White Dwarf then he will know your weak points too...

Squat and Eldar allies battle against the forces of Chaos.

SPACE MARINES

The Space Marines are one of the most popular armies with a choice of many different Chapters, special troops and characters. The army is fantastically mobile with Thunderhawk Gunships and Drop Pods allowing them to strike any position on the table from turn one. Although they don't have much heavy support and barrage weapons, they can compensate for this by taking a variety of devastating Titans.

DANGERS: Incredibly mobile. Plentiful special characters like Ragnar Blackmane, Medics and Techmarines. Good all round infantry with high morale. Titans.

WEAK POINTS: No artillery or super-heavy tanks. High points cost which limits their numbers.

HOW TO BEAT 'EM! Hmm tricky one this! The best piece of advice I can give you is not to commit as much of your army to the attack as you might normally do. With all of the Space Marines' fast moving units and the ever present Drop Pods, you'll need to keep a good reserve of close combat troops in order to protect your artillery and any objectives you capture. In fact, I tend not to include as much artillery as I would normally when I'm fighting the Space Marines simply because of this astounding mobility.

When you do attack, strike hard in one place, overwhelming the thin line of Space Marines before they can redeploy. Whatever you do, try to avoid getting bogged down simply defending your artillery – if you aren't going forward and capturing objectives, you can't win!

Watch out for those Titans! Even the smallest are devastating war machines which cannot be ignored and are best destroyed as soon as possible. By all means avoid them if you can't muster the firepower, use terrain to hide behind and disperse your forces. In the end though, you will have to annihilate them. When you fire at a Titan use everything you've got. Don't waste your time firing a couple of stands at a Titan because their void shields will recover any damage you may cause well before you start to effect their fighting ability. As a final anti-Titan tactic, you might find it worth taking Squat allies (if you can) just so that you can have a Cyclops or two in your army!

IMPERIAL GUARD

This army can field more barrage weapons, more firepower and more super-heavy tanks than you can, whatever you fight with – unless you are another Imperial Guard army. They are usually quite happy to just sit in their own deployment zone and reduce your forces to a pulp with their massed barrage weapons and artillery. Don't let them!

DANGERS: Possess a staggering amount of hard hitting barrage weapons. Cheap, numerous infantry. A large number of troops (primarily support companies) and tanks (mainly Stormhammers) that have multiple attack dice.

WEAK POINTS: Low morale. Weak chain of command. Most units have a low CAF. Few highly mobile formations.

HOW TO BEAT 'EM! The two main weak points that you should capitalise on are the army's lack of mobility and its vulnerable chain of command. Attack them before you are destroyed by their awesome array of barrage weapons. They

can't barrage their own men so the safest place to be is in close combat with them. Couple this with the fact that they generally aren't very good in close combat and you have a winning strategy.

On the whole it's quite easy to predict the Imperial deployment as the numerous artillery and units on first fire require good fields of fire and tend not to move much once set up. This can be a distinct advantage when deciding which direction to aim your main attack. Their lack of independent fast moving troops will leave more of your own force free to do as you like as you don't have the additional worry of defending objectives on your side of the board from surprise attacks.

Use your most mobile units, bikes or similar, to destroy the Imperial command stands. This will throw large sections of the Imperial Guard into confusion, unable to advance or use first fire orders. At this stage you should attack with everything you have as the more numerous Imperial infantry only have a CAF of zero and won't be able to overwhelm you with their superior numbers whilst they recover from the loss of their command stands.

The effect of destroying the HQs is so devastating that it's worth sacrificing quite a lot to remove these nerve centres. Leviathans and Company HQs in particular should be high priority targets for raids by bikes or other fast moving troops.

ORKS

The Ork army is typified by its small number of very large units. Hordes of Boyz form massive mobs which are very difficult to break. Leading these hordes are their commanders – the Nobz.

DANGERS: Vast numbers. Lots of command stands (Nobz). Mobs can have very high break points. Gargants.

WEAK POINTS: Few, large units make them less tactically flexible.

HOW TO BEAT 'EM! On the whole the biggest threat in the Ork army comes from the Nobz. As commands stands they are difficult to shoot at, suicidal to charge in close combat, possess intense firepower with a high save modifier and worst of all they come in large numbers. Everybody has their own methods for dealing with them but by far the easiest and safest way is to hit them hard with a lot of firepower from a distance. Obviously the targetting restrictions on command stands make this awkward, but persevere. The Ork command rule means that if you can kill enough of the Nobz then the Boyz will start to go out of control which is bound to make a mess of any plan the Ork player has.

Orks support cards add to their parent clan to form bigger mobs rather than separate units as is the case with other armies. This means that the army consists of a few very large units rather than a lot of smaller ones. In an army of 4000 points for example, the Ork player is only likely to have three or four clans at the most. Because you only get victory points if you break the whole clan rather than the individual stands its important that you concentrate on one or possibly two clans

rather than dividing your fire between them all. This also means that your victory points come in big lumps or not at all, so a little forethought is required to calculate the amount you need to win the battle.

If you decide to destroy a Gargant stick with the task you've set yourself. They have a lot of shields, can absorb enormous amounts of damage while continuing to fight and you won't gain any victory points unless you finish it off. Finally, remember the old Squat saying: "the only good Ork's a dead one".

ELDAR

The Eldar army boasts impressive psykers. Both the Warlock (either alone or as part of a Spirit Host) and the Warlock Titan make use of devastating psychic powers, which can quickly cripple your army.

DANGERS: Some excellent close combat troops. Many special weapons. Very fast and agile units with high morale. Powerful psykers.

WEAK POINTS: High points cost which limits their numbers.

HOW TO BEAT 'EM! The Eldar are an unusual foe with their fluid battle lines and highly mobile close combat units. However, the Eldar are unable to sustain heavy casualties and will nearly always lose a battle of attrition.

Eldar Titans are highly mobile and possess powerful weapons. However, they are vulnerable to artillery (their sophisticated holo fields being no protection against barrages). Beware of the Eldar artillery. Weapons like the Vibro cannon may appear to be weak at first, but when used against the right target they can be devastating: even destroying super-heavy tanks! You must understand what targets they work best against in order to protect your army from their unwelcome attentions.

Eldar jetbikes are fast and numerous. They can snatch your objectives and quickly overwhelm artillery pieces. Try and take them out with ranged weapons rather than in close combat where you're likely to come off worst.

CHAOS

Chaos armies are characterised by their vicious close combat troops. These fearsome creatures charge across the battlefield to rend limb from limb anything unlucky enough to be in their path. Then there are the Greater Daemons...

DANGERS: The best close combat troops you can get. Chaos troops are unbreakable while their Greater Daemons remain alive. Greater Daemons.

WEAK POINTS: High points cost which limits their numbers. The Chaos army's long ranged firepower is pitifully limited.

HOW TO BEAT 'EM! Greater Daemons are the key to the Chaos army – kill them, and not only do you get rid of a death dealing monster but you also effect the morale and fighting ability of its followers. Because all Daemons are creatures of the warp they are very vulnerable to psychic attacks. If you have any psykers such as Eldar Warlocks or Ork Weirdboys in your army, then you should concentrate their attacks against the Daemons. Unfortunately, the Squat army doesn't possess a single psychic weapon so they must rely entirely on firepower or allies to kill these fearsome opponents.

Massed firepower is always a good plan when fighting any army but particularly against the hordes of Chaos. They have the smallest amount of ranged weapons of any army, and so must charge forwards as quickly as possible in order to exploit their superior close combat units. Conduct a fighting retreat and keep hammering away at the advancing horde at every opportunity before they get to you. Try to concentrate your fire on the Greater Daemons, forcing them to play their Chaos cards before you engage them in close combat.

An important point to remember is that Chaos armies can field Titans from the Traitor legions. These warped engines of destruction bristle with heavy weapons and are the only really heavy long-range firepower that Chaos can field. They should be dealt with accordingly.

SQUATS.

The Squat army is an extremely tough force. It is very difficult to dislodge them once they are dug in and very difficult to break their companies.

DANGERS: Some excellent artillery weapons. Good morale with a very high break point. Guild Bikers. Thunderers. Particularly effective in close combat against Orks.

WEAK POINTS: Many of their best vehicles like the Colossus and Land Train are Special cards which limits their numbers.

HOW TO BEAT 'EM! Many of the problems you face are similar to those you have when fighting against the Space Marines. Some of the Squat's best weapons like the Leviathan and Land Train are very vulnerable to Titan weapons. However, Titans are in turn vulnerable to these weapons so be careful! Above all don't let the Squats dictate the battle, take the fight to them. Because of their extremely high break points the only way really to neutralise them is to wipe them out.

FINALLY

As I said at the beginning, all armies have their strengths and weaknesses. Any of the different races in Space Marine can win – there are no 'unbeatable' armies.

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TITAN LEGIONS

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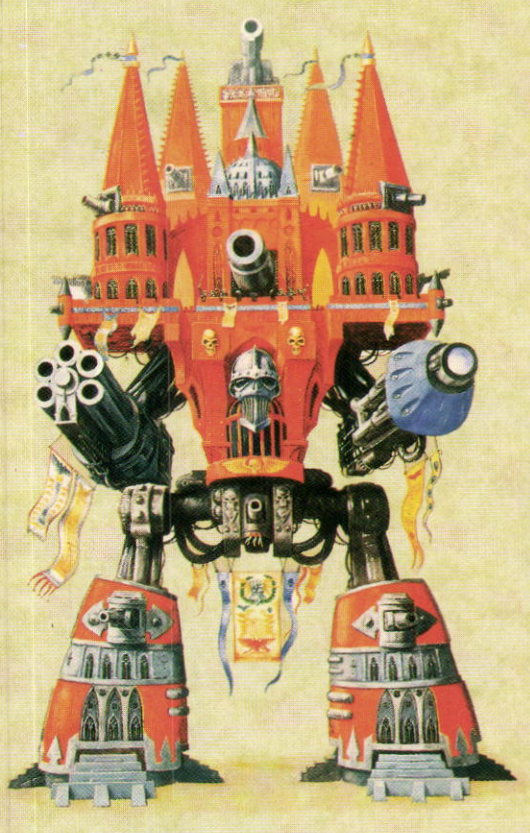
TITAN LEGIONS

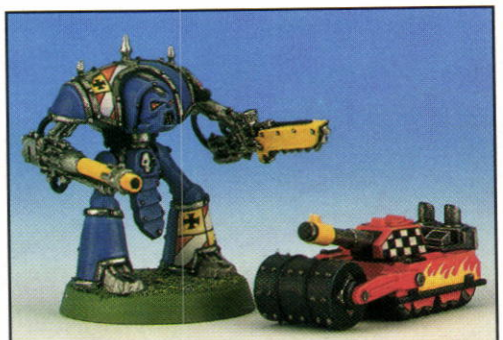


Titan Legions is the game of epic battles set in the 41st Millennium, in which you and your opponent control vast armies of Citadel Miniatures on the tabletop.

In the Far Future, vast armies clash across the shattered cities of a hundred ravaged worlds. Humanity struggles for survival amongst the stars, against the countless hordes of alien invaders that seek to conquer the Imperium of Man. In this time of peril, only the armies of the Imperium stand between mankind and ultimate destruction: the vast regiments of the Imperial Guard, the elite Chapters of Space Marine warriors and the monstrous Titan fighting machines of the Titan Legions.

THE IMPERIUM

The Imperium of mankind has spread across a million worlds to the far reaches of the galaxy. Despite this achievement, the fate of humanity hangs in the balance. From every side, the Imperium is attacked by hordes of aliens. The Imperial defenders are armed with gigantic war machines, the biggest of which are the Titans built by the Tech-Priests of the Adeptus Mechanicus.

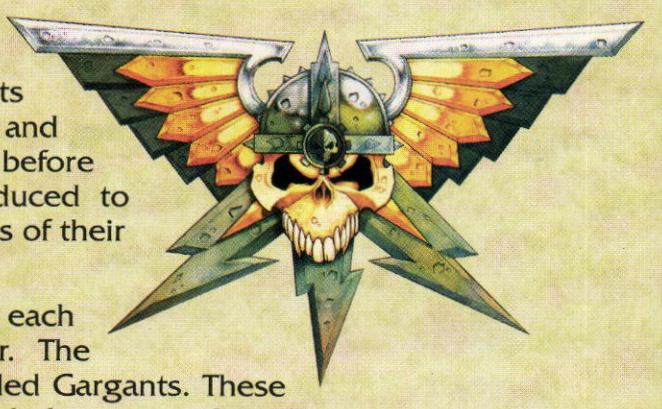


Imperial Knight Ork Bonebreaka

THE ORKS

Orks are warlike aliens who love nothing more than fighting. The Orks are a huge threat to the Imperium, as their ambitious Warlords are always trying to build up massive armies to attack human worlds. The Ork Mek-Boyz build gigantic mechanical fighting machines called Gargants. These are technically crude compared to Titans, but their firepower is every bit as formidable.

A COMBINED IMPERIAL FORCE BATTLES THE DAEMONIC HORDES OF KHORNE THE BLOOD GOD



Titans are massive fighting machines as tall as skyscrapers. Each carries an arsenal of deadly weapons powered by the fury of its plasma reactor, protected by energy shields and metres-thick armour. The ground trembles before these steel giants and whole cities are reduced to burning rubble by the earth shattering energies of their weapons.

The foes of the Imperium are many and they each have their own terrifying weapons of war. The warlike Orks build huge mobile fortresses called Gargants. These Gargants lead the brutal Ork hordes in their holy wars as living, flame belching idols of the Orkish gods - the personification of the Orks' lust for bloodshed, war and conquest.

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GAME SYSTEM

Titan Legions is a part of Games Workshop's Epic games system and is fully compatible with Space Marine and all its supplements. There are many more accessories and supplements for the Epic hobby available from Games Workshop, including thousands of different models in a ever-expanding range. Our monthly magazine White Dwarf contains regular articles about the Epic game, new models and much more!

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- Over 50 game cards
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- Game dice including special 'Scatter' dice, Aim dice, Misfire dice and Sustained fire dice.

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EPIC®

TITAN LEGIONS

THE TITAN LEGIONS

By Rick Priestley

Over the last few months Rick has been busily researching the arcane history of the Adeptus Mechanicus and the Cult of the Machine God. In this article he illuminates this dark age in the Imperium of Man

THE ADEPTUS MECHANICUS

There are no towers as high as the spires of Mars, no cities greater than the hives of Mars, and no men more devoted to the pursuit of knowledge than the Tech-Priests of Mars.

Mars is the greatest and most populous world in the entirety of the galaxy-spanning Imperium. Sprawling hives climb miles into the Martian sky and their foundations delve deep into the planet's core. Orbital factories circle its globe, their ceaseless industry forming a glowing halo around the red planet.

Above the equator vast space docks float in geo-stationary orbit, for this is the home of the mightiest fleet in the Imperium, the Battlefleet Solar. Untold billions of human souls live on the ancient world. They are the people of the Cult Mechanicus and the devoted servants of its technarcane Machine God.

Mars is the homeworld of the Tech-Priests, the ruling class of the Cult Mechanicus. Throughout the galaxy there are many other worlds that belong to the Tech-Priests, planets whose people also form part of this huge and powerful organisation. These other planets are called Forge Worlds, and though none are as ancient or as powerful as Mars, each has its hives and its factories, its industries and its cavernous temples to the Machine God.

Each Forge World is a colony of the Tech-Priests, controlled by its own Techno-Magi and responsible for its own affairs. However, the ultimate loyalty of all the cult members is to the Cult Mechanicus itself, and to its masters on the planet Mars.

THE BIRTH OF THE CULT MECHANICUS

The Cult of the Machine God began many thousands of years ago, before the birth of the Imperium, during the time known as the Age of Strife. The events that triggered the Age of Strife must forever remain a mystery, but very likely the increasing turmoil in warp space was one of the most influential factors. Only by means of the ethereal realm of warp space can interstellar space travel take place. Erratic disturbances in warp space, called warp storms, make it almost impossible for spacecraft to travel between star systems. During the Age of Strife, the warp storms became frequent and more intense, spreading throughout the galaxy until space travel became next to impossible. Individual solar systems became isolated and many human colonies hitherto dependent upon interstellar contact were lost. Societies collapsed, anarchy prevailed, and the old civilisation of mankind passed away forever.

During the Age of Strife the Earth could no longer acquire sufficient food or resources to accommodate its people. Without access to the wider galaxy the homeworld could

LEGIO ORDO SINISTER

The Legio Ordo Sinister is an elite special purposes Legion. It comprises only a dozen Emperor class Titans under the command of the renowned Grand Master Ferromort. The purpose of the Legio Ordo Sinister is simple: to inspire terror and obedience in those who are in danger of disobeying the Pax Imperium, to lend the weight of steel to the words of the Adeptus. In this respect the Legio often works in conjunction with the Adeptus Arbites, the Inquisition and the Ecclesiarchy, providing transport and fire support for their ground troops in innumerable short, vicious campaigns.

The carefully planned assaults of Grand Master Ferromort are famous for their precision and flawless execution. Great pains are taken to use them as an example of impersonal and faceless Imperial efficiency. In persuading truculent governors to submit to the Imperial will the Legio Ordo Sinister has destroyed hundreds of supposedly impregnable fortresses and allegedly unassailable palaces. However, this Legion remains an instrument of precision for the Imperium – a well-honed sabre rather than the sledgehammer of planetary bombardment or the scalpel of a Space Marine intercession.

not survive. Untold billions died as a result of war and starvation. The planet soon became a battleground where rival warlords fought over the ruins of a once great civilisation. All of Earth's ancient knowledge was lost and its cities destroyed. The planet became little more than a desert where its people were reduced to the level of brute savages fighting over the scarce land and water that remained.

On Mars the process of disintegration began as it did on Earth, but because of the unique conditions on Mars events were to develop entirely differently. Because of lack of maintenance the planet's atmospheric radiation shields soon disintegrated. Solar radiation poured onto the surface, destroying the fragile ecosystem and wiping out sparse vegetation which had taken millennia to cultivate. Plagues caused by high radiation levels slew most of the population. Of those who survived most became deranged by sickness, many turned into mutant zombies or gibbering cannibals. The destruction of the entire planet seemed likely. However, this was not to be, for a new idea began to spread amongst the people, a religion of survival - the Cult Mechanicus dedicated to the Machine God.

The devotees of the Machine God sought out the now scattered technology needed to rebuild temporary radiation shelters. The cult demanded absolute devotion from its followers, for only by selfless dedication and often personal sacrifice could machines be recovered or the planet saved. Under the direction of their Tech-Priest leaders, the cultists set about restoring order to the world. They built shelters to protect themselves from the radiation storms, and oxygen generators and food processing machines to enable them to live behind the enclosed shielding.

There were few shelters even for the Tech-Priests and none for unbelievers. Marauders and mutant raiders tried to force their way inside the hurriedly constructed buildings. Many of the cultists died defending their shelters and some early shelters were destroyed, but the survivors emerged all the stronger and more determined. The people interpreted their survival in the face of tremendous odds as vindication of the Cult Mechanicus. Their resolve and devotion to the cult became unshakeable.

Whilst rival warlords battled over the remnants of Earth the Tech-Priests rebuilt Mars in the image of their inhuman god. On red sand there rose the first temples of the Machine God and the people came to worship at the High Altar of Technology.

The Tech-Priests scoured the ruins of Mars for surviving machinery which they enshrined within the Temple of All Knowledge. Within the temple's plasteel shell shining pistons held the vaulted roof almost a mile above. The shafts of each piston were so constructed that they moved to raise and lower the roof, altering its acoustic properties to accentuate the hymns of praise sung to the Machine God.

The High Altar within took the form of a vast database containing the whole knowledge of the Tech-Priests. Even today every new discovery is dedicated to this altar. Every temple on Mars and throughout the Forge Worlds is connected to the High Altar by means of a living Transmat link, a psychic Servitor whose mind co-joins all altars of the Cult Mechanicus into one holy machine entity.

LEGIO DESTRUCTOR (The Beasts of Steel)

Legio Destructor is one of the Imperium's largest Titan Legions, comprising over a hundred machines of all classes. This is unsurprising as the Forge World of Legio Destructor lies within a hundred light years of the Wheel of Fire and the edge of the Ork empire of Charadon. Led by their eccentric Grand Master Thaedius Wilson the Legio Destructor have sallied out to stave off numerous Ork Waaaghs! issuing from the Wheel of Fire or the Charadonian empire. Consequently the Legion spends much of its time building up its strength to resist the next avalanche of maniac Ork warriors and war machines.

It is murmured in some areas of the Adeptus Mechanicus that the constant exposure to Ork attacks has made the Legio Destructor increasingly 'Orky' in its outlook and behaviour, particularly in its attitude to combat. The Princeps and crews of Legio Destructor hunger for battle with an unusual exuberance. So far this thirst for battle has been viewed as a useful attribute, particularly against foes other than Orks who find the Legion a highly unsettling opponent. But even the Fabricator General expressed surprise to hear that the Titans of the Legio Destructor are now fitted with amplifiers so the Legion can reply to the Orks' howls with their own battle chant: "Big Death, **Big Death**, **BIG DEATH!**".

THE TITAN LEGIONS

When the Tech-Priests built their first temples and restored order to Mars they also laid the basis for the military arm of the Cult Mechanicus, the Titan Legions. They created weapons capable of functioning in the hostile environment of their planet. The vast fighting machines they built were Titans. Since that time the Titan Legions have formed the backbone of the armies of the Cult Mechanicus. Now, as part of the Imperium, they serve the Emperor.

Of all the galaxy's fighting machines none can match the sheer size and power of a Titan. The largest Titans bristle with weaponed turrets and carry potent guns capable of destroying entire formations of enemy troops. Inside the Titan's armoured shell countless crew busy themselves with their duties. Some operate the throbbing engines that propel the machine enabling it to walk over the battlefield. Others direct its potent weapons of destruction, guiding its turrets and aiming its lethal missiles. A Titan is a ponderous battleship of the land. A machine of such a size and complexity that it is accompanied by infantry and tanks so that it can deliver its substantial firepower in the most effective way. Some Titans carry troops into battle, their towering leg sections form mighty bastions from which squads of troops attack the enemy.

The construction of a Titan takes many years. Centuries of endeavour lie behind a single machine. The largest and oldest Titans of all are held to contain a spark of the Machine God's divinity. They have a holiness invested in them by virtue of their antiquity and technical complexity. The Tech-Priests deck the Titans with banners proclaiming their divine nature. On the eve of battle they anoint the machines with holy oil and perform the Mass of the Cult Mechanicus before the entire legion. The sacred names of the Titans are chanted amidst readings from the Manual Technicanum. To the Tech-Priests a Titan is more than a fighting machine it is an aspect of the Machine God, a holy and worshipful creation of Technology. To serve aboard a Titan is to serve the Machine God in person. This is the greatest service that a mere mortal can perform.

THE FORGE WORLDS

When the Cult Mechanicus restored order to Mars its leaders looked to Earth and beyond, hoping to find remnants of human knowledge on other worlds. The Tech-Priests were appalled at the destruction on Earth and judged there was nothing worth saving. Instead they turned their attention to the wider galaxy. However, their spacecraft were unable to break through the warp storms that raged throughout the galaxy, isolating the Sol system and many others besides.

The Tech-Priests studied the warp barrier for many centuries, observing the nature of the warp storms and the energy patterns within them. After many lifetimes they

were able to predict when the storms were at their weakest, and made preparations for an expedition beyond the solar system. At last an opportune moment came, the warp storms abated, and a massive fleet set out from Mars. The spacecraft of the Cult Mechanicus carried an entire Titan Legion onboard as well as thousands of Servitors and Tech-Priests to form the seeds of a new colony.

After a few short days the warp storms regained strength once again and all contact was lost with the fleet. The Tech-Priests waited for a sign from their Machine God, and faithfully started to prepare another expedition.

Over the next thousand years many Titan Legions were built and launched into the void. Some were lost or destroyed, but others were successful in their mission. Throughout the galaxy new colonies of the Cult Mechanicus were founded, each a replica of Mars with its temples and hives, its factories and its hierarchy of Tech-Priests. Each new world was protected by its Titan Legion. These new worlds were called Forge Worlds.

Whilst the storms persisted the Tech-Priests of Mars could only guess how many of their space fleets had survived passage through the tumultuous warp. During moments of relative calm broken messages were down-loaded into the High Altar in the Temple of Knowledge, fleeting reports from the Forge Worlds, data from recovered machines, conformations of new discoveries or desperate pleas for help. But there was little the Tech-Priests of Mars could do to aid individual worlds, and it was not until the time of the Great Crusade in the Age of the Imperium that the Forge Worlds were to be finally united with Mars.

Reaver Titan

THE KNIGHT WORLDS

The Tech-Priests' spacefleets found an anarchic galaxy where the ancient confederacy of interdependent human planets no longer existed. They discovered that the Eldar too were facing social degeneration. Many had taken to the worship of the Dark Gods of Chaos, and everywhere the Eldar worlds were falling into ruin. Some Eldar had already chosen to abandon their home worlds and set up new colonies of Exodites untainted by the evil of Chaos. The Tech-Priests also found that wild Ork warbands rampaged throughout the galaxy, looting and destroying, causing unrest everywhere.

LEGIO MORTIS (Deaths Heads - Traitor Legion)

The very name of Legio Mortis has long since become a foul taint to the defenders of humanity, uttered only with fear and loathing. Their infamy stretches back 10,000 years to the time of the Horus Heresy when the daemon-possessed Warmaster Horus sent the new-born Imperium tumbling into bloody civil war.

Legio Mortis had fought for the Warmaster in a hundred campaigns during the great crusade, their loyalty had long since been pledged to him rather than the distant Emperor. When Horus began the heresy by virus-bombing the defenceless world of Istvaan III the Deaths Heads made the landings to scour the corpse-packed hives for the pitifully few survivors. Some say that mutated strains of the virus brought their final corruption, some say the madness inspired by the billions of putrefying corpses turned their faces to Chaos.

Who can say where the truth lies? Certainly when the Legio Mortis landed on Earth to besiege the Emperor's palace they were warped and mutated almost beyond recognition. The adamantium skins of their Titans were pocked and bubbled with foul effluvia, great tentacles of twisted flesh and metal lashed, spiked tails whipped back and forth. Their Titans' heads had been transformed into drooling daemonic visages filled with malice and their engines roared like angry beasts.

Horus granted the Deaths Heads the honour of breaking through the outer walls of the palace and with wreckers, power rams, warp missiles and their own fiendish bravery they did so despite suffering the loss of over thirty Titans in one night.

But despite their efforts the siege failed and Horus was defeated. The remnants of the Legio Mortis fled from Earth and were hunted and pursued, system by system, to the Eye of Terror. There, where the warp and real space overlap, time has flowed strangely for the Deaths Heads. They remain trapped in servitude to the gods of Chaos, fighting a war that ended 10,000 years ago, building their strength and testing the Imperium's defences for the time when they shall return and wreak terrible vengeance on all living things for the defeat of their beloved Warmaster.

The human worlds discovered by the Tech-Priests retained little of their old technology. They had devolved into feudal states ruled by aristocratic nobles who welcomed the Tech-Priests as long awaited saviours. The Tech-Priests settled amongst these feudal empires, or Knight Worlds, choosing planets that were mineral rich where they could rebuild their industries. They established contacts with the Knights, trading with their worlds and investigating the ancient ruins where surviving technology could still sometimes be found. The Knights provided manpower and security against enemies such as marauding Orks and land-hungry Eldar Exodites. In return the Tech-Priests provided technical expertise and help rebuilding their planets.

Over the millennia the Forge Worlds became powerful and the Knight Worlds flourished under their wing. The Tech-Priests and Knights became mutually dependent and each Forge World became the hub of an empire consisting of a Forge World and its surrounding Knight Worlds. The Knights learned much from the Tech-Priests and their societies were gradually transformed into technically sophisticated cultures. Many of the Forge Worlds were successful in maintaining sporadic contact with each other, and the Tech-Priests' obsession with knowledge ensured that discoveries on one world were down-loaded to altars throughout the galaxy.

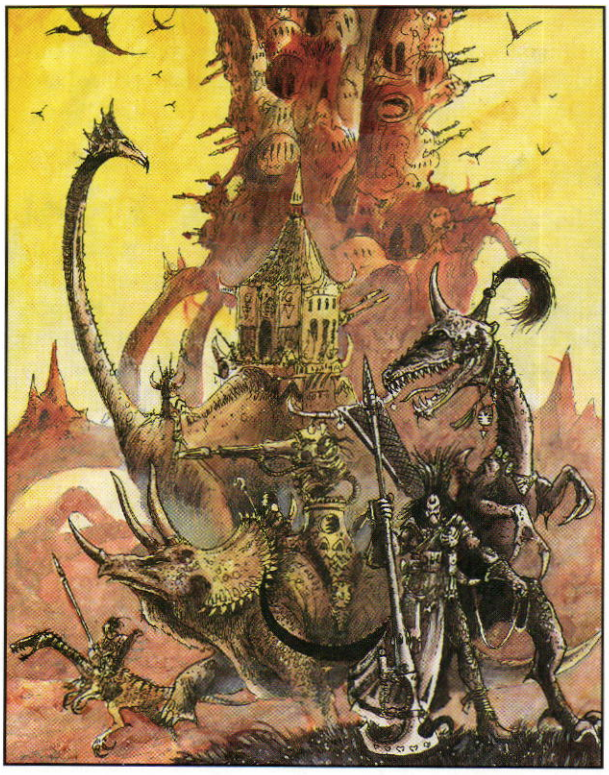
The most important innovation that the Tech-Priests brought to the Knight Worlds were the fighting machines also called Knights. These machines were one-man versions of a Titan, much smaller and less powerful than a real Titan, but far better suited to the mobile style of warfare prevalent amongst the nobility of the Knight Worlds.

Today these Knights fight alongside the Titans and form a reserve of troops which can be called up into the Titan Legions when required. Each machine is piloted by a noble of the Knight Worlds, a Knight warrior within a Knight machine, for these worlds have maintained their feudal societies over the millennia. Indeed, the acquisition of technology enabled the warrior nobility to strengthen its position of power on their worlds.

THE AGE OF THE IMPERIUM

It is now ten thousand years since the Age of the Imperium began. It was in that distant time that the warp storms finally ended with a single massive storm of unbelievable destructive power. The warp is formed from psychic energies which affect the minds of psychically sensitive mortals. As a result of the final collapse of the storms many humans were killed as a psychic shock wave spread throughout the galaxy.

The Eldar worlds were at the centre of this shock wave, spelling the end of planet-bound Eldar civilisation. Some Eldar escaped by means of massive space arks called Craftworlds. The Eldar Exodites who had already distanced themselves from the hub of their civilisation also survived.



Other Exodites arrived amongst the Knight Worlds looking for worlds to settle, seeking out planets seeded by their ancestors thousands of years previously. Many of these worlds were already settled by the Knights and wars broke out throughout the Knight Worlds as Eldar tried to oust the Knights. The Forge Worlds and Knights managed to repel the Eldar invaders in most cases, but they could not prevent the Exodites settling nearby. Over the following centuries the Exodites and Knights would fight many long and arduous wars.

On Earth the lifting of the warp storms signalled the beginning of an age of rebuilding and resurgence. From the battling warlords of Earth emerged one far-sighted visionary, a man of mysterious origins whose knowledge of past technologies astounded all who spoke to him. History does not recall his name only the title he came to assume in later years – the Emperor. This great leader united the warring people of Earth and prepared the way for the reconquest of the galaxy by his Space Marine Legions.

On Mars the Emperor was recognised as the long-awaited Omnissiah of cult legend. A frenzy of popular uprising swept through the entire Cult Mechanicus as word spread of his coming. When the Emperor arrived on Mars he was hailed as the Machine God Incarnate and the Tech-Priests and Techno-Magi alike came to acknowledge his leadership and marvel at the technical secrets at his command.

Not all amongst the Cult Mechanicus were happy with this turn of events. Many of the senior Magi resented the disturbance in the status quo threatening, as it did, their own power base. A few of these malcontents led a rebellion and seized the Temple of All Knowledge from where they called the faithful to war against the Emperor.

The conflict that followed was short and bloody, and ended in the defeat of the reactionaries and triumph of the Emperor's followers. Mars and Earth were reunited after millennia of separate development.

THE GREAT CRUSADE

With the massive human resources of Earth and the colossal technical power of Mars the Emperor began the re-conquest of the galaxy. This mighty enterprise is known as the Great Crusade and it lasted for two hundred years. The Emperor's forces spread out from the Sol system, searching for surviving human worlds and driving out alien usurpers. Many long forgotten planets were liberated during the Great Crusade and many worlds were settled anew. Gradually the Imperium expanded throughout the galaxy.

Forge Worlds throughout the galaxy were able to establish secure communications with Mars following the end of the warp storms. Many Forge Worlds were able to contact the High Altar of Knowledge, and many technical advances and discoveries were spread as a result. The position of Mars and the Cult Mechanicus as the leader of the Forge Worlds was reaffirmed and spacecraft began to travel between the worlds regularly.

Many Forge Worlds found themselves at war with alien invaders, especially Orks, now that space travel was viable once again. Although the Forge Worlds were able to help each other to some degree, they were everywhere forced onto the defensive. Some Forge Worlds were destroyed and many of the Knight Worlds were devastated. As the Great Crusade advanced it was able to free the Forge Worlds from these attacks. The liberation of the Forge Worlds was a great advantage to the Imperium, because their considerable military might could be added to that of the Great Crusade itself.

As the Emperor's forces pushed further and further into the galaxy, the Forge Worlds were able to supply arms and equipment, weapons, spacecraft and other munitions to the advancing armies. Titan Legions from the Forge Worlds joined the Space Marines to extend the borders of the Imperium still further.

As the Great Crusade reached the edges of the galaxy the Cult Mechanicus founded new Forge Worlds to act as forward supply bases. These new planets soon grew and established their own Titan Legions. Surrounding planets were colonised from the Knight Worlds, replicating the long-established pattern on the other Forge Worlds.

THE HORUS HERESY

As the Great Crusade reached ever outwards, encompassing almost the whole galaxy, a new and unthinkable threat emerged to challenge the re-emergence of humanity. This was the rebellion known to later ages as the Horus Heresy. The revolt was led by Warmaster Horus, the greatest of the Emperor's generals, his most trusted lieutenant, and the most powerful of all the Primarchs. The rebellion began far out on the eastern fringes of the galaxy, and took hold amongst the Space Marine and Titan Legions serving under Horus.

It is unclear how Horus managed to turn his armies against the Emperor, but he was a skilled and persuasive leader who commanded immense personal loyalty amongst his troops. In all probability there were few who even questioned his orders, and later, when the true power behind the revolt was revealed, it was too late. At the very beginning none guessed that behind the Warmaster's plans lay something altogether more sinister. Unknown to anyone, Horus had thrown in his lot with the Dark Gods of Chaos. All who followed him would be as damned as he.

This is not the place to describe at length the fierce battles of the Horus Heresy. The galaxy was torn asunder as Space

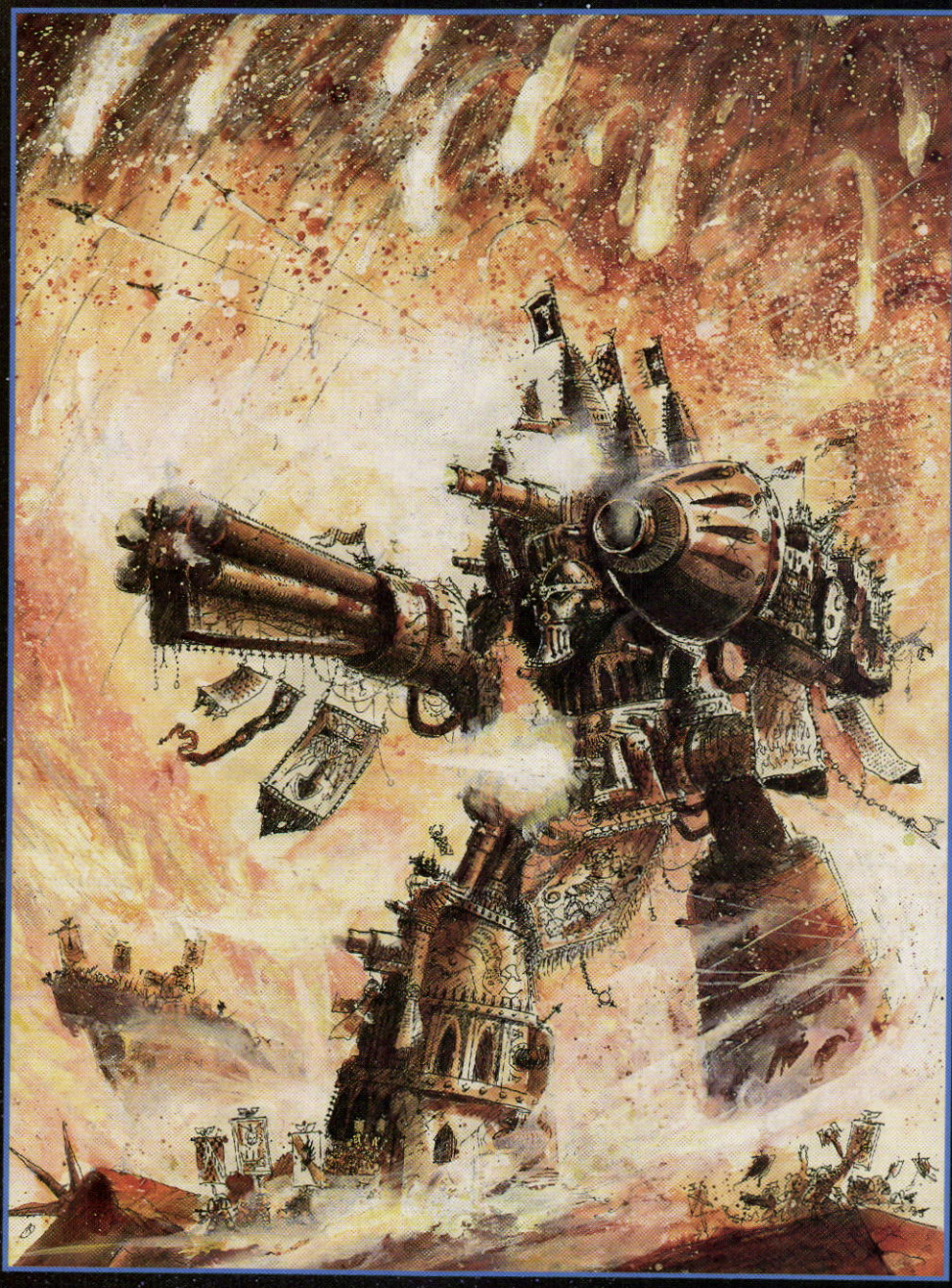
LEGIO METALICA (Iron Skulls)

The Legio Metalica is rightly famous for its tragic part in the battle of Armageddon, a hive world which produced weapons and munitions vital to the security of several systems in the sector. Armageddon suffered beneath a foolish and erratic Overlord, Herman von Strab, who refused to believe warnings of invasion by the fiercest Ork Waaagh in centuries, Waaagh Ghazghkull. The Legio Metalica was stationed on Armageddon to protect its vital industry and when Ghazghkull smashed through von Strab's inadequate defences the Overlord commanded the Legion to perform the impossible task of stemming the Orkish tide.

Princeps Senioris Kurt Mannheim held temporary command of the Legion after the death (suspected to be assassination) of its Grand Master. By Imperial law it was his duty to obey the Overlord and von Strab refused to hear Mannheim's advice. Unable to betray his oath of loyalty to the Emperor, Mannheim put on his best dress uniform, said goodbye to his wife and children and climbed into his Titan Steel Hammer to lead his battle groups to certain destruction.

The Legion fought hard and it fought well, Steel Hammer accounted for three Ork Gargants before it was crippled and even then Mannheim took his machine right into the centre of the Ork forces before its reactor melted down. But the Orks outnumbered the Legio Metalica more than three to one and the outcome was inevitable. The Legion was almost completely wiped out and took no further part in the Armageddon campaign.

At the end of the campaign Mannheim was posthumously awarded the Emperor's Star for his bravery and loyalty to the Imperium. The Legion has been rebuilt since its devastation at Armageddon and won acclaim in every campaign it has fought in for its dedication and determination, Mannheim remains a shining example of the dutiful warrior to all.



How like a God He is, that ancient Machine, primal of all His Kind, the Imperator! His mighty Fists, massive like two Towers of Destruction, laden with the Doom of Mankind's bitter Foes. He watches over us now as Battle joins, and in his Shadow we shall advance upon our Enemies and defeat them.

Marines fought Space Marines and Titans battled Titans. Horus' strategy was to move against the Emperor directly, attacking Earth with as much speed and as many troops as he could muster. Earth's defences were weak and reinforcements were weeks behind Horus' fleet. In the final event the war was to be won by the Emperor, but only at the cost of his own life as he battled Horus in personal combat aboard the Warmaster's own battleship. From that day forth the Emperor has lived only as a spirit sustained by psychic energies, his lifeforce inhabiting a corpse held together by stasis fields.

The majority of Horus' forces were scattered following his defeat. The rebel Space Marine and Titan Legions fled into the Eye of Terror, a zone of what is known as Chaos Space. Here the twin dimensions of the warp and reality overlap, and the ethereal realm of Chaos co-exists with the material realm of men. In this vast region of space there are worlds inhabited by daemons and their minions, and it was amongst these worlds that the traitors made their home.

Outside the laws of time and space the Eye of Terror has preserved the remnants of Horus' armies to this day. Space Marine warriors who fought against the Emperor live there still, emerging at points past, present and future to harass the forces of the Imperium. Titans that took part in the Heresy can also be found in the Eye of Terror on worlds ruled by dark and corrupted Tech-Priests whose hellish visions of techno-madness have created societies where men are slaves to daemon-possessed machines which hunger for mortal blood.

THE ASCENDANCY OF THE HIGH LORDS

Following the defeat of Warmaster Horus the Imperium of Mankind was re-established afresh. The organisational basis for the Imperium of the 41st Millennium was laid down in the years following the Emperor's incarceration. At that time Imperial organisations were instated in forms which have endured broadly unchanged for ten thousand years. Institutions created by the Emperor to serve his Great Crusade became the ruling bodies of the sprawling empire. Their chiefs became the most powerful men the galaxy has ever known. These individuals are the High Lords of Terra, a conclave which includes the chief military and administrative officials of the Imperium.

The new ruling body of the Imperium was known as the Adeptus Terra, the Adepts of Earth, a term which included not only the High Lords but all the organisations under their control. From this time the term Adeptus was formally adopted as the title for all officials of the Imperium. During the Great Crusade and Horus Heresy the Cult Mechanicus had taken part in all the triumphs and failures of the Imperium. Now the Techno-magi prepared to play their role in the rebuilding process too.

To establish their place amongst the new rulers of the Imperium the Cult Mechanicus became the Adeptus Mechanicus, and its cult leaders became High Lords of Terra. Over the following millennia the people of Earth and Mars would march forward together, welded into one mighty Imperium, yet distinctly different societies with their own governments and institutions.

THE ADEPTUS MECHANICUS

It is now the forty-first millennium. The Emperor has endured for ten thousand years, his living spirit continues to guide the fate of mankind though his body is rank with decay. On the world of Mars the Techno-Magi celebrate the rites of the Machine God and his divine manifestation the undying Emperor. Throughout the Imperium there are countless Forge Worlds devoted to the pursuit of knowledge. The Titan Legions and the Tech-Guard armies of the Adeptus Mechanicus protect and expand the territories of the Machine God. In conjunction with the Space Marines and Imperial Guard, they form the fighting armies of the Imperium, the most potent force in the galaxy.

The Forge Worlds and Knight Worlds remain fiercely loyal to their Martian masters. Their industry and their tithes are to the Adeptus Mechanicus and the Techno-Magi of the Cult Mechanicus. Where other human worlds in the Imperium are part of the feudal empire controlled by the Administratum of the Adeptus Terra on Earth, the Adeptus Mechanicus retains direct ownership of its own territories. Thus the Forge Worlds and the Knight Worlds owe no obligations to the Adepts of Earth. They raise no regiments for the Imperial Guard and they pay no tithes to the treasury. They are not answerable to the Adeptus Terra but to the Adeptus Mechanicus. Only the Inquisition has jurisdiction in their territories, and there are no worlds in the Imperium where those warriors of righteousness may not walk freely.

'EAVY METAL™

EPIC®

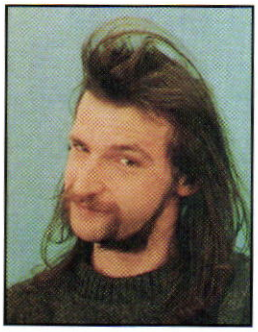
TITAN LEGIONS

INTO THE MAELSTROM

By Andy Chambers

Andy is the man responsible for bringing the devastating power of the Imperator Titan and Ork Mega-Gargant to your gaming table. In this special article he gives a personal view of the development of the Epic Games System.

ANCIENT HISTORY



Long, long ago, before even I sold my soul to the Dark gods of Chaos, a game was born into the world called Adeptus Titanicus. It featured huge bipedal war machines called Titans battling through a war zone of looming city blocks. The game included plastic models of Warlord Titans and was simple enough to have a battle for supremacy involving six people, with each commanding a Titan of their own. I fought, I won, I liked this game. I became absorbed by the dark and brooding atmosphere of a galactic Imperium wracked by the civil war known as the Horus Heresy. I discovered White Dwarf magazine and feverishly collected additional rules for new Titans and eventually infantry and vehicles to throw into battle, only to see them crushed underfoot by these gigantic war machines.

I battled weekly, developing and collecting my own Titan Legion – Ordo Canis – guiding it through literally dozens of traps, blitzkriegs and offensives on the eternal battle front. New ace Titan crews rose through the ranks and old ones crashed to their doom.

The Wraithbone Titans and iron-clad Gargants of the Eldar and Ork races arrived to do battle and taught me new ways to hurt. Another game came out exclusively featuring troops and tanks in Epic scale, called Space Marine. This was added to my growing collection, and squads of Space Marines and Land Raiders arrived to support Ordo Canis. Plans were afoot to create another game called Titan Legions, and whispers were heard of a monstrous class of Titan, bigger and more heavily armed than any other. It was called the Emperor Titan.

Eventually, I got to do some freelance work for White Dwarf, writing vehicle stats and army lists for the Epic system. My first piece to be published was about smaller humanoid war machines called Knights. That was all about eighty zillion years ago...

THE REVISED EPIC GAME

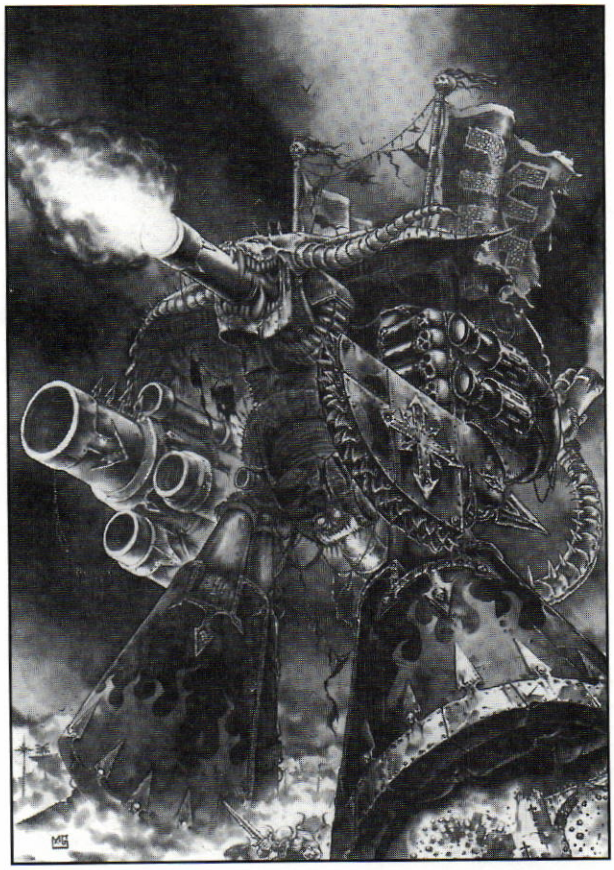
A few years later, the Space Marine game was revised and updated. The rules were streamlined so that battles were faster and larger armies could be used. A number of innovative new ideas were added to the game such as the army cards you could use to choose which companies of troops and vehicles to fight with, objective counters to fight over and a victory points system so that you could tell who had won the battle. Although I dearly loved the original Adeptus Titanicus/Space Marine game, I have to admit these new rules blew away the old ones. Battles now became knife-edge contests of tactical skill and daring. The new army cards included information on the morale value and victory points of different formations as well as their organisation into platoons and squadrons making set-up and play so much smoother.

As we worked to produce supplements covering all of the major races, each army developed its own distinctive dynamics. The Space Marines were masters of the lightning fast shock assault. The Eldar feinted and parried enemy attacks with their deadly mobile forces of skimmers. Orks threatened to overwhelm the foe with their ferocity and sheer weight in numbers, the Squats were tenacious and commanded the most awesome firepower imaginable, while the daemonic hordes of Chaos could overrun and tear apart any foe in their hideously mutated path. And every month, as the rules developed, a plethora of new models appeared for every race, each with their own lethal capabilities.

Amidst all this excitement, my one regret was that the emphasis of the Epic game had shifted to troops and tanks rather than Titans. Now Titans appeared in ones and twos to support the little guys, rather than the other way round. It was intended that another supplement called (yes, you've guessed it) Titan Legions would bring the Titans back into their rightful place of dominance. But Warhammer Fantasy Battle and then Warhammer 40,000 demanded attention and Titan Legions slithered ever further back on the schedule...until now!

THE TITAN LEGIONS BOX

This autumn sees the release of the long-awaited Titan Legions. Early in its development we decided that Titan Legions should be no mere supplement to Space Marine, but a complete game in its own right. This has given us (well, me) the opportunity to lavish as much attention on those awesome Titans as they deserve. The game now contains two rulebooks, a mountain of templates and datacards plus a city's worth of full-colour card fold-together buildings and rubble. What's more, some truly amazing plastic miniatures have been created so that the Titan Legions box contains two separate battle groups, one for the Orks and one for the Imperial forces.



The Orks command several squadrons of Bonebreaka tanks and not one, but two monstrous Mega-Gargants – giant mobile fortresses studded with battlecannon and mounting all sorts of weird and destructive weapons on towers and gantries, such as da Big Lobba, a Weirdboy Tower and several Krooz Missuls. You may have come across ordinary Gargants before now and thought that they were pretty big, but rest assured that they are utterly dwarfed by Mega-Gargants.

The Imperial forces include a Household of Knights – towering humanoid fighting machines armed with chainswords and battlecannon, but the heart of the Imperial battleforce is the gigantic Imperator – an Emperor class Titan mounting enough firepower to devastate entire armies. Yes, at last, after all those years an Emperor Titan is available to smash the foes of humanity out of existence!

The Emperor Titan and Mega-Gargant models are both multi-part plastic kits which have exceeded all our expectations. They are designed to push together for convenience but obviously most gamers will want to glue them together to create sturdier models. The detailing of rivets, guns and girder work on the Mega-Gargant, and the gothic arches and columns on the Imperator Titan is exceptionally fine, creating a marvellous impression of scale. The Ork Bonebreaka tanks and Imperial Knights are each moulded as simple three-part models which snap together without glue and provide admirable support to the Imperator Titan and Mega-Gargants. All of these plastic models are of an excellent standard, highly detailed and are indistinguishable from metal miniatures once painted. With such amazing models to work with, the rest of the game became a matter of ensuring that the Imperator Titan and Mega-Gargant were as tough as they deserved to be.

DEVELOPING THE RULES

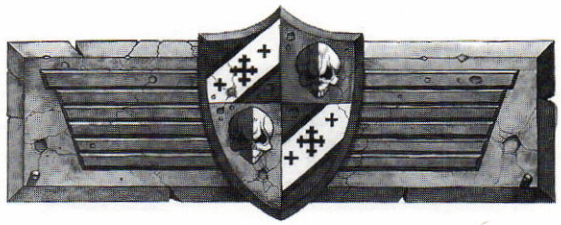
The plan for Titan Legions was that the game should fit in with all the existing Space Marine rules and its previously published supplements; Armies of The Imperium, Renegades and Ork and Squat Warlords. In addition, both Titan Legions and Space Marine had to be able to stand alone, so that either boxed set could be bought separately and be played as a complete game in its own right. Thus the Epic game system was born.

Of course this was just great in theory, but just how do you introduce gigantic new war machines like Emperor class Titans and Mega-Gargants into a set of game rules which covers nothing of comparable size? More to the point, how do you do this without upsetting the game balance of existing forces? Even more to the point, how do you achieve all this and also ensure that you can have an exciting and challenging game with just what's in the box!?

I decided that the Emperor Titan and Mega-Gargant should both work by having a datacard onto which counters were placed to control functions like movement and firing. This is quite different to troops and and tanks in Space Marine which use a single order counter placed at the start of the turn to dictate whether they remain stationary and fire, advance and fire or charge forward without shooting at all. Having greater flexibility would make the Emperor Titan and Mega-Gargant entertaining to fight with if you were just using the models in the Titan Legions boxed set, and make them tough opponents in games against more conventional forces. It also seemed natural that such huge machines would have space for troops on board so these were also incorporated onto the datacards, along with ammunition limits for some weapons, shield strength indicators, damage locations, weapon summaries and many other pieces of information.

THE MEGA-GARGANTS

Early playtesting revealed that the Mega-Gargants were overly complex to use. As a result, their datacards were simplified to make the troops onboard act as a Krew, and the Mega-Gargants themselves were made to operate more like normal Epic units, apart from using a slightly more sophisticated set of order counters to control them in combat. This made them more fun to play, but they lacked individual colour and so I decided to introduce the "Shouting Counters". These represent additional orders being bellowed at the Krew by the tough Ork Mega-Gargant Kommander – things like "FULL ZOGGIN' SPEED AHEAD!" and "WAAAGH!". Their use really shows up the finer subtleties of Ork command structures!



To further diversify the Mega-Gargants, I also decided to include a system of drawing the Krew counters for your Mega-Gargants at random. Each of the three types of Krew squad – Nobz, Boyz and Gretchin Riggers – have their own good and bad points. For example: a Krew of mostly Riggers is great for fixing damage and fighting fires it's zog all use in a boarding action! Likewise Nobz are marvellous for defending the Mega-Gargant or attacking any enemy who stray too close, but they won't dirty their hands doing Rigger's work! In this way each Mega-Gargant acquires its own unique personality and specific tactical value, which you can exploit in your overall battle plan.

THE IMPERATOR EMPEROR CLASS TITAN

The reason the Mega-Gargants had seemed over complex was that their datacards were almost as large as the one for the Imperator Titan – and the Imperator Titan datacard was so huge we were worried it might not fit in the box! Most of this space, however, is taken up with locations for the special company of infantry carried by the Titan, as well as its mammoth number of void shields and hit locations.

The Imperator Titan works by allocating a random number of plasma counters to powering up different functions, such as the shields, weapons and engines, in order to control how it moves and fights. This gives a very real trade-off between movement, firing and defence which makes it very enjoyable to fight with. I'm happy to say that the Imperator Titan worked just fine from the outset and merely needed some fine tuning to weapons and other areas to make it operate within expectations.

DAMAGE CONTROL

The next problem was to ensure that the Imperator Titans and Mega-Gargants weren't too easy to destroy. Of course both machines have numerous shields which absorb enemy fire before it can strike the fabric of the machine. However, shields can be chipped away with lighter weapons to open up the target for a killer blow with the real super-heavy weaponry. To help solve this I introduced one of the few major changes to the basic Space Marine rules by making energy shields harder to knock down with light weapons. But what about damage once the shields were down?

With the Mega-Gargants this was relatively easy as normal Gargants can only be destroyed by inflicting enough damage to start fires throughout their superstructure. As the fires rage out of control, the Gargant's ammo eventually blows and takes out the whole machine. By using the same system for Mega-Gargants, but with the addition of Krew squads who could fight fires, Mega-Gargants proved to be exceedingly tough. The Imperator Titan can be destroyed by hits to vital locations such as its legs, command bridge and plasma reactor. To compensate for this vulnerability and to represent the massively thick armour of an Emperor class Titan the Imperator makes its armour saving throws on 2D6 rather than 1D6 like ordinary Titans. This ensures that the Imperator can withstand withering barrages of fire even when its void shields are down.

Now at last, battles between the Imperator Titan and the Mega-Gargants are dynamic conflicts between two very different kinds of machine. The Imperator Titan is able to deal out massive amounts of damage and absorb plenty of punishment, but a single lucky hit to a vulnerable location can bring the giant down with shocking ease. The Mega-Gargants have plenty of short range firepower and between them they can smash down even the Imperator's shields in short order. However, they can also be crippled relatively easily once their power fields collapse, and if the Imperator Titan can outmanoeuvre the Gargants and fight them one at a time, the Orks are doomed.

UPDATING THE EPIC RULES

Naturally, Titan Legions would contain an updated rulebook covering not only the rules for Imperator Titans and Mega-Gargants, but also all the basic rules for tanks and troops from the Space Marine game. I therefore took this opportunity to comb through all the questions we'd received about the Space Marine game system and attempted to resolve as many of them as possible.

This proved easier than I had anticipated. The framework of the Space Marine rules was basically sound and some areas, notably close combat, simply needed a little additional explanation and clarification. Likewise, the summarising of the special rules applying to flyers and the like (which had previously only appeared in individual vehicle descriptions) should help to resolve any difficulties and aid reference. Titan Legions also introduces a separate psychic phase to speed up play, as suggested by numerous Space Marine players.

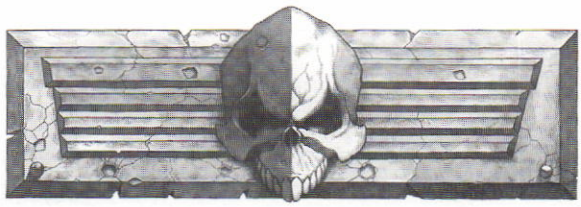
All the updating of the Titan Legions rules was aimed at maintaining the ease of play of the original Space Marine game and making only minor procedural changes to those rules. I hope that the Titan Legions rulebook will serve to teach new recruits the Epic game rules as well as giving hoary old veterans more information to fight with.

FINISHING TOUCHES

My final task was to ensure that Titans and Gargants would be the ultimate battle winners they started out as so long ago. The first step towards this was the introduction of some new army cards which covered Titan Battle Groups. These are similar to Gargant Big Mobs, which is to say they are small units of three Titans or Gargants which operate together on the battlefield. These Titans and Gargants have a cheaper points value to compensate for the fact that they must fight in close proximity and lack the flexibility of individual machines. However, the ferocious firepower of a Gargant Big Mob or a Titan Battle Group makes it a must for any commander.

As we moved onto playing games with Imperator Titans, Battle Groups and the rest, we soon found that the conventional forces could win games on victory points too easily. This is because in Space Marine both armies fight for control of eight objective markers which are worth a number of victory points each. The Titan-heavy forces couldn't spread out to cover all of their objectives and the enemy could place many of the objectives in buildings or other locations the Titans couldn't reach.

It was clear that Battle Groups and Emperor Titans (plus their Ork opponents), would need their own objectives to pursue if they were to have a fighting chance of winning the battle. Enter Titan and Gargant Mission cards! These covered specific objectives for Titans or Gargants like capturing particular locations, demolishing buildings, breaking through the enemy line and so on. With different mission cards being given to each Mega-Gargant, Emperor Titan, Big Mob and Battle Group, the big war machines could fight on even terms against more conventional forces.



I also wanted to ensure that Titan Legions included some rules for Titans and Gargants gaining experience through fighting battles. Stealing unmercifully from the extremely worthy Blood Bowl, I put together a simple advancement table and a selection of mouth watering crew and commander skills plus Titan upgrades for all of the major races. Once more you can feel the pride of Titans fighting their way up to ace status and the agony of them then being blown to smithereens!

Kurgen jumped in spite of himself as the klaxon howled again. He couldn't believe they were still advancing. He stood with a dozen other Tech-guards gazing out of the arched window-slits of the bastion. Outside the darkness was lit by a flickering maelstrom of fire and explosions. Bolts, beams and tracer fire rose out of the night across his entire field of vision – all of it incoming. Out of morbid interest he flicked his camera-eye to infra red so that he could see the shimmering of the void shields as they absorbed the shots directed at the towering form of the Imperator Titan.

In the space before the klaxon howled a second time, Kurgen saw the shields flare yellow three times – three shields down. Cold sweat ran down his back at the thought of the shields collapsing altogether and letting that storm of enemy fire through.

As the wailing tone of klaxon died, the guardsmen braced themselves and hung on. Kurgen grabbed onto the fluted pillar to the side of the window slit, planted his magnetised boot clamps in position and let his lasrifle dangle in one hand like he'd been taught in basic training back on the forge world. That seemed like a million years ago now, a half-forgotten dream in comparison to the stark reality of the war on Gehenna. His Imperator Titan had waded through entire Ork clans, shattering, killing and smashing them, until their green blood washed the steps of its bastions. But the Orks were fierce, brutal and relentless. They had fought dozens of battles without hesitation and looked set to fight a dozen more.

There was a delay, as half-heard, half-felt engines throbbed, before the floor shifted smoothly forward and the view through the slits tilted down to show cratered earth. The pit of Kurgen's stomach told him he was being moved forward and up, then down again. The bastion settled into place sixty metres ahead of its previous position with a reverberating clang, hydraulics squealing as they pushed its armoured stairways into the ground to anchor it.

Kurgen caught sight of dust clouds and red painted vehicles. A column of Ork buggies and Wartraks was speeding forward through a tumble of shattered walls. He shouted to his comrades over the din of explosions and machinery and they opened fire together. The red pulses of their lasers illuminated the ruins and he grinned as one of the ramshackle vehicles caught fire, skidded into another and wiped out both of them in a fireball of twisted metal. The secondary batteries joined in and the ruins were rent apart by the impacts of shells as the klaxon wailed and the bastion swept forward again.

Now Kurgen could see a vast crater with the intact walls of a monolithic structure rising beyond. Smoke drifted across the scene, obscuring the base of the building. The incoming fire had slackened to almost nothing but the quiet seemed ominous rather than reassuring. Wreckage was littered across the crater like weird metallic foliage. He murmured, half prayed to himself, that this graveyard of machines was not an encouraging sight.

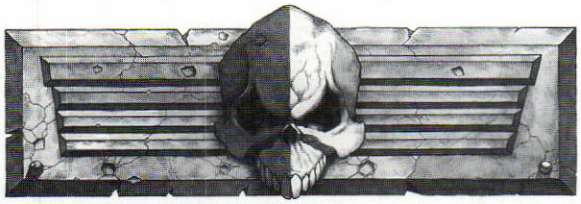
All sound suddenly became muted and distant as his ear protectors cut in automatically. After a breathless pause Kurgen felt his whole body quiver with the concussion as one of the primary weapons cut loose. He prayed to the Machine God that it wasn't the Plasma Annihilator. The Princeps would only unleash those bolts of white hot sunfire against something really massive, perhaps even big enough to threaten the Cassus Belli itself.

Kurgen glimpsed a detachment of Knights disappearing into the smoke, their bright pennants flying bravely. Nothing else had changed. Suddenly one of the distant city blocks was lit by dozens of gun flashes and an instant later the bastion shuddered as a salvo of fire crashed into the shields outside. Kurgen struggled to keep his footing as he saw what he'd taken for a building advance in a cloud of dust. It's a Mega-Gargant, he thought desperately, as the night flared white in the unmistakable actinic glare of the Plasma Annihilator...

Two massive Imperator – Emperor Class – Titans, stride into battle against a Gargant Big Mob.

THE FUTURE

Titan Legions will herald a whole host of new releases for the already gigantic Epic miniatures range. The Codex Titanicus background book in Titan Legions includes stats for several new vehicles, including a range of anti aircraft weapons for shooting down those pesky skimmers and Thunderhawk gunships (which is, incidentally, being remodelled even as I write). Other newcomers include different types of Knights, the Chimera armoured troop transport and the Eldar Nightwing fighter (which you can see in this issue). Also waiting in the wings are daemon engines for Slaanesh and Nurgle as well as a re-made Lord of Battles for the ranks of the Blood God.



Titans and Gargants will feature strongly in the new releases. More Emperor class Titans are being designed around the plastic Imperator Titan model, using metal parts to replace the weapons and sections of the superstructure from the Imperator. Also on the drawing board is the smaller but no less deadly Warmonger Emperor class Titan. Similarly, you can expect to see new variants of the Mega-Gargant in the near future. The rather aged Warlord Titan will be replaced by an all new metal version from the talented hands of Dave Andrews. Jes Goodwin has designed a new Eldar Scout Titan and a range of Exodite Dragon Warriors, as well as remaking the Eldar Avatar and War Walker in Epic scale. Norman Swales is also hard at work creating a new range of Adeptus Mechanicus super heavy war machines and Squat Juggernauts. As one gamer recently remarked to me… it's certainly going to be an Epic Christmas!

TYRANIDS

However, dark and voracious forces are gathered at the edge of the galaxy to ensure that all doesn't go well for the humanoid races. The marrow-freezing terror of the Tyranid hive swarms is also poised to sweep into Epic scale and prove the strength of flesh over steel. Despite being driven half mad by the trauma of getting Titan Legions out in time, I am now scheduled to plunge into the visceral ooze of the hive mind and uncover the most dire secrets of Tyranid ground assault forces.

If things go according to plan, an Epic supplement detailing the Tyranid forces should be ready for release by February 1995. A new plastic sprue including Epic scale Genestealers, Tyranid Warriors, Termagants and other unspeakable monsters is already underway. An accompanying range of metal miniatures representing Tyranid bio-war machines is being planned, including monsters as big as Titans and other unspeakable things that walk or crawl or flap across the sky. Of course whether the deadline is met depends on the progress of work here at the Games Workshop Studio and whether the Hive Tyrants suck my brains out before I win free of their chitinous grasp.... Aaaaagh!…sluuuuuurp!

EPIC®

TITAN LEGIONS

INFERNO

By Andy Chambers and Jervis Johnson

With Titan Legions just released, we report on a fierce Epic battle between two old adversaries. This time, the scene for their struggle is the hiveworld of Gehenna Prime and their chosen weapons of war are the monstrously huge Imperator Titan *Cassus Belli*, and the Ork Mega Gargants *Stompsmasha* and *Korpsgrinder*.

Wisps of vapour drifted from the tumbled mass of craters and ruins on the valley floor. Intact but grim grey structures rose out of the smoke to the right, their rows of empty windows staring out like accusing eyes. The bright ribbon of a river could be glimpsed twisting beyond them. To the left an untidy sprawl of abandoned Ork shacks clustered on low mounds amidst sparse woodland.

Warlord Hargluk stared down at the still valley with red, hate-filled eyes. He could almost smell the humies across the valley, the rank stench of their weak, pink-bodied fear made his nostrils flare. "Bring it 'ere" he snarled at his bodyguards. Two of the hulking, heavily armed Orks dragged a semi-naked human forward and hurled him to the ground with bone-cracking force. The filthy, shaven headed wretch bore a crude Ork glyph tattooed on his forehead which spelt 'RUNT' to those who could read it.

Hargluk glared at the creature until it raised its eyes fearfully to meet his. He grunted one word "Where?". The runt pointed a shaking finger at the largest of the blocky charcoal-grey buildings rearing up out of the valley. "There, great Warlord, that is where our tithes are kept".

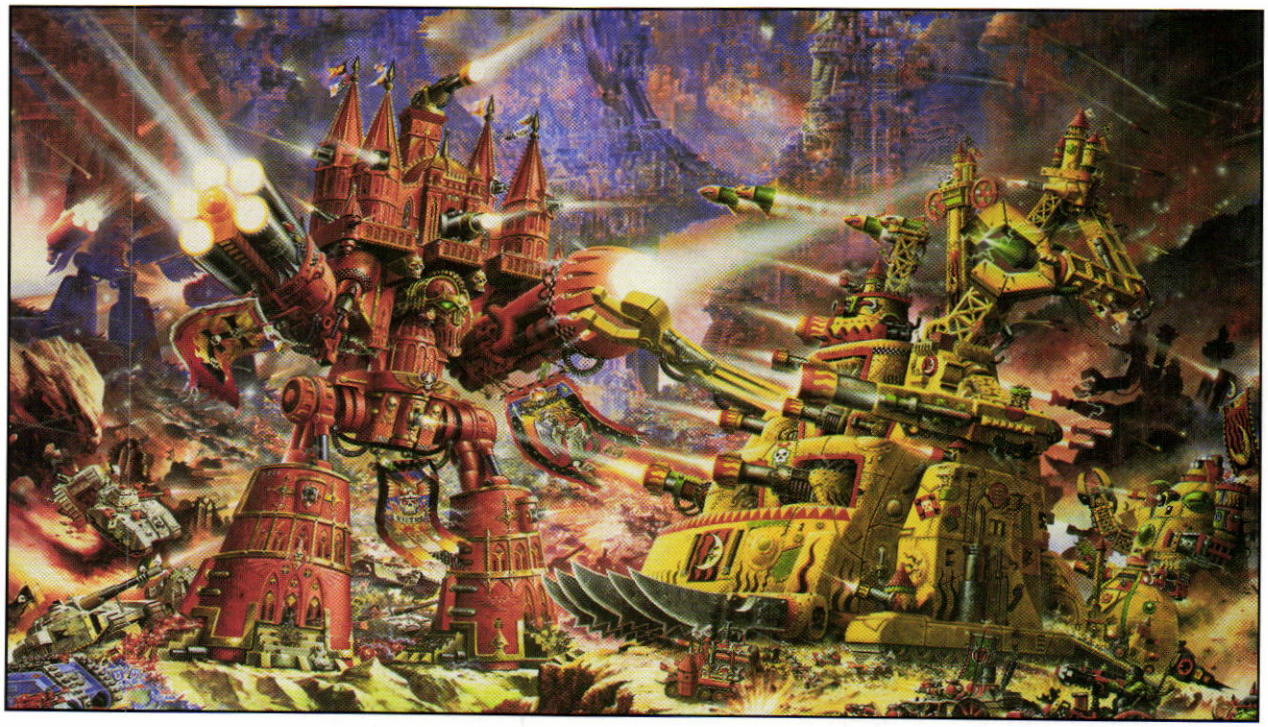
"Dats where da humies keep da Teef" Hargluk muttered to himself and chuckled maliciously. "G-Great Warlord", the runt quavered "I was promised freedom and reward for my help, I... aaah!" His voice choked off as Hargluk placed one massive hobnailed boot on his chest, ribs creaked ominously as Hargluk leaned more weight on it. "Nevva talk 'round me, runt, or I might notice ya." He lashed out with his foot as the runt scuttled away to cower at a safe distance.

Hargluk turned from the valley to face the two metal mountains behind him. They rose up from the plateau, tier upon tier like iron pyramids studded with gun turrets and surmounted with weapon towers. A horde of red and black battlewagons, tanks and war buggies was spread around them, burly Ork warriors lounged on the war machines intently watching the Warlord.

Hargluk raised his fist and the air was suddenly filled with the roar of starting engines and the stink of exhaust fumes, the ground throbbed as the two Mega-Gargants started their engines with a gout of smoke and steam. Ork warriors hastily clambered aboard the battlewagons as Hargluk and his bodyguard strode over to the nearest Mega-Gargant, mounted a metal boarding ramp and disappeared inside. The Mega-Gargant lurched forward, its broad treads kicking up clouds of dust as it started to descend into the valley. The ground shook as it passed and the second Mega-Gargant rumbled after it. Behind them the Ork horde thundered forward in the wake of their iron gods.

The runt cringed as the cavalcade flowed past. He turned to look across the valley again. The mist was rising and he could see the far side of the valley more clearly now. Metal glittered in the distance and tall man-shaped machines could be vaguely seen descending the slope. Behind them taller shapes bulked black against the sky, they were as tall as many of the buildings in the valley below. Great weapons jutted forward in place of their arms and on the smooth curve of their armoured backs. Behind these strode something even bigger, so tall that its top was almost lost in the low clouds. The thunder of the Orks' engines blotted out all other sound but the heavy, regular tread of the giant made the ground tremble even at this distance. The enormous weapons depending from the giants' arms made the others' guns look like toys. The runt blinked and stared as he realised this metal monster bore a towered fortress on its back, with cannon jutting from every turret. He fell back on the quivering turf laughing insanely, his voice cracking as he howled after the Ork horde

"Now there'll be a reckoning for your crimes Hargluk. You're going to your doom and may the blessed Emperor smite you down!"



INTRODUCTION

The recent release of the new Titan Legions game is the culmination of a year's work for the games designers, artists, and miniature sculptors involved in the project at the Studio. For this battle, both myself and Jervis wanted to use the terrifying power of the Imperator Emperor class Titan so we rolled dice to see who would play the Imperial forces and who would play the Orks. Jervis won and took the forces of the Imperium. Fortunately, I rather like Orks and their cheerfully homicidal nature, so I was happy to use them and their equally monstrous Mega-Gargants.

We chose armies to a value of 6000 points for this battle, a fairly substantial size for an Epic scale battle but necessary when including an Imperator Titan on one side (after all it is 2250 points on its own!). This meant that in order to secure victory either Jervis or myself would have to gain 55 or more victory points through breaking enemy units, holding objectives and achieving Titan mission objectives.

THE BATTLE

We decided to make this battle a what if? confrontation set during the Gehenna campaign. The full story of these nightmare battles is detailed in the scenario booklet *The Fires of Gehenna* which is included in the Titan Legions box. In the campaign the main force of Orks besieging the capital of Gehenna Prime, Kravaster Hive, was drawn off by the heroic exploits of Imperial Guard armoured companies under the inspired leadership of Guard Colonel Born Tahal. This allowed Imperial reinforcements to land at Kravaster and break the siege a few weeks later.

In this battle we decided to see what might have happened if the Ork Warlord Hargluk had sent a smaller force to pursue Colonel Tahal and then fought a pitched battle with the Imperial reinforcements shortly after they had landed. The battle was set in the outer districts of Kravaster Hive around the huge Administorum Tribute Hall. Titan Legions has introduced Mission cards for Titans and Gargants and in this game we added to the excitement by weaving these missions, and the objective counters we placed, into the plot.

The Imperial army consisted of Titans of the Legio Metalica supported by Blood Angels Space Marines. These forces had been ordered to secure the Tribute Hall in order to prevent it falling into Ork hands. This would also delay the enemy whilst Imperial Guard regiments moved into defensive positions. The Orks had to flatten as much of Kravaster as possible and advance quickly so as to come to grips with the mighty Titans of Legio Metalica before they were reinforced.

THE RULES

For the Epic scale veterans its worth noting that there are a couple of minor alterations introduced to the Epic Game system in the Titan Legions rulebook. The first is that all psychic attacks are made during the newly introduced Psychic Phase. This phase nestles between the movement and combat phases and helps the game flow more smoothly. Secondly power fields and void shields can only be knocked down by weapons with a saving throw modifier of -1 or better. This was introduced so that lightweight weaponry would be useless for wearing down Titan and Gargant shields, making Titans and Gargants less vulnerable to being totalled by swarms of cheap and expendable troops such as those favoured by the Orks!

Thirdly, we instituted a 'house rule' for this particular game (a house rule is one that isn't in the rulebooks but you use it in your own gaming group because it makes good sense). We had several very large buildings in this game, most notably the Tribute Hall, and we felt that they were too big to be destroyed by a single hit from a barrage. Because of this we decided that it would take 3 hits to completely destroy the Tribute Hall and the large Ork settlement and 2 hits to destroy the Basilica and the Generator Vulcanis. If a multi-hit building failed its save then the part of it hit was marked with rubble counters and any troops in that part were killed automatically, the rest of the building stayed intact.

CHOOSING THE IMPERIAL ARMY

by Jervis Johnson

Titan Legions has been rumbling through the Studio for a long time now and although I'd been involved in a lot of the early playtesting I'd lost touch with it as other projects had encroached on my time. It was therefore with some trepidation that I agreed to take on Andy "at his own game" and take command of an Epic scale Imperial army against Andy's Orks.

To make sure that I didn't make any particularly silly tactical errors, we agreed to have a warm-up session first, using roughly the same armies that we were going to use in the battle report. This gave me a chance to get used to the new rules for Emperor class Titans, and gave me an opportunity to learn about the tactics required to get the most from these impressive pieces of Imperial equipment. To my surprise I was able to pull off a win in the warm-up session, though it has to be said that I was aided by a few lucky dice rolls at crucial points in the game. Even so the win did my confidence a lot of good, and I decided to use exactly the same army for the battle report as I had used in the warm-up session.

The core of my force was, of course, the new Imperator Titan model that comes in Titan Legions. This has to be one of the best plastic models we (or anyone else for that matter) has ever made, only matched by the Mega-Gargant models that also come in the Titan Legions box. The warm-up game had given me a taste of the awesome amount of damage an Imperator can inflict (it pretty much won the game on its own!), so I was more than happy to build my army around it. In the Gehenna campaign the bulk of the fighting was undertaken by the Imperator Titan Cassus Belli, so that was the Imperator I decided to take for this battle.

To provide support for the Imperator I took all of the Knight Paladin models from my copy of Titan Legions. As you get ten Knights in the box I was able to field a full Knight Household as well as an extra detachment of Knight Paladins. Each Knight is armed with a long ranged battlecannon, so they are able to provide extra fire support for the Imperator if required. Knight Paladins are also extremely effective in close combat which makes them handy to have around to deal with any enemy troops or vehicles that get to close to the Imperator. Even if the enemy hangs back they cannot escape these troops as your Knights can easily go on the offensive with their deadly shock lances.

Next I took a Reaver Titan Battle Group to add even more firepower to my forces. Titan Battle Groups are an absolute bargain if you have three Titans of the same type in your collection, as they allow you to take the three Titans for the points cost of two individual ones. Although all three Titans have to be of the same type (i.e. all Reavers or all Warlords) they do not have to have the same weapon fit, and I took advantage of this to make sure that each Reaver was equipped to carry out a different tactical role.

LEGIO METALICA

6000 POINT IMPERIAL ARMY

KNIGHT HOUSEHOLD

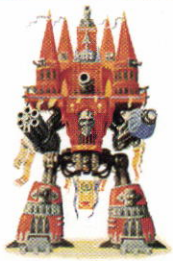
A Knight Household consists of a Knight Paladin HQ unit and two detachments of three Knights Paladin each.

Knight Paladin HQ UNIT | Knight Paladin Detachment | Knight Paladin Detachment

POINTS VALUE 550

SPECIAL CARD

IMPERATOR EMPEROR CLASS TITAN



POINTS VALUE 2250

TECH-GUARD TITAN DEFENCE COMPANY

A Tech-guard Titan Defence Company consists of one company HQ unit and three tactical platoons. Each platoon comprises six tactical stands and includes a section HQ.

Company HQ UNIT + Platoon 1 | Platoon 2 | Platoon 3

POINTS VALUE 400

REAVER TITAN BATTLE GROUP

A Reaver Titan Battle Group consists of three Reaver Battle Titans.

Reaver Titan | Reaver Titan | Reaver Titan

POINTS VALUE 1000

SPACE MARINE TACTICAL COMPANY

A Space Marine tactical company consists of 1 HQ unit plus 3 tactical detachments. Each tactical detachment consists of 6 Space Marine stands and 3 Rhinos. The HQ unit consists of 1 Space Marine command stand and 1 Rhino. Each Rhino carries two stands.

HQ UNIT + Tactical Detachment 1 | Tactical Detachment 2 | Tactical Detachment 3

POINTS VALUE 750

KNIGHT PALADIN DETACHMENT

A Knight Paladin detachment consists of 3 Knight Paladins.

POINTS VALUE 250

SPACE MARINE LAND SPEEDER SQUADRON

A Space Marine Land Speeder Squadron consists of 5 Land Speeders.

POINTS VALUE 200

THUNDERHAWK GUNSHIP

POINTS VALUE 50

SPACE MARINE TERMINATOR DETACHMENT

A Space Marine Terminator Detachment consists of 4 Terminator stands and 2 Land Raiders. Each Land Raider carries 2 stands.

POINTS VALUE 300

SPACE MARINE BIKE SQUAD

A Space Marine Bike Squad consists of a single formation of 5 bike stands.

POINTS VALUE 150

TARANTULA SUPPORT UNIT

A Tarantula Support Unit consists of 5 Tarantulas

POINTS VALUE 100

The first Reaver I took was the *Clavigera*. I designed this Reaver for close combat by equipping it with a Chain Fist, Vulcan Mega-Bolter and Barrage Missile. On its first turn it would advance on the enemy, firing off its barrage missile (an extremely effective one shot weapon) as it did so, and then it would close with the enemy to unleash the full fury of its Vulcan Mega Bolter. My second Reaver, the *Carnivore*, was armed with a "general purpose" weapon fit, consisting of a Multi-Launcher and two Turbo-Lasers, which I could use for general fire support. My third Reaver, *Castigator*, had an "anti-Gargant" weapon fit, being armed with a Turbo-Laser and a Gatling Blaster for shredding shields, and a one shot Warp Missile which would hopefully cause a bit of internal damage to one of Andy's Gargants right at the start of the battle – Warp Missiles ignore shields and automatically damage the area they hit!

Although Titans and Knights are good at destroying enemy troops, they are not all that effective at capturing and holding objectives. To carry out this task I decided to take a Tactical Company of Space Marines, backed up by a fast-moving assault group made up of a detachment of Bikes and a detachment of Land Speeders.

This left me with only 450 points, which I decided to spend on a detachment of Tarantulas, a Terminator detachment, and a Thunderhawk gunship. The Tarantulas would be capable of providing excellent fire support, and are well worth the points as long as you don't move them during the game, while the Terminators would provide an excellent and extremely hard hitting assault force should I need one. The Thunderhawk was a bit more of a gamble, as the new "snap-fire" anti-aircraft weapons which are introduced in Titan Legions have made flyers more vulnerable to being shot-down before they can deliver any onboard troops. This being the case I decided to take just the one gunship, which I would load with a Tactical detachment of Space Marines and hold in reserve until the second turn of the game – by which time I hoped to have taken out any anti-aircraft units Andy might have in his army. The Thunderhawk used up the last of my 6,000 points and my army was complete. Now all that remained was to come up with a game-winning battle-plan...

THE IMPERIAL PLAN

Before I could come up with my plan we had to set up the table, place objective counters and draw Mission cards. The terrain and placement of objective counters is shown on the Deployment map. As you can see, the bulk of the objectives were around the Imperial city with only a couple of objectives near the Ork settlement on the other flank.

With the objectives placed, this just left the drawing of Mission cards to complete my force. These are an important addition to the Epic game system as they give special missions to any Titans or Gargants taking part in the battle. A separate card is drawn for each Emperor Titan or Mega-Gargant, Gargant Big Mob or Titan Battle Group. I therefore had to draw two Mission cards – one for the Imperator Titan and one for the Reaver Titan Battle Group.

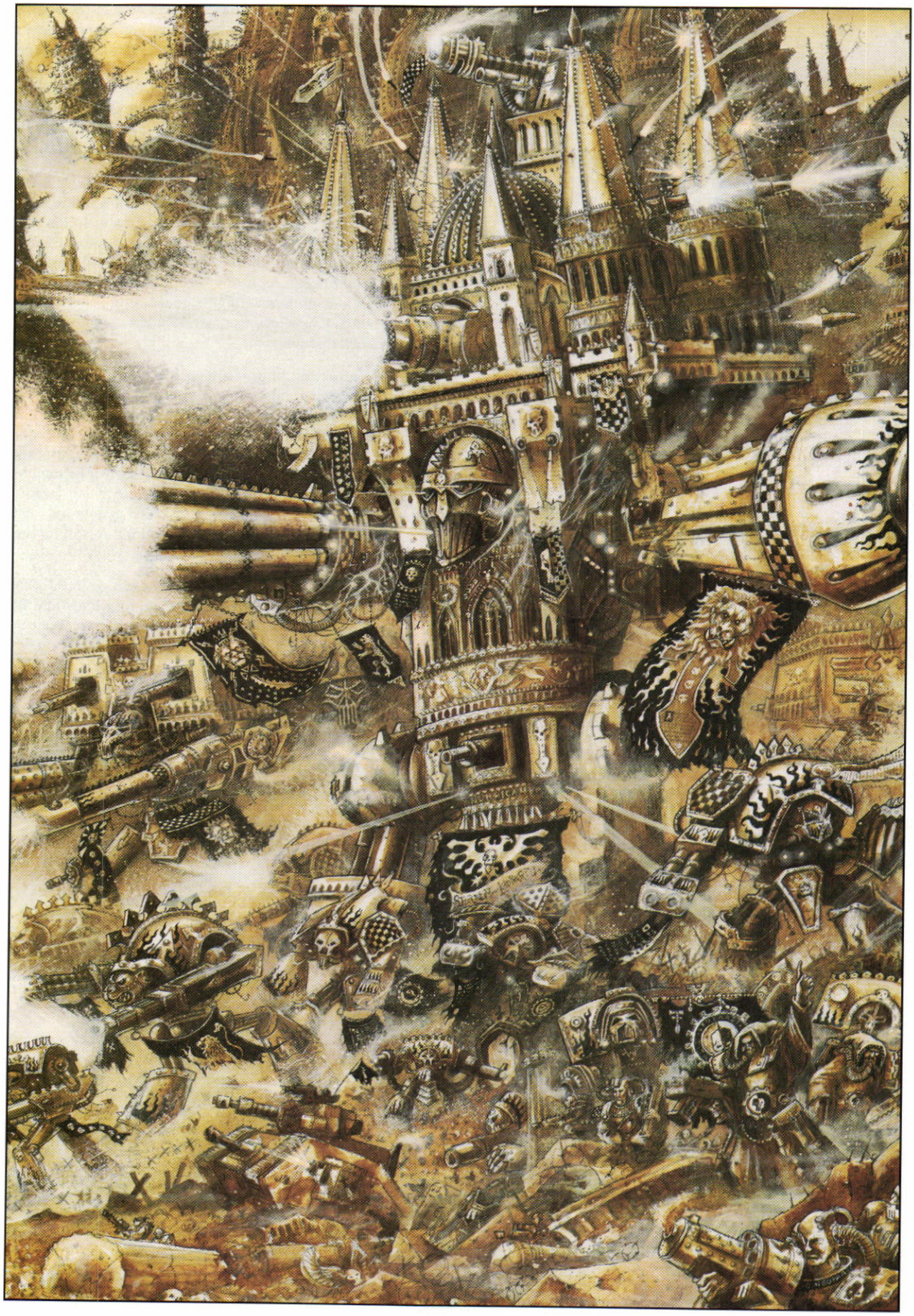
The cards I drew were *Capture* and *Delaying Action*. *Capture* required Andy to pick a building in my half of the table, which was worth 15 victory points if I could capture it with one of my Titans. The building that Andy chose is marked on the map, and I decided to give this mission to my Reaver Battle Group, as the Reavers were faster and more manoeuvrable than the Imperator. The *Delaying Action* mission was given to the Cassus Belli, and meant that I would accumulate five extra victory points at the end of each turn after the first, as long as the Imperator had not been destroyed.

With the missions chosen and the objectives placed it became immediately apparent that the main battle was going to take place over the old Imperial city. Not only were there five objectives placed in or around the city, but one of the buildings was worth an extra fifteen victory points to me if I could capture it. I therefore decided to concentrate nearly all of my forces as close to the city as possible, and make only a token effort to capture the Ork settlement.

My actual set-up is shown on the Deployment map. Clavigera, my close combat Reaver, a detachment of Knight Paladins, the Bike detachment, Terminators and a detachment of Space Marines were placed by the river and as far forward as possible. The Imperator Titan, his escorting Knight Household, the remaining two Reavers, and the detachment of Tarantulas were placed on the large ridge or bluff near the Imperial city, from where they had a commanding view of the whole battlefield.

The small flanking force consisting of a detachment of Space Marines and a detachment of Land Speeders was placed halfway between the Ork settlement and the Imperial city. The Thunderhawk gunship and the last detachment of Tactical Space Marines began the battle off the table, ready to be brought into play as, or when, I needed them.

I always try to keep my overall battle plans as simple as possible, and this game would be no exception. Basically what I wanted to do was use my forces around the river to capture the city, while the Imperator and other units on the hill provided heavy supporting fire, and the flanking force and Thunderhawk gunship acted as mobile reserve which I could use to exploit any weak-points in Andy's deployment, or reinforce any weak-points in my own. Finally, based on my experiences in the warm-up game, I decided that I would try to score enough victory points to win the game by seizing objectives and breaking the Ork clans, rather than trying to destroy Andy's Mega-Gargants.



WAAAGH! ORK

by Andy Chambers

For this particularly apocalyptic death-fight I had a princely 6000 points to spend on building an unbreakable Ork horde to overwhelm the forces of the Imperium. In the warm-up game I'd had with Jervis I'd taken a fairly conventional force of Ork Clans and a Kult of Speed supported by the two Mega-Gargants. A lousy deployment had scuppered me early on, but what the game impressed on me most was the fact that Jervis' Titan-mounted firepower was capable of wiping out large units of foot troops and lightly armoured vehicles in the blink of an eye. For this game I wanted to choose another force almost from the bottom up with an emphasis on speed, firepower and durability instead of overwhelming weight of numbers.

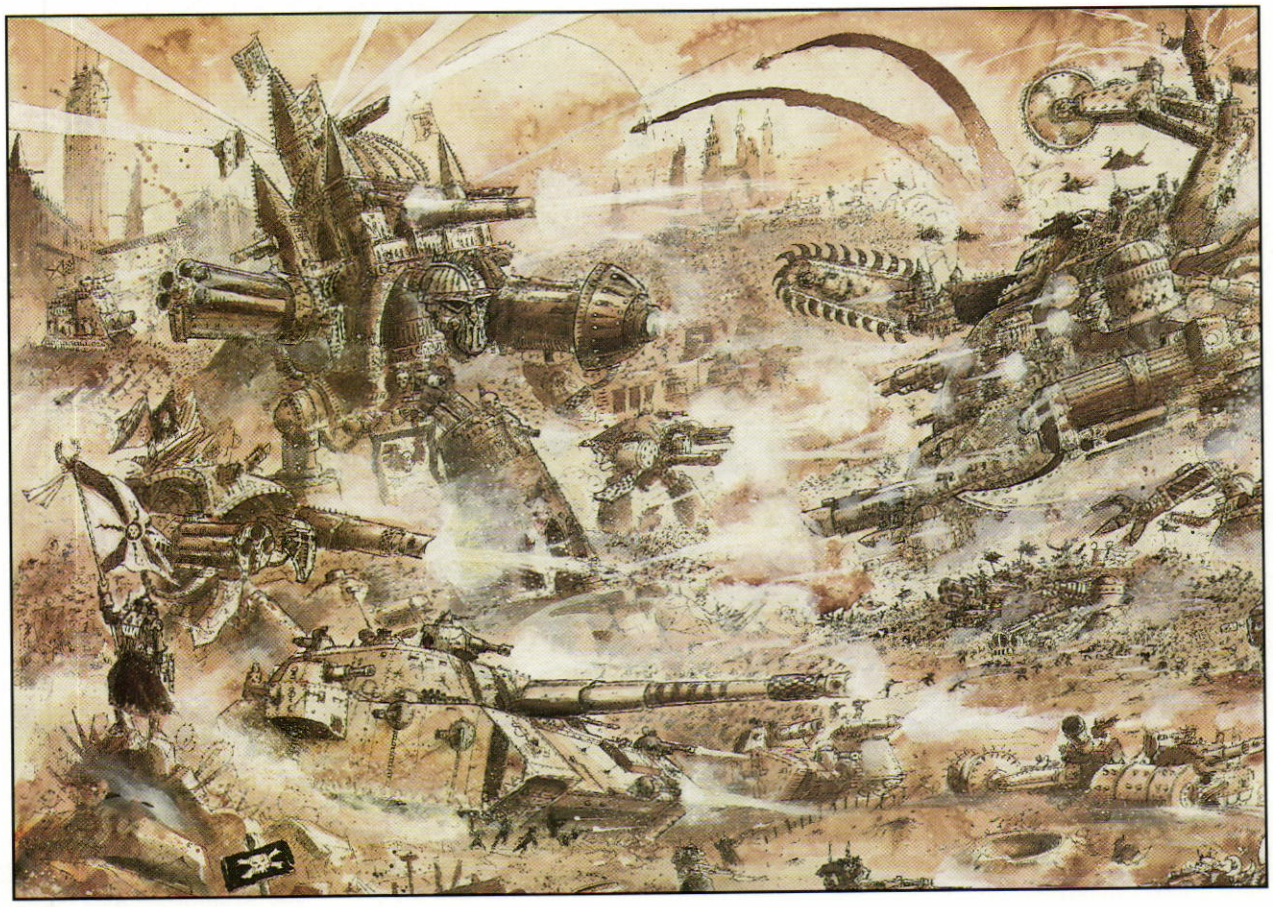
The first things I chose were Two Mega-Gargants to batter Jervis' Imperator Titan and four detachments of Bonebreaka tanks to support the Mega-Gargants. Because of their high points value the Mega-Gargants – *Stompsmasha* commanded by Warlord Hargluk, and *Korpsgrinder* commanded by Kaptin Nashbad – would form the core of my army and to a large extent everything else in the army would be there to support these two might battle fortresses.

While we've been playing Titan Legions here at the Studio I've found that the Bonebreaka tanks make an almost perfect adjunct to the Mega-Gargants. They have good long range firepower with their battlecannon and they are also fast enough to keep up with the Mega-Gargants. The other main attribute of the Bonebreakas is their high close assault factor and their vicious deathrollas which they use to run over any infantry in their path. The humie infantry would certainly think twice before trying to board my Mega-Gargants!

Of course Mega-Gargants are quite capable of looking after themselves, being protected by multiple power fields and studded with heavy guns as a backup to their krooz missuls, Skull-krusha cannon, big lobbas, Deth rays, super lifta droppas and Weirdboy towers. As if this wasn't enough, the krew of Boyz, Nobz and Gretchin Riggers could fight separately if need be, though their Mega-Gargant would be compromised if too many krew disembarked.

The Bonebreakas and Mega-Gargants gave me a large chunk of speed, survivability and firepower for my Orkish horde, an armoured battering ram to bludgeon Jervis' battle line with. Because the Bonebreakas were support cards for the Mega-Gargants they would not be broken until the Mega-Gargants were destroyed. This would give Jervis problems if he tried to ignore the Mega-Gargants and break the rest of my forces, although I would be coughing up 18 victory points for each Mega-Gargant lost. Now I needed something to follow the Mega-Gargants up with.

In this battle I decided to try out a novel tactic with the Ork Boyz which I've had in the back of my mind for a long time. In the warm-up game the Boyz had suffered so many casualties



WAAAGH! HARGLUCK

6000 POINT ORK ARMY

MEGA GARGANT

POINTS VALUE 1400

BONEBREAKA SQUADRON

An Ork Bonebreaka squadron consists of 3 Bonebreakas.

POINTS VALUE 150

BONEBREAKA SQUADRON

An Ork Bonebreaka squadron consists of 3 Bonebreakas.

POINTS VALUE 150

MEKBOY DOOMDIVER MAGNA KANNON

POINTS VALUE 50

GOFF CLAN

The Goff Clan consists of 1 command unit of 8 Nobz stands, plus 1 Boyz Mob of 15 Boyz stands.

COMMAND UNIT — BOYZ MOB

POINTS VALUE 650

GOFF GUTRIPPA SQUADRON

A Goff Gutrippa Squadron consists of three Gutrippas.

POINTS VALUE 100

SKULLHAMMA BATTLE FORTRESS

One Skullhamma Battle Fortress.

POINTS VALUE 100

SPECIAL CARD
ORK WARBOSS

The Ork Warboss is a mighty leader of the Clans – a Boss Ork commanding many warriors and machines. The Warboss and his bodyguard are represented by a single unit consisting of a Warboss and 5 Nobz with 2 Battlewagons. A Battlewagon can carry up to 5 stands.

ORK WARBOSS — ORK NOBZ — BATTLEWAGONS

POINTS VALUE 250

SPECIAL CARD
FREEBOOTERZ

Freebooterz are treacherous Ork renegades who roam the fringes of Ork territory as pirates and mercenaries for hire. Any Warboss can hire Freebooterz easily enough by promising them a share of the spoils of victory.

A Freebooterz Mob consists of 1 Freebooterz Nobz stand – the Kaptin – and four Ork Freebooter Boyz stands.

POINTS VALUE - FREE

EVIL SUNZ CLAN

The Evil Sunz Clan consists of 1 command unit of 3 Nobz stands and 3 Battlewagons, plus 1 Boyz Mob of 15 Boyz stands and 3 Battlewagons. Each Battlewagon carries 3 stands.

COMMAND UNIT — BOYZ MOB

POINTS VALUE 600

NOBZ WARBIKES

A Nobz Warbikes Mob consists of five Nobz Warbike stands.

POINTS VALUE 200

WAR BUGGY SQUADRON

An Ork War Buggy Squadron consists of five War Buggies.

POINTS VALUE 100

MEKBOY PULSA ROKKIT BATTERY

A battery of Mekboy Pulsa Rokkits consists of three Pulsa Rokkits.

POINTS VALUE 250

MEGA GARGANT

POINTS VALUE 1400

BONEBREAKA SQUADRON

An Ork Bonebreaka squadron consists of 3 Bonebreakas.

POINTS VALUE 150

BONEBREAKA SQUADRON

An Ork Bonebreaka squadron consists of 3 Bonebreakas.

POINTS VALUE 150

MEKBOY DRAGSTER

One Mekboy Dragster.

POINTS VALUE 100

BATTLEWAGON SQUADRON

The Battlewagon Squadron consists of three Battlewagons.

POINTS VALUE 100

BATTLEWAGON SQUADRON

The Battlewagon Squadron consists of three Battlewagons.

POINTS VALUE 100

MADBOYZ MOB

A Madboyz Mob consists of four Madboyz stands.

FREE

as they slogged forward on foot that they were broken long before they got into combat. To overcome this I decided to ensure that all the Boyz were mounted in battlewagons so that they could ride into battle in style. This would not only get them forward and into position quicker but they would have extra fire support from the Battlewagons' autocannon and an increased break point as well.

I chose a Goff clan first of all because their ferocious close combat ability. The double helping of elite Nobz in command makes them the best assault infantry the Orks have got. Adding two squadrons of battlewagons and a single Skullhamma battle fortress gave them enough transport space for all twenty three infantry stands in the clan. To further bolster my substantial force of tanks I also chose a squadron of Goff Gutrippas. To try and protect the Goffs when they arrived in their forward positions I also included a Mekboy Dragster with a kustom deflektor field. This would project a (hopefully) impenetrable force dome over the Goffs as they deployed.

So far I had spent 4450 points and got my main battering force and a block of fast moving assault infantry to mop up with. I reckoned I needed something else fast moving to cover the flanks of the meatgrinder section of the force and some long range artillery to keep the enemy busy while we closed to killing range. After some calculating I decided that I could only afford one more clan with the necessary support.

Another consideration was that this second clan would have to include some Mekboy Pulsa Rokkits to supply the long range harassing fire and a Mekboy Magna Kannon to shoot down any Thunderhawk gunships Jervis might use. In the warm-up, one of the few cheering incidents was a Magna Kannon shooting down a Thunderhawk gunship packed full of Space Marines. This cut the options down to the clans which could take more than one Mekboy support card – Blood Axes, Evil Sunz or a Kult of Speed. Of these I considered the Kult of Speeds' lightweight vehicles too fragile for the bloody kind of battle I envisaged fighting.

There was little to choose between Blood Axes and Evil Sunz as both had the advantage of including their own transport vehicles – Rhinos and Battlewagons respectively. In the end I plumped for Evil Sunz. What swung the decision was the fact that Evil Sunz could include Nobz Warbikes as support cards. This solved the problem of how to keep the Mekboyz in position on first fire orders while the rest of the clan piled forwards, the Nobz could stay back to command the Mekboyz while the Nobz Warbikes went with the clan to keep them moving. I also added a mob of War Buggies to the Evil Sunz so they had something to sally out and snatch any lightly-held objectives. I chose a Madboyz mob for the Sunz' fifth and last support card because they cost no points!

Finally, with a mere 250 points left, I came to choose my special cards. I picked one Freebooterz mob because, like the Madboyz, they're free if you can find space for them in your force. The Freebooterz are actually rather useful for sending after out-of-the-way objectives as they have their own Kaptin and don't have to stay with the main Ork horde.

I blew my remaining points on a Warboss (Klawbog) and his retinue of Nobz. These would work well with my armoured assault force as they have their own Battlewagons for transport and would provide me with lots of extra firepower from the well-equipped Nobz. Having Warboss Klawbog around also opened up the possibility of sending off the Evil Sunz Nobz Warbikes and War Buggies for a deeper foray into Imperial territory by letting the Warboss command the Evil Sunz. I was very tempted to drop the Pulsa Rokkits and the Warboss at the last minute and take a Warlord with a mob of Stompers instead. Stompers are well armoured, excellent in close assault and carry a very big gun. In the end, however, I decided that they were just too slow for this kind of attack and that I really did need the Rokkits.

I was entitled to six Kustom cards because I had three Mekboy units. Kustom cards represents "improvements" the rather unpredictable Ork Mekboyz have made to the Orks' wargear. I didn't draw a particularly edifying selection but I can't complain since they're all free! I gave the *Super Stikkbomz* to the Evil Sunz Boyz and the *Xtra-Spiky Bitz* to their Battlewagons to help them out in close combat. Unfortunately, the potent but unstable stikkbomz are as dangerous for the user as the target, otherwise I would have given them to the Goffs. I did add *Soundz* to the Goffs Battlewagons so that they would be less likely to fail any morale tests. The *Armour Plating* went on one of the Bonebreaka squadrons to improve their armour save and the *Glyph Inscriptions* adorned the Evil Sunz Buggies. The last card was the *Super Cyboarz* which couldn't be used because I didn't have any Snakebite Boarboyz.

With my force sorted out it was now time to turn my eye to the lay of the land and some sort of a plan.

DA PLAN

Ork armies are large and unwieldy affairs which always work best if they're rammed down opponents throats with a minimum of fancy manoeuvring. Imperial armies conversely have tremendous flexibility, firepower and tenacity with a fair number of highly mobile elements such as Space Marines and the lighter battle Titans such as Reavers and Warhounds. In this particular battle, almost half the points value of my force was tied into the two Mega-Gargants. It was therefore imperative for me not to allow Jervis to manoeuvre his forces out of my path and leave these two great mobile fortresses with no opposition to shoot at.

Experience has taught me that Mega-Gargants' need to move into position and then halt to get the maximum benefits out of their firepower (lack of suspension means that Mega-Gargants get more inaccurate the faster they move). This meant that the Mega-Gargants would have to be deployed in a position where they could cover the shortest possible distance to get within range of the enemy. In fact Ork armies in general need to exploit the fact that their big units and limited command range mean they have to clump together. The best way to achieve this is by overwhelming the enemy in one sector of the battlefield. Both these considerations made it imperative to launch my blitzkrieg on a fairly narrow front.

Once we had set up the terrain and were placing objective counters, I tried to make sure that I placed mine to form a 'ladder' from one side of the battlefield to the other. This would give a series of objective counters to advance over with my green horde. I chose the area of woods and ruins next to the Imperial part of the city as the terrain in this area would provide cover for my troops and not impede the Mega-Gargants as they advanced. I even included one objective counter on each side of table so that my Evil Sunz Nobz could guard it while they were commanding the Pulsa Rokkits and Magna Kannon.

Once we had placed all of the objective counters, we rolled to see who could choose which edge of the table to deploy on. I won the roll and opted for the edge of the table which included three objectives (3, 7 and 8) within easy striking distance.

We then drew our Titan and Gargant Mission cards to determine what individual missions our war machines would try to achieve. I pulled out *Stompfest* and *Trash Da 'Burg*, which meant that one of my Mega-Gargants needed to get across into the other half of the battlefield and the other would receive victory points for each building it destroyed. We had decided before the game that it made good sense to draw all of the Mission cards and then assign them as desired.

In preparing the Mega-Gargants for battle I had rolled up ten active power fields for Stompsmasha and nine for Korpsgrinder. Next I drew their Shouting Counters. These represent a Mega-Gargant's commander using his particular charismatic command skills (a decent application of boot leather!) in order to get the best out of his Krew. The first two Shouting Counters for Warlord Hargluk were both *"Let 'Em 'Ave It Now!"*, which would allow Stompsmasha to fire in the first fire phase on a turn it had advanced. The last Shouting Counter was *"Full Zoggin' Speed Ahead!"* which would give the Mega-Gargant a spurt of 3D6cm extra movement on the turn it was played. Kaptin Nashbad fared less well, only getting a single *"Full Zoggin' Speed Ahead!"* Shouting Counter for the Korpsgrinder.

With these things in mind, it made perfect sense to give the *Stompfest* mission to Stompsmasha as it had more power fields to absorb enemy fire. The *"Let 'Em 'Ave It Now!"* Shouting Counters meant that Stompsmasha could be given Battle Speed orders and still shoot in the first fire phase for the first two turns. In the third turn, it could use the *"Full Zoggin' Speed Ahead"* counter to ensure that it got into in the enemy half of the table to grab some victory points. Korpsgrinder could use its own *"Full Zoggin' Speed Ahead"* counter to get into range faster and then settle down to blast hell out of some buildings and accumulate victory points.

Jervis drew *Capture* and *Delaying Action* missions which he gave to his Reaver battle group and Imperator Titan respectively. *Capture* required his Reavers to capture a building of my choice on his half of the table, an endeavour which would net him a bucketful of victory points.

I contemplated nominating one of the Ork shacks at the extreme end of the battlefield from where I intended to set up my army. However, I decided this would just cause me problems as the Reavers would be able to secure both objectives at that end of the battlefield and harry my flank with fire. It would be much better if I could fight the Reavers head on and contest his *Capture* mission directly with the bulk of my army.

In the end, I nominated the huge Administratum Tribute Hall near the bridge as the Reavers' objective. By adjusting the direction of my advance very slightly I would be able assault this building head on. This would drag Jervis' forces into a short range slogging match where my quantity could hopefully win out over his quality.

DEPLOYMENT

I deployed Stompsmasha and Korpsgrinder in position to capture objectives 2 and 4 respectively. The Mega-Gargants would form the tip of my spearhead. I then placed the Goffs and the Evil Sunz to either side of the Mega-Gargants. On the first turn these two clans would hurtle forward in their Battlewagons. The Goffs would seize the Tribute Hall and the Evil Sunz would occupy the ruins around objective 2. Once the clans were in position they would simply hold on until the Mega-Gargants advanced past them, before jumping forward again. The Pulsa Rokkits and Magna Kannon were placed behind objective 8, with the Magna Kannon on the slope of the hill to try and spot any incoming Thunderhawks. When the Evil Sunz moved off, the Nobz would remain behind to command these two Mekboy weapons.

I placed the Madboyz and the Freebooterz down by the Ork settlement to grab objectives 5 and 7. I placed the Nobz Warbikes and War Buggies between the Freebooterz and the Evil Sunz, from this position they could either move up to assist the Freebooterz in taking objective 5 or strike out for objective 6 deep in Imperial territory. The Warboss and his Nobz took up a position between the War Buggies and the Evil Sunz. Last of all I deployed all the Bonebreakas and Gutrippas adjacent to the Mega-Gargants to give them supporting fire as they advanced.

DEPLOYMENT MAP

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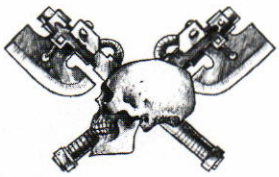
WD55

TURN ONE

Jervis won the initiative and opted to make me move first. On the bluff overlooking the city the towering forms of the Cassus Belli, Castigator and Carnivore dominated the battlefield. The bulk of the rest of his army was also concentrated around this area. It certainly looked as if Jervis had decided to seize the city with both hands! Fortunately for the Orks, the Cassus Belli had rolled a rather scanty six plasma counters for its first turn.

With a thunderous roar I sent the Mega-Gargants forward at battle speed, churning through the dust and rubble on their broad tracks. The Bonebreaka and Gutrippa tanks advanced with them, sweeping around their feet and through the ruins at the edge of the city, seizing objective 3 as they went.



The Goffs' black Battlewagons and Skullhamma battle fortress screamed forward, overtaking the slower tanks and towering Gargants before they skidded to a halt in the shadow of the monolithic Tribute Hall. Though the quickest Goff squads piled out and made it inside the building most were left milling about in the street, some even taking cover in the buildings on the opposite side. The sleekly curved lines of the Mekboy Dragster nestled in the middle of the black-clad horde, its crackling deflektor dome offering some scant protection against the barrages Jervis would doubtless hurl at the closely-packed Goffs.

The red battlewagons of the Evil Sunz clan overtook Stompsmasha and roared off ahead of it. They dismounted amongst the crater-strewn ruins and spread out around objective 2, taking cover against the inevitable storm of fire they would take from the Imperator and Reavers up on the bluff. Notably absent in this headlong Evil Sunz charge were their Nobz who had remained behind to have a picnic on objective 8 and shout orders at the waiting Magna Kannon and Pulsa Rokkits arrayed on the slope behind them. The Nobz Warbikes and War Buggies roared off towards objective 5, taking cover behind a hill from the Imperial Tarantulas around objective 6. Warboss Klawbog and his retinue of Nobz followed the main bulk of the Evil Sunz in their own banner-festooned Battlewagons and dismounted at the edge of the ruins.

The Ork Freebooterz on the far left of the line charged forward to seize objective 7 with plenty of salty space dog cursin', though to their utter disgust met no resistance. Caught in a rare moment of lucidity, the Madboyz advanced towards objective 5 in accordance with Da Plan – a first for the Madboyz.

As the Imperials closed in it became clear that the Goffs were in a lot of trouble. A detachment of Knights Paladin charged into them first with the electrical flashes from their Shock lances wreathing their towering forms. Hard on their heels came a detachment of Space Marine Terminators in Land Raiders and a squadron of Space Marine Bikes also came

Warlord Hargluck, in his Mega-Gargant – Stompsmasha, leads his army into battle...

thundering across the bridge (grabbing objective 1 in the process). Suddenly the street was full of vicious combats of Orks against Space Marines and Knights.

In the confusion one squad of Space Marine bikers skidded through to the centre of the horde to attack the Mekboy Dragster – the objective of this Imperial assault. The heavy footfall of a Reaver Titan rounding the corner revealed why Jervis needed to kill the Dragster so badly. The Reaver mounted a one-shot barrage missile and it was aimed straight at the middle of the Goff clan! If he could destroy the Dragster and unleash the missile, the Goffs would be wiped out by its multiple plasma warheads where they stood.

A Tactical detachment of Blood Angels Space Marines charged into the Tribute Hall itself to secure it against the Goffs already inside. The Blood Angels company commander seized objective 4 with support from the Knight Household's Seneschal. The rest of House Krast advanced past objective 6 and opened fire on the Ork Bonebreaka squadrons. The Landspeeders Jervis had cunningly placed in the middle of his deployment zone zoomed off to snatch objective 5 from under the noses of the Freebooterz and Madboyz. The Blood Angels detachment in their Rhino troop carriers moved towards the city under cover behind some woods but remained onboard their armoured transports.

The Cassus Belli opened fire with a huge belch of smoke and flames. The massive projectile from its main battery ploughed into the ground between the Magna Kannon and the Pulsa Rokkits, miraculously leaving them all untouched (Jervis rolled two 1's!). The Evil Sunz clan fared less well as mobs of Boyz and three battlewagons were blown apart in a hail of shells from the Hellstorm cannon. The Goffs lost a squad to a blast from the Plasma Annihilator. The Bonebreakas suffered losses at the hand of the defence laser and two of the large calibre tower guns. Fortunately the Imperator's secondary batteries were still out of range.

Warlord Hargluk onboard Stompsmasha yelled *"Let 'em 'ave it now!"* and with the aid of this wonderfully useful Shouting Counter I got to fire my Mega-Gargant in the First Fire phase instead of the Advance fire phase. I started off by launching a Krooz missul at the tactical detachment still in their Rhinos concealed behind the woods (Krooz missuls are guided by a teevee kamera in the nose so they don't need a line of sight to their target when they're fired). The missul struck home, more by luck than judgement, and the Blood Angels lost two thirds of a detachment in the explosion. The Skull-Krusha cannon rattled off three shots at the Knights Paladin and Tarantulas around objective 6. Four Knights were hit but deflected the blasts away with their glittering energy shields, two Tarantulas were not so lucky and were blasted to junk. Stompsmasha's gun decks and turrets were out of range so I had to be content with the carnage I'd already inflicted.

...against the implacable might of the Legio Metalica and the Blood Angels Space Marines.

HARGLUK'S ORK HORDE

Mega-Gargant *Korpsgrinder*
Bonebreakas
Mega-Gargant *Stompsmasha*

Goff Clan

Warboss
Nobz
Skullhamma
Gutrippas

Evil Sunz Clan

Nobz
Pulsa Rokkits
War Buggies
Freebooterz
Madboyz
Nobz Warbikes
Magna Kannon

LEGIO METALICA

Imperator Titan *Cassus Belli*
Knight Household
Knight Detachment

Reaver Titan Battlegroup

Castigator
Carnivore
Clavigera

Blood Angels Space Marines

Space Marine Captain
Thunderhawk gunship
Terminator detachment
Space Marine Tactical detachment
Land Speeder Squad
Bike Squad
Tarantula battery

Up on the bluff the Reaver battle Titan Carnivore sent an arcing cloud of rockets from its launcher to smash into the Magna Kannon, but its armour held against the multiple blasts. Carnivore hurled ruby coloured bolts of death at the Evil Sunz with its Turbo Lasers leaving two more squads of Boyz burning in the ruins.

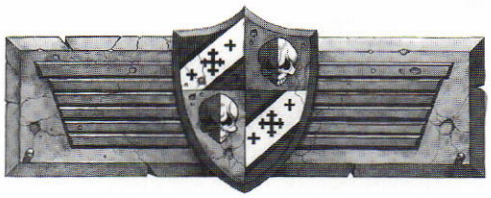
Realising that the proximity of the Magna Kannon to the Pulsa Rokkits might bring more flak down on them I hastily fuelled and fired one towards the Knights near objective 6. The ungainly projectile (utilising ten dice of fuel) overshot the mark but landed neatly at the feet of the Imperator Titan instead. The field projector onboard swung into action and battered the Imperator with five expanding waves of green energy, knocking down five of the Imperator's twelve void shields.

Castigator replied with a lance of fire from its carapace as it launched its Warp missile. Powered by its miniature warp drive, the missile flickered in and out of existence like a stone skipping across a pond. It plunged past Stompsmasha's power fields and reappeared in gundeck C, annihilating the area in a massive explosion but miraculously causing no fires or further damage. Luckily Jervis had aimed the warp missile at the gun decks in the belief that it would scatter at least one square – wrongly as it turned out. The Reaver turned its Gatling Blaster on the Evil Sunz Buggies in frustration and shredded two of them in a hail of fire.

In front of the Tribute Hall the Goff Nobz ferociously poured fire into their assailants, all who could shooting at the Reaver Titan. The rest of the Nobz fired wildly at the other Imperial troops, shattering a Knight Paladin in a gout of flames and cutting down a squad of Terminators as they charged forward. The beams and bolts smashing at Clavigera's shields knocked them down one after another but no shots reached the Titan's adamantium skin. Before more fire could be directed against the Reaver, Space Marine bikers destroyed the Mekboy Dragster in the close combat phase. In other combats, a group of Nobz destroyed bike squad while the Knights and Terminators smashed a Battlewagon and a squad of Goffs.

Without further ado, Jervis launched the barrage missile and it smacked accurately into the middle of the Goff clan. He rolled four extra barrage templates for the missile and white hot plasma scoured across the street to eliminate four battlewagons, four Nobz squads and two Goff Boyz squads – by some quirk of fate even the Space Marine bikers were left untouched. Clavigera's Vulcan mega bolter shredded two more squads of Goffs to leave the whole clan teetering on the edge of breaking.

If Clavigera remained intact it would be able to claim a full 15 victory points for capturing the Tribute Hall as soon as Jervis routed the last remnants of the Goffs from inside. In hopes of putting it down once and for all I fired two detachments of Bonebreakas at Clavigera. But their heavy battlecannon shells flew wide and struck the building, or else ricocheted off the Reaver's thick armour.



Meanwhile, cannon fire from the Knights Paladin destroyed a single Gutrippa (pushing the Goffs even closer to the edge). Another detachment of Bonebreakas scored two hits on the Knights in return but both hits were deflected by their damnable shields. The Tarantulas readjusted their aim from their earlier shooting and cut down some Evil Sunz Boyz to push that Clan ever closer to breaking too. As an act of petty revenge the Madboyz and Freebooterz Kaptin destroyed two Landspeeders which had incautiously remained in sight as they captured objective 5.

Though my Clans were taking a beating my Mega-Gargants remained intact (barring one warp missile hit) and Korpsgrinder had yet to shoot. I prayed to Ork gods that it would help to turn the tide and fired with everything I could. A shell from Korpsgrinder's big Lobba crashed into a group of three Knights, two saved themselves with their shields but one crashed into flaming ruin - a good start. The ghostly green beam of the Deth Ray stabbed out against Carnivore, penetrating its shields and striking it in the legs only to be deflected by the Reaver's armour at the last second. The Skull-Krusha rattled off three explosive shots at the Blood Angels in the Tribute Hall and brought a single section of it crashing down on one squad's head. Salvoes from the turrets and gun decks blasted apart two more Space Marine squads.

The final act of destruction was launching one of Korpsgrinder's Krooz missuls at Clavigera. The missul plummeted down on a tail of smoke and sparks and luckily connected squarely with the Reaver's armoured head. Jervis failed his armour save and Clavigera's head was smashed apart as I rolled a resounding six on the damage table. The Reaver battle Titan Clavigera fell over backwards with a scream of tortured metal matched by Jervis' own agonised groan. The Goffs were avenged!

The End phase revealed that I was 8 victory points ahead of Jervis, 3 points from damaging the Tribute Hall and 5 points from the unfortunate Reaver's demise. Other than this, we both held four objectives. The Cassus Belli managed to raise two of its downed void shields.

TURN 1 VICTORY POINTS

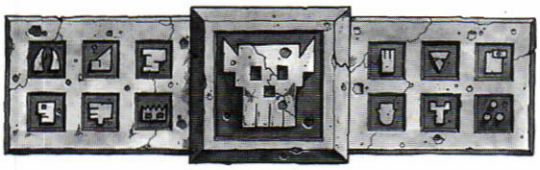
IMPERIAL: 20 POINTS

ORKS: 28 POINTS

The Ork army surges forwards, led by their Mega-Gargants – Stompsmasha and Korpsgrinder.

TURN TWO

The turn started poorly with Jervis rolling eight plasma counters for Cassus Belli – obviously it was starting to warm up! On a much brighter note though I won the initiative roll and since the fight around the Tribute Hall was still ongoing I decided to move first. For just such an eventuality I had placed the Gutrippas and one Squadron of Bonebreakas on charge orders and I hurled these into the fray.



Using their deathrollas, the Bonebreakas managed to crush one squad of Terminators and one squad of bikers before they got bogged down in combat. One of the Gutrippas charged into a Land Raider but the other was too far away to find an opponent. The Goff Boyz took heart at these reinforcements and hurled themselves against the Knights and Terminators in the street and the Tactical Space Marine squads in the building (through all this I gallantly tried to ignore the fact that Jervis had his troops on first fire orders and would get shots off at me before we fought). The Nobz cunningly spread themselves out to make best use of their superior firepower.

It was clear that Jervis was bound to break the Goffs this turn whatever happened, and if they failed their morale check I would become badly unstuck. I had placed both Mega-Gargants on battle speed orders (so much for halting and firing for best effect!) so that I could close in on the Tribute Hall and support the Goffs. By using Kaptin Nashbad's *"Full Zoggin' Speed Ahead"* counter, Korpsgrinder hurtled forward almost 30cm and slewed around the corner to face the Imperator Titan and bring the front of the Tribute Hall into sight. As long as the the awe-inspiring presence of Mega-Gargant was within 25cm of the Goffs they would automatically pass their morale checks and doggedly hang in the fight.

The battered Evil Sunz clan advanced through the ruins around objective 2. Behind them two more squadrons of Bonebreakas and the towering form of Stompsmasha ground their way forward on rattling tracks. Warboss Klawbog and his retinue also moved up cautiously through the rubble and the Evil Sunz starting getting the distinct impression that they were being ruthlessly exploited as a screen...

The Evil Sunz War Buggies snatched their chance for glory and charged into the remaining Blood Angel Rhino near objective 6. The Nobz Warbikes closed in behind but didn't dare risk snatching the objective while the Imperator Titan was still so close to it. In their own private little battle around objective 5 the Madboyz had another brainstorm and advanced again – still following Da Plan! The Freebooterz, happy with

HARGLUK'S ORK HORDE

Mega-Gargant *Korpsgrinder*
Bonebreakas
Mega-Gargant *Stompsmasha*

Goff Clan

Warboss
Nobz
Skullhamma
Gutrippas

Evil Sunz Clan

Nobz
Pulsa Rokkits
War Buggies
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Nobz Warbikes
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LEGIO METALICA

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Blood Angels Space Marines

Space Marine Captain
Thunderhawk gunship
Terminator detachment
Space Marine Tactical detachment
Land Speeder Squad
Bike Squad
Tarantula battery

Bloody hand-to-hand combat rages in the streets outside the Tribute Hall.

their capture, waited on first fire orders around objective 7 for any Land Speeders to show up.

The Imperator Titan pulled itself out of the Pulsa field with one earth-shaking stride and moved right up to the edge of the bluff. Castigator moved off the bluff and towards the Tribute Hall to seal its capture while Carnivore stayed in position and provided covering fire. Knights Paladin of House Krast advanced ahead of the Reaver, facing up to the blocky silhouette of Korpsgrinder through the buildings.

The Blood Angels caught near objective 6 leapt out to fight against the attacking Evil Sunz War Buggies. Meanwhile those in the Tribute Hall were led by their company commander as they charged into combat with the Goffs in an effort to oust them from the building once and for all. Likewise the Knight's Seneschal moved up to objective 4 in effort to keep it out of the hands of the advancing Orks. Finally, Jervis' Thunderhawk gunship put in an appearance, screaming in along the line of the river and completely concealed from my waiting Magna Kannon by the buildings. The detachment of tactical Space Marines onboard were disembarked into the cauldron of destruction around the Tribute Hall, now it seemed that the red armoured Blood Angels were bound to evict the remnants of the Goffs.

As Cassus Belli hove into range, Warlord Hargluk shouted at the Minderz in Stompsmasha's Weirdboy tower to grab the copper staffs from all the Weirdboyz. A rising crescendo of howling and gibbering came from the ramshackle tower as the psychic energy absorbed by the unfortunate Weirdboyz built up. Finally, Warlord Hargluk threw the lever to unleash an arcing bolt of pure Orky psychic energy at the hulking form of the Imperator Titan. Unfortunately, most of the green energy snaked into the ground and only a single vagrant bolt overloaded one of the Imperator's Titan shields. So much for the psychic phase!

At the start of the combat phase, with a magnificent roll of 6, the Pulsa generator which had hit Imperator on the preceding turn whined, smoked and then exploded in a flash of energy. Both Cassus Belli and Carnivore up on the bluff lost a shield to the plucky device as it immolated itself. Having won the roll for initiative this turn, I made the most of my advantage by using Stompshmasha's second *"Let 'em ave it Now!"* Shouting Counter to get its salvo off early. I had decided that I needed to damage the Imperator Titan to cut down the toll it was taking of my forces, I also reasoned that not firing at it would waste the shields already knocked down by the Pulsa Rokkit. It was time to seize the opportunity and stick some damage on the monster while I had the chance, maybe I'd even destroy it and earn enough victory points to win the day.

Stompsmasha's turrets took down one void shield and the heavy cannon of the gun decks took down two more, despite the smoking hole left in them by the warp missile. The mighty Skull-Krusha cannon failed to fire and the Deth Ray missed altogether, but the faithful Krooz missul exploded against the Imperator shields and knocked down one more of them.

Imperial Titans and an Ork Mega-Gargant in a duel to the death!

In the blood-slicked street outside the Tribute Hall, the Space Marine Terminators blew up two of the Ork tanks that were overrunning them. The Goff Nobz further up the street sprayed their heavy weapons around at the Imperator Titan, the Blood Angels and the Knights. The Knight's Seneschal stumbled and fell in flames under the barrage of fire but all the other targets escaped without damage. The Skullhamma lurking across the street scored a hit on the Imperator and knocked down another shield, now only one void shield was protecting the Imperator.

The Tarantulas snatched their opportunity to pick off the distant Nobz Warbikes while the Buggies were fighting the Space Marines, but the Nobz evaded their criss cross of laser pulses. Carnivore hurled another barrage of rockets at the Evil Sunz and blew two more squads into Orky Valhalla! For an encore, its twin Turbo Lasers stripped the first power field off Korpsgrinder. Another Pulsa Rokkit sailed skyward from far behind the Ork lines. Again it was overfueled and shot past Castigator, corkscrewed wildly away from the Imperator and landed behind Carnivore. I rolled yet another 6 for the effect of this Pulsa generator and it ran out of control, battering the Reaver with waves of energy before it finally exploded. Carnivore was lucky to only lose its shields and suffer a reactor shut down. A whole keg of fungus beer for the Mekboy who built those Pulsa Rokkits!

A single squad of Blood Angels survived the attacks of the speeding War Buggies and destroyed one of them. In other close combats the Goff Nobz in the Tribute Hall fought off attacks by the Blood Angels company commander and a squad of Space Marines, slaying them both. Meanwhile the Goff Boyz died in droves, losing three squads against the Blood Angels and three more being overrun by the Knights outside.

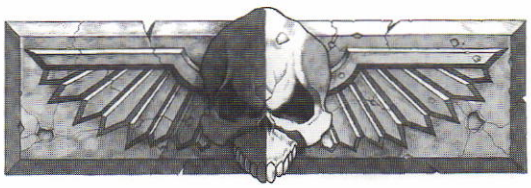
In reply the Goffs only took down one squad of Space Marines. The Bonebreaka and Gutrippa tanks crunched a squad of Bikes but most were bogged down in combat with the Terminators Land Raiders. The Terminators themselves slaughtered two more squads of Goff Boyz which had foolishly attacked them. Partway through these fights the Goff clan broke because of its losses but the presence of Korpsgrinder stopped their morale from failing in the sprawling close combat.

Korpsgrinder belched its first salvoes at Cassus Belli and the Knights advancing along the base of the bluff. First the bright beam of the Super Lifta Droppa snapped on to encompass two of the Knights and a large chunk of the building beside them. The Knights were lifted up and scrunched like tinfoil by the energy beam, the shattered wreckage was hurled against the Tribute Hall streets away but the building survived the battering with only the loss of some ornamental masonry. A succession of lucky hits from the turret guns (three out of five hit and they needed 6's!) was deflected by the Knights wading through Goff blood in front of the Tribute Hall.

Korpsgrinder's gun decks scored five hits on the Imperator (out of eight shots needing 5's!), smashing down its remaining void shield and hitting its armoured hide for the first time. Three of the four hits pattered off the Imperator's armour like gentle rain. The fourth shell missed the main battery it was aimed at and fractured the base of a tower on the Imperator's upper fortress level. The tower shattered and tumbled away, trailing the tiny falling forms of the Tech-guardsmen as they fell to their doom…

The final killer blow was to be a Krooz missul aimed at the Imperator's sensorium dome. It roared in accurately enough but twisted aside at the last moment to disappear through the gap left by the destroyed tower! I couldn't believe my eyes and was positively choking as I fired Korpsgrinder's Skull-Krusha cannon at the unshielded Reaver on the ridge. It scored one hit which blew off Carnivore's carapace rocket launcher and breached the shut-down reactor, now if the Reaver failed to repair its reactor it would go into meltdown!

The Knights beside the woods hit Korpsgrinder with their battlecannon and brought down another one of its power fields, while the Tarantulas picked off one of the War Buggies. The Reaver advancing down the bluff rattled off two more hits against Korpsgrinder's fields with its Gatling Blaster. The Bonebreakas with Stompsmasha replied and hit the Imperator twice more, one shot exploded against the main battery casement with no effect, the second amazingly wrecked the barrels of the giant Hellstorm cannon which formed the Imperator's right fist. The Evil Sunz gave a spontaneous cheer and opened fire on the Imperator themselves. Their first two hits bounced off the main battery and the void shield generator housing but by a freak chance (Jervis rolling double 1 for his armour save) the third struck the Hellstorm cannon primary coupling and that mighty weapon parted company with the Imperator and plummeted groundward! Of course this made no odds because the Hellstorm was already out of action, but don't tell the Evil Sunz that!



As if stung into action by these ignominies the Imperator swung its remaining weapons to bear on Korpsgrinder and battered it with full force. Shells, laser beams and plasma bolts struck Korpsgrinder's shrinking power fields in a polychromatic spray of violence until the last bolt from the Plasma Annihilator vapourised a section of the hull. The Defence Laser hit last of all and plunged a lance of pure energy through Korpsgrinder's armour and into its ammo. A fiery explosion mushroomed out from the hit and smoke started to pour out of the beleaguered Mega-Gargant, yellow flames danced at port holes and along gantries.

As the End phase arrived, hordes of green figures with buckets desperately tried to quench the fires raging on Korpsgrinder but only managed to keep them in check and get the Mega-weapons operational again. Cassus Belli had channelled extra power into the Void Shield Controls in anticipation of taking heavy fire this turn. Unfortunately, the Tech-Priests only succeeded in raising four of the Imperator's twelve shields. Up on the bluff the Reaver battle Titan Carnivore was consumed

in a flash of incandescence as its reactor went critical. The outrushing sphere of white light struck Castigator and Cassus Belli just as it managed to raise its four shields again, downing a void shield on both of them.

Over by the Tribute Hall the remaining Space Marine Bikes were broken. Failing their morale check, they went onto fall back orders. The Knight household broke too and the surviving Knight at the foot of the bluff decided that discretion was the better part of valour. The Goffs were also broken but passed their morale check automatically because of the proximity of the Mega-Gargant. At the end of the second turn the Orks were on 41 victory points and the Imperium had jumped up to 36 points thanks to breaking the Goff clan and 5 victory points from the Imperator Titan's delaying action mission. Things were on a knife edge with both sides within striking distance of the 55 victory points needed for a win in the next turn. The Imperial forces were almost completely broken with only the Space Marines holding out. On the Ork side the Goff clan was already broken and the Evil Sunz were getting close, and even if they held up Korpsgrinder was probably going to get chargrilled in the next turn.

TURN 2 VICTORY POINTS

IMPERIAL: 36 POINTS

ORKS: 41 POINTS

HARGLUK'S ORK HORDE

Mega-Gargant *Korpsgrinder*
Bonebreakas
Mega-Gargant *Stompsmasha*

Goff Clan

Warboss
Nobz
Skullhamma
Gutrippas

Evil Sunz Clan

Nobz
Pulsa Rokkits
War Buggies
Freebooterz
Madboyz
Nobz Warbikes
Magna Kannon

LEGIO METALICA

Imperator Titan *Cassus Belli*
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Reaver Titan Battlegroup

Castigator
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Clavigera

Blood Angels Space Marines

Space Marine Captain
Thunderhawk gunship
Terminator detachment
Space Marine Tactical detachment
Land Speeder Squad
Bike Squad
Tarantula battery

TURN THREE

I was determined to use this last turn to score as many victory points as I could. Objectives 4, 5 and 6 looked vulnerable to attacks (though taking 6 would involve getting uncomfortably close to the Imperator Titan and 5 was a bit out of reach) and I knew I could earn 10 victory points just by advancing Stompsmasha halfway across the table. Whatever happened it was imperative for me to stop the Castigator picking up 15 victory points for capturing the Tribute Hall. 15 points plus the points from the Imperator's Delaying Action mission would give Jervis enough to win without firing a shot at me!

Cassus Belli rolled a miserable five plasma counters for this turn - obviously it was slowing down somewhat. I won the initiative roll again and this time I opted for Jervis to move first. His remaining Knights took advantage of their opportunity and charged in against some of the surviving Goff Nobz and the Bonebreakas near objective 4. Behind the Knights, the Terminators and their Land Raiders stormed forward against the Bonebreakas, the last Gutrippa and the Goffs in the street outside the Tribute Hall. The Blood Angels in the Tribute Hall itself attacked the remaining pockets of Goff Boyz and Nobz in the building.

Meanwhile, a detachment of Blood Angels Rhino transports, which had been widowed by the destruction of their infantry squads, moved in close to objective 4 to keep it out of Ork hands. Behind them, Castigator attempted to slip through the buildings at the back of the Tribute Hall and achieve its mission objective. Finally, casting caution to the winds, Jervis sent his Thunderhawk gunship skimming across the tabletop to attack objective 3 deep behind the Orks' line. As the Thunderhawk screamed over the Tribute Hall, the Magna Kannon snap-fired at the speeding gunship but the deadly force beam flew wide.

Over by objective 5, the Madboyz caught on to the plan and charged forward, racing with the Freebooterz in a forlorn attempt to snatch the objective from the Land Speeders. The Evil Sunz Nobz around objective 8 woke up to the fact that a battle was going on and legged it over to take some shots at the Thunderhawk. The Evil Sunz Boyz filtered through the ruins to get more of their number within range of the Imperator while Warboss Klawbog and his retinue moved forward to give more substantial supporting fire from a rather exposed position in the woods. The last surviving War Buggy charged in to finish off the one squad of Blood Angels near to objective 6, then the Nobz Warbikes roared forward in an effort to overrun the three Tarantulas defending objective 6 itself!

Warlord Hargluk, onboard Stompsmasha, bellowed *"Full Zoggin 'Speed Ahead!"* and sent the Mega-Gargant clattering forward towards the bluff before screeching round to turn its guns full on the Reaver. The flame-wreathed Korpsgrinder had powered down its engines and readied itself to make one last effort to destroy Castigator before the Mega-Gargant was itself obliterated by the awesome firepower of the Imperator.

The Weirdboy towers on both Mega-Gargants crackled with barely suppressed green lightning, and almost simultaneously sparking bolts of energy lashed out. One after another, Castigator's void shields flickered and died under the vicious assault. Korpsgrinder's gundecks belched a thunderous salvo against the Reaver, striking its head and legs. The smoke cleared to show the Titan's armoured head dented but undamaged and its leg twisted and buckled, however, although the towering war machine swayed alarmingly it did not fall. A round from Korpsgrinder's Big Lobba also failed to floor the Reaver as the turret guns strafed the nearby Knights with shells to no appreciable effect. Finally, Korpsgrinder pointed its Skull-Krusha cannon at the Reaver but only an embarrassing "CLUNK" issued from the mechanism. I was horrified that the Reaver was still standing after Korpsgrinder's salvos but I consoled myself that the Mega-Gargant Stompsmasha would be able to finish it off.

Over by objective 6 coruscating bolts of energy from the Tarantulas destroyed one of the Nobz Warbikes squads as they raced up the slope to overrun the battery. Warboss Klawbog and his retinue blazed away at the Imperator Titan towering above the skyline of the bluff. Their volume of fire was impressive if erratic and the Imperator's shields failed before the storm of shots. But the Imperator was barely even distracted as it prepared to unleash a devastating salvo against Korpsgrinder. Secondary batteries lashed out against the Warboss' position and the Nobz Warbikes. Casements, barbettes and sub turrets all over the Imperator lit with gun flashes as shells and energy bolts rained down on the slope to wipe out more of the Nobz Warbikes squadron and send Klawbog ducking into the scanty protection of the woods.

The Imperator lowered the blunt stub of its massive Plasma Annihilator to aim at the burning Mega-Gargant and fired a full salvo of shells and plasma bolts into it. Flames shot from every orifice as the tonnes of explosives onboard the massive Ork machine fuelled its already raging fires. Seconds later, Korpsgrinder exploded with a deafening roar. Its huge hull shattered like a giant frag grenade sending red-hot shards slicing through the bloody battleground in front of the Administorum Tribute Hall.

All of the surviving Goff Nobz were obliterated with the exception of one stand inside the Tribute Hall itself (and they were so close that we rolled a dice to see if they were caught in the blast or not). One of the Knights and two squads of Blood Angels were also blasted apart in the titanic concussion. Only a smoking crater remained where Korpsgrinder had stood as a hail of nuts, bolts and other unidentifiable pieces of debris rained from the sky. The Blood Angels Tactical Company was broken by Korpsgrinder's noisy demise but this was small recompense at the time. Ouch!

The air resounded with cheers as the Tech-Guard onboard Cassus Belli inflicted further casualties on the Nobz Warbikes and the destroyed two Battlewagons and a squad of Nobz from Warboss' retinue down in the woods. The Bonebreakas supporting the Evil Sunz fired a vengeful salvo of shells at the Imperator and another of its upper towers exploded in a blossom of sullen red flames.

Ignoring the mushroom cloud in the city, the Evil Sunz Nobz blasted away at the Thunderhawk gunship as it swept over objective 3 and were rewarded with the sight of it trailing smoke and then smashing into the ground. The Skullhamma battle fortress parked opposite the Tribute Hall rained battlecannon shells on the Blood Angels Rhinos around objective 4 but only destroyed one of them.

The last Pulsa Rokkit roared skywards and looped toward the Land Speeders around objective 5 (everywhere else there was too much chance of dropping it on my own head by accident). The Rokkit overshot, landed amid the buildings and started battering them down but the Speeders were well clear of the impact point.

The Freebooterz and Madboyz race forwards to capture objective 5 from the Land Speeders.

The huge Imperator Titan – Cassus Belli, looms over the battlefield.

The close combats were bloody and uncompromising as the last few Orks, Space Marines and war machines who were close enough to claw, gouge and shoot at each other fought to the death. The Tarantulas around objective 6 were quickly overrun and crushed by whooping Nobz Warbikes, as the last Evil Sunz War Buggy was also destroyed by the Blood Angels Tactical squad.

The scarred streets outside the Tribute Hall saw more bloodshed as the Blood Angels Terminators smashed their way forward through the squad of Goff Boyz still standing on the steps of the building, tore open the last Gutrippa and shattered a Bonebreaka which was in the process of grinding a Space Marine biker to a pulp. Such progress was not without loss as one of the Terminator's Land Raiders was immobilised by Goff Boyz before being crushed by another Bonebreaka.

In the Tribute Hall itself, the Blood Angels Tactical Company passed their break test for being in close combat and a desperate fight with the Goffs ensued. The Orks actually managed to fight back this turn and destroyed two squads of Space Marines for only one squad of Goffs. In the end, the Orks were left with their last Goff Nobz squad still holding a position at one end of the shattered building.

Two Knights had charged into combat with the Bonebreaka squadron closing on objective 4 and their crackling shock lances should have made short work of the Ork tanks. However, the Bonebreakas proved too well insulated – one fight was inconclusive and the other brought one of the Knights crashing to his knees!

Close by, Stompsmasha fired another salvo of shells into the reeling Castigator. The Skull-krusha cannon coughed once and blew away Castigator's empty carapace warp missile hard point, the explosion causing a flashback to the Reaver's head which made the metal giant jerk spasmodically and almost fall. But it still stood. The gun decks scored several hits on the Castigator but only the arm gave way to be sent pinwheeling gracefully away on a trail of fire. The Reaver's pocked and battered armour withstood the rest and still it remained standing. In an attempt to retrieve something of his pride Warlord Hargluk annihilated the Blood Angels' Rhinos behind objective 4. This objective too fell to the Orks.

The battered Castigator bravely fired back at Stompsmasha but all it could manage was to knock down a single power field. The Evil Sunz sprayed fire at the Imperator and the one surviving Tarantula on the slope while some of them attempted to pick off Space Marines in the Tribute Hall. Though the Imperator was hit several times its metres-thick armour easily deflected the shots. On the hill below, the last Tarantula was not so lucky and objective 6 fell into Ork hands!

In the End phase we made a final count up of victory points and found that the Orks were on 77 victory points and the Imperial forces had fallen just short of a draw by scoring 50 points. Seizing the two extra objectives, 4 and 6, and picking up 10 points for Stompsmasha fulfilling its mission (to get onto the Imperial side of the battlefield) had tipped it for me. With the Blood Angels Tactical company, Terminators and Thunderhawk gunship all adding their cargo of extra victory points I had won outright! WAAAGH!

TURN 3 VICTORY POINTS

IMPERIAL: 50 POINTS

ORKS: 77 POINTS

IMPERIAL CONCLUSION

And so another perfectly good plan lies in tatters! Seriously, though, I think my initial plan was quite sound, and there is little if anything I would do to change it – after all, if I could just have killed the last stand of Goff Nobz lurking in the building, I could have captured it and picked up another 15 victory points! Killing off just one one more unit would have broken the Evil Sunz and given me another 13 points! Either one of these would have given me a draw, and both together would have placed me ahead of Andy by 1 victory point! Unfortunately, in this game the dice were not with me and so I went down to a crushing defeat. It just goes to show that when you are playing against an opponent of Andy's calibre you not only need a good plan, you need a bit of good luck as well!

This being said, from the moment Clavigera went down on the first turn I was in trouble, and I was extremely lucky to have a Reaver left at all by the end of the battle. As ever Andy showed his exceptional ability to pick out the most important targets in the enemy army and concentrate as much of his firepower as possible against them. This is far more easily said than done, as it is all too easy to simply shoot at the easiest or softest target rather than doing your best to take out the enemy units that you really need to destroy in order to win the game. Andy realised immediately that the most important targets were the Reavers, which would not only earn me 15 victory points if they captured the building, but were also worth 5 victory points each if they were destroyed. Having realised this he systematically went about destroying the Reavers one after the other, and Castigator only survived the game by managing to soak up the fire of two Mega-Gargants on the final turn without being destroyed!

For my part, I failed to appreciate just how vulnerable the Mega-Gargants were to the awesome amount of firepower I had collected on the hill, and ended up frittering away my attacks against the Evil Sunz and the vehicles accompanying the Mega-Gargants. If I had concentrated my fire on Andy's Mega-Gargants from the first turn I would have had a good chance of taking both of them out, and in any case the damage that I would have caused would have reduced the amount of carnage they inflicted on my army. Even just spending a bit more time shooting up the Evil Sunz instead of the vehicles with the Mega-Gargants would have almost certainly earned me extra victory points by causing the single extra casualty I needed to break the Evil Sunz clan. It just goes to show how important the skill of picking the right target is.

While on the subject of picking targets, one other lesson I learnt in this battle was that when you fire a Warp Missile, you should aim at the most vulnerable point on the target. I aimed at the central Gun Deck to avoid the (very small) chance that the missile would miss the Gargant all together, and so only caused minor damage. If I'd gone for the ammo I would

probably have done enough damage to cripple the Mega-Gargant with one shot, and I'd only have had a 1 in 36 chance of a complete miss.

On a more positive note, I was pleased with the way that the attack on Andy's Goffs went on the first turn. Using the Terminators and Knights to clear a path for the Bikes to close assault Andy's Mekboy Dragster worked especially well, allowing my Reaver to use its Barrage Missile without any fear of the Dragsters force field spoiling the attack. Its just a shame that the barrage didn't kill more of the Goffs than it did!

I was also pleased that I managed to resist the temptation to make pop-up attacks or do anything else foolish with my Land Speeders once they had captured their objective. Normally I can't resist the temptation to do something with my troops on every turn, and it took a fair amount of self-restraint to keep the Land Speeders under cover. However, doing so meant that the Land Speeders survived the battle unbroken (a rare feat!), and retained control of one of the two objectives I still held at the end of the game.

Turning my attention to the other half of the table, there is little I can fault in Andy's game play once the game had started. If he made any mistakes it was that his initial set-up spread his troops over too wide a front. The Evil Sunz, in particular, were badly out of position at the start of the game, and would have been far more usefully employed backing up the Goffs in their attack on the Imperial city. As usual, however, Andy maximised the effectiveness of his troops once the game had started, and easily made up for any deficiencies in his starting deployment. For my part, although my deployment was probably better than Andy's, I let myself down by some poor execution once the game was under way.

'ERE WE GO! 'ERE WE GO! 'ERE WE GO!

Vengeance is mine sayeth the Orks! I was quite stunned by the carnage in this game – I had aimed to get into a bloody slugfest and I most certainly succeeded! I think the overall tactic I chose was just right, I successfully forced Jervis into a fight where his manoeuvrability and longer range weapons were of little help – it was down to kill or be killed. Where I very nearly came unstuck was in holding back my forces from the battle for the Tribute Hall. This was because I underestimated just how fast the Goffs would accumulate casualties, let alone that they would come within a hair's breadth of being broken on the very first turn.

The reason for this was that Jervis had deployed his forces in an even more concentrated fashion than I had. This meant the Evil Sunz were left at the fringes of the main fighting and in particular Warboss Klawbog and his retinue had very little effect on the battle. Had I placed the Warboss with the Goffs instead of the Evil Sunz he would have had a far more decisive effect. All this being said, at the end of the day things worked out in my favour. The mobility of the Evil Sunz meant that they enveloped the flank of the Imperial force in time to seize objectives 4 and 6 on the last turn of the game, and they did absorb a lot of firepower that Jervis might have been better off directing elsewhere.

It's worth noting here that the fact the Evil Sunz were in cover in the ruins around objective 2 saved them from taking even more casualties than they did. One more casualty and the Evil Sunz would have broken and given Jervis enough victory points for a draw. Of course destroying the Imperator's Hellstorm cannon after it had got one shot off at the Sunz might have had some bearing on their survival too!

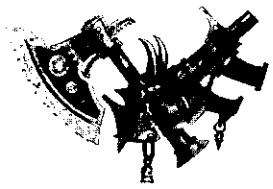
Of course, it can be argued that the Goffs expended themselves very efficiently indeed. Once they were broken all the extra casualties they took didn't score Jervis any victory points and the presence of Korpsgrinder ensured they passed all their morale checks. Jervis, on the other hand, was forced to throw more and more units into maelstrom around the Tribute Hall allowing me to score more victory points as his troops were broken in the fighting. However, at the end of the game only one stand of Goff Nobz survived in the Tribute Hall to prevent Jervis from capturing it and, once again, scoring enough points to draw. That's a little close for comfort.

My plan to use Battlewagons to get the Boyz in fighting positions early did work after a fashion but they still incurred horrendous casualties – they were just closer to the enemy and getting killed, rather than pinned down far from the battlefront. At the time I wondered if I should have kept the Goffs on the opposite side of the street on the first turn and then attacked the Tribute Hall on the second turn. This would have enabled them to get into cover but I have a feeling that Jervis could have inflicted as many casualties by destroying the buildings. In addition, the Tribute Hall would have been full of Space Marines and Terminators on first fire orders making an assault in the second turn almost impossible.

Coincidentally, I think that Jervis caught the Goffs in a very well executed ambush outside the Tribute Hall, even down to using the Bikes to take out the Dragster. Only winning the initiative on the second turn really allowed me to do anything to redress the balance by sending in Bonebreakas and Gutrippas to bolster what was left of the Goffs. The Terminators in particular caused me real problems throughout the game. Not one Terminator squad was killed in close combat despite the fact that they were fighting hand-to-hand on every turn of the game! Excellent deployment of the Terminators and some pretty neat manoeuvring by Jervis.

I must admit I was surprised that Jervis didn't fire on the Mega-Gargants until he was forced to blast Korpsgrinder because of its proximity to his objective. He explained later that he was concentrating on the clans to break them and pick up a lot of easy victory points. This seems sensible enough to me but I probably would have ignored the Evil Sunz on the first turn in favour of making sure the Goffs were broken ("They nearly were!" I hear you cry, but the barrage missile which did most of the damage was lucky to be on target, lucky to produce four extra barrage templates etc, and besides "nearly" counts for nothing!).

As it was, the Mega-Gargants did a lot of damage over the course of the game. Even when Korpsgrinder blew up it had taken a horrendous pounding over two turns to frag it, and the explosion hurt Jervis more than it hurt me. My only regret about Korpsgrinder was that I didn't disembark most of the Krew on the third turn when it was obvious it was going to blow up (abandon Gargant!). Even leaving enough Orks and Gretchin to man the guns would have given me a sizeable force to storm the Tribute Hall or objective 4 with. Of course, if Jervis had concentrated on the Mega-Gargants instead he would probably have been overrun by Ork Boyz and their heavily armed Nobz – you just can't win.



In much the same vein I abandoned my original thoughts on not even trying to damage the Imperator after it had lost most of its shields to a couple of horrendously lucky Pulsa Rokkit hits. I couldn't resist firing at the Imperator while its shields were down and in the end I hurled quite a lot of fire at it. Though this did reduce its firepower (mainly through the loss of its Hellstorm cannon) it never came close to destroying it because I aimed at the less well armoured locations rather than trying for a knockout blow on the head or legs. The Imperator is amazingly tough even with its shields down, and I consider myself lucky that Jervis rolled low numbers of plasma counters throughout the game. If he hadn't then it would have done even more damage than it did.

Similarly the Reavers proved very tough to stop. This is mainly because the new shield rules mean you have to expend some of your more powerful weapons on just knocking shields down before you can get through to the armour. I was lucky to down two Reavers, and then unlucky not to down the third in the last turn. Other races with more potent weapons may find life a bit easier but no self-respecting Imperial commander should pass up on having a few Titan battle groups! As for Ork Warlords, get a Mega-Gargant or two in your force and you'll find rolling over the enemies' defence a genuine pleasure, perhaps next time I'll go for a Gargant Big-mob as well...

EPIC® TITAN LEGIONS

The huge Imperator Titan and the imposing Mega-Gargant are the most impressive of the new models for the Epic Game System, but there are many more miniatures waiting to be released in the coming months.

TITAN LEGIONS

Titan Legions was a huge project, involving nearly all of the staff at the Studio for a whole year! One of the key elements of this great game are the models of the Imperial forces' huge Imperator, and Mega-Gargants of the Orks. These impressive kits tower over the battlefield, dwarfing other Titans and buildings alike. Hordes of tiny foot troops mill around their feet like ants waiting to be crushed by the awesome might of these walking machineries of destruction.

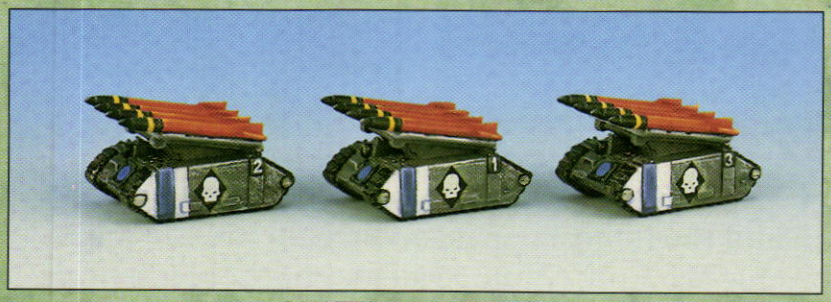
NEW MODELS

All the excitement of the recent release of the Epic Titan Legions game spurred us to take a fresh look at our existing range of Epic miniatures. We wanted to make sure that the rest of the range came up to the even higher standards which we had set ourselves with the Imperator and Mega-Gargant models. All this activity has resulted in the production of a whole bunch of new models for nearly all of the armies. Dave Andrews, the designer of the fabulous Imperator Titan kit, has been busy creating some new designs for the Imperial, Ork and Eldar ranges. Also writhing on his desk are prototypes of some of the models which accompany Andy Chamber's forthcoming rules for Epic scale Tyranid hordes.

WHAT NEXT?

The next few months should see more of Dave's new models including splendid new Imperial Knights. Also to be released is a whole range of material from Norman Swales who has taken the opportunity to update some of the existing models by producing new versions of old favourites like the Leman Russ and the Thunderhawk gunship. The following 'Eavy Metal pages provide a glimpse of the expanding range of Epic scale miniatures.

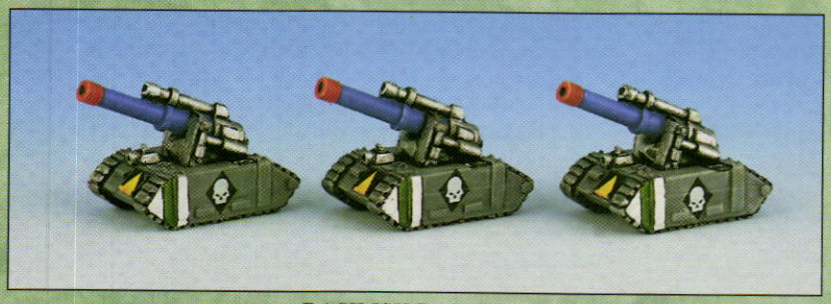
FORCES OF THE IMPERIUM



MANTICORE BATTERY

The Forge Worlds of the Adeptus Mechanicus supply the Imperium's armies with the vast bulk of its hardware and war machines. Battle tanks, super heavy tanks and the more specialist artillery vehicles are manufactured in their thousands by the Tech-Priests. These tanks form the mainstay of practically every Imperial Guard army. The Tech-Guard regiments of the Forge Worlds are also supplied with these machines

HYDRA BATTERY



BASILISK BATTERY

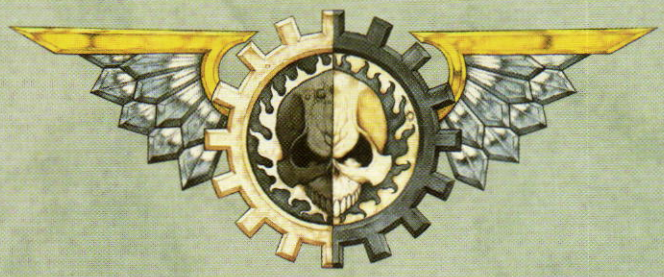
STORMBLADE SUPER HEAVY BATTLE TANK COMPANY

Super heavy battle tanks are an outstanding example of the Forge Worlds' industrial might. There are many variations of these brutal armoured giants and they are fabricated in vast numbers by the Adeptus Mechanicus to provide the Imperium with one of its most potent war machines.

SHADOWSWORD, BANEBLADE AND STORMHAMMER SUPER HEAVY BATTLE TANKS

LEGIO IGNATUM

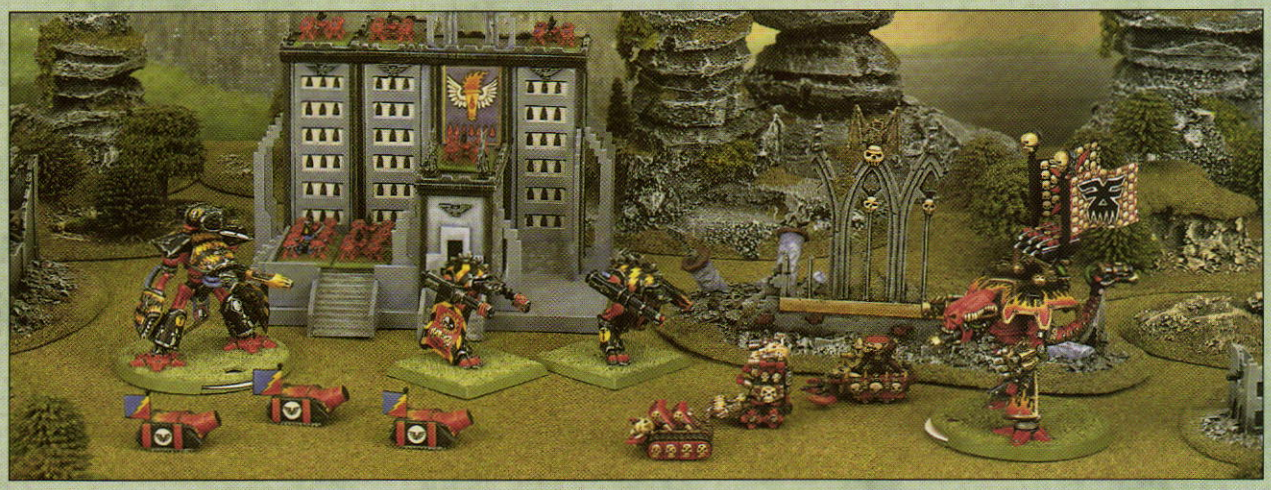
REAVER TITAN



The Legio Ignatum is one of the oldest Titan Legions, its Forge World being Mars itself. The Legion fought throughout the Great Crusade and still retains a number of Titans blessed by the Emperor himself at this time. Later the Legion fought through the darkest days of the Horus Heresy defending the Emperor's palace from Warmaster Horus against near impossible odds.

Warhound Titans are the eyes and ears of the Titan Legions. Fast and agile, they perform dangerous reconnaissance missions and terror raids behind enemy lines.

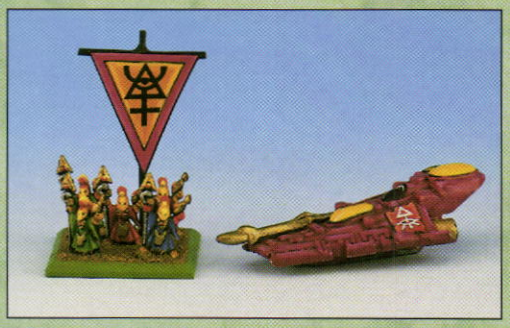
WARHOUND TITANS



TITANS OF LEGIO IGNATUM BATTLE THE AWESOME POWER OF A CHAOS BANELORD TITAN

ELDAR

WARLOCK TITAN

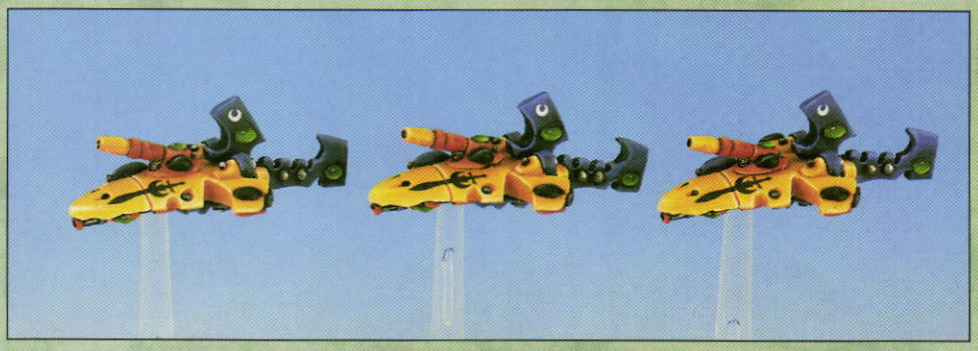


WARLOCK TROOP STAND AND FALCON

Eldar Titans are very different from those used by the Imperium. Tall and slender, they move with a smooth agility and grace unachievable by Human Titans.

FIRESTORM

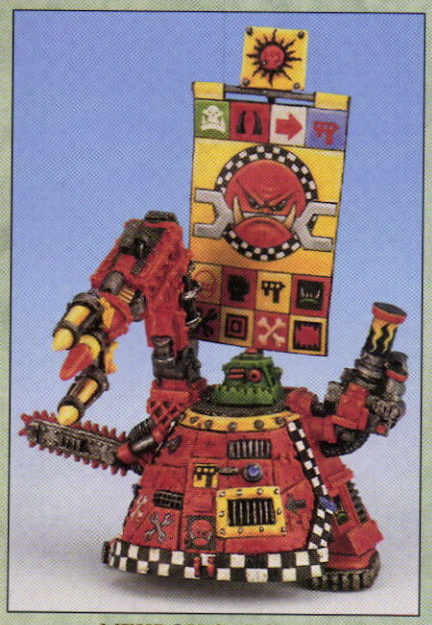
DOOMWEAVER SQUADRON



NIGHTWING SQUADRON

ORKS

GOFF GARGANT BIG MOB



MEKBOY GARGANT

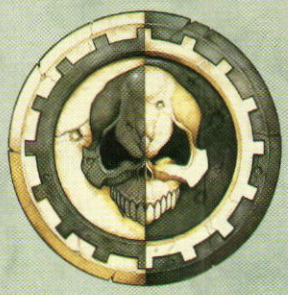
Gargants are miracles of mechanical ingenuity, packed with whirring cogs and gears, wheezing pipes and pistons, dials, levers and strange mechanical devices invented by the Ork Mekboys. On board the Gargant the Orks fire the guns and stoke the boilers while teams of Gretchin 'riggers' are sent to fix bits and fight fires as the Gargant suffers battle damage.

MEKBOY PULSA ROCKETS

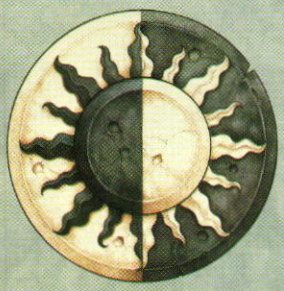
STOMPERS

'EAVY METAL™

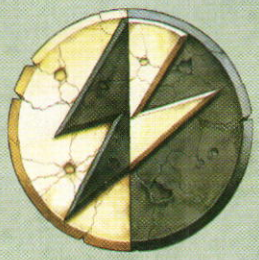
IMPERIAL KNIGHTS



KNIGHT PALADIN DETACHMENT



KNIGHT CRUSADER DETACHMENT



KNIGHT ERRANT DETACHMENT

IMPERIAL KNIGHTS SMASH THE ORK ADVANCE

EPIC®

TITAN LEGIONS™

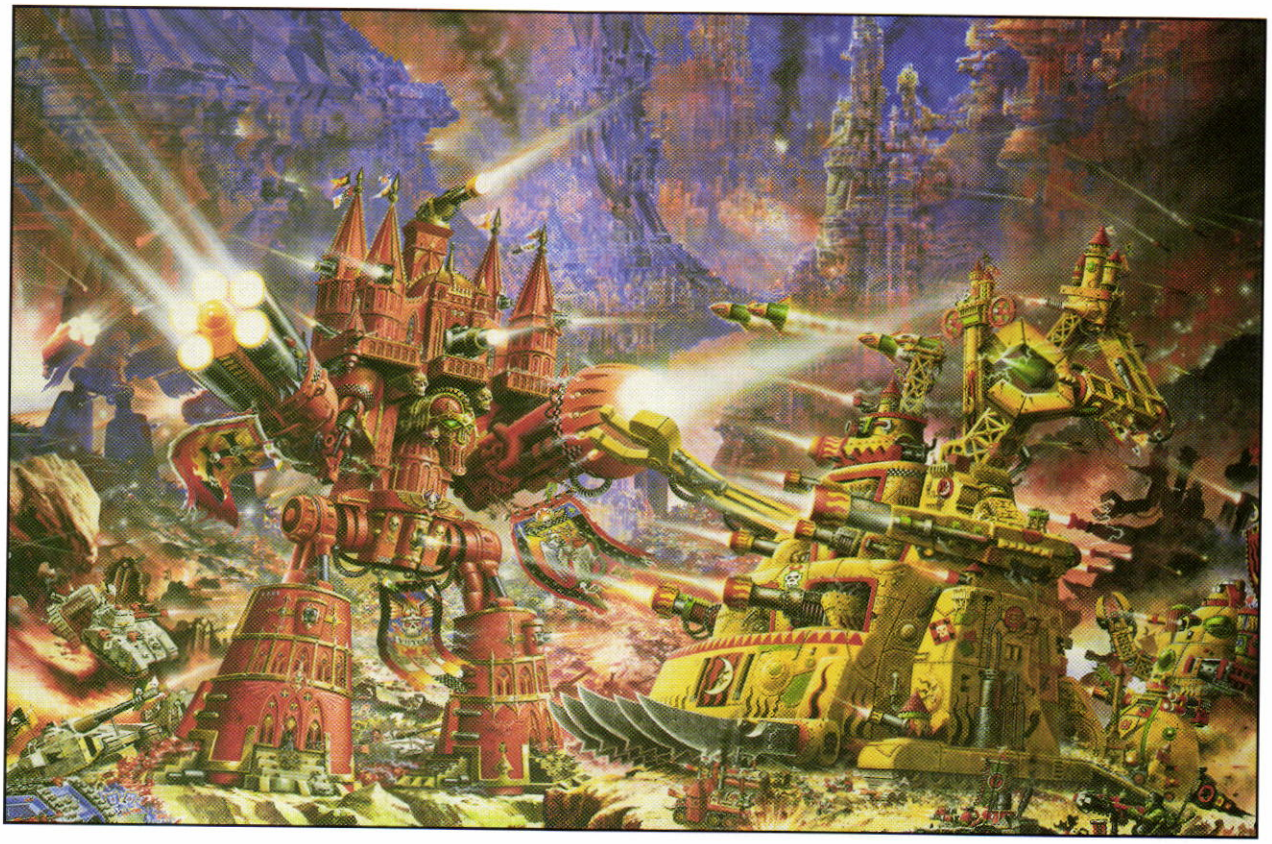
FISTS OF DEATH

By Gavin Thorpe

In the immortal words of Haran Jaxx, as laid down in the De Bellis Titanicus "The arming of Titans must, by necessity, always be a compromise". With Imperial Titans this is a paramount consideration as the sheer number of weapons to choose from when arming your Battle Titans can be daunting. This article aims to give you a few helpful insights.

With the release of Titan Legions, much attention has been drawn to developing new strategies and tactics for the Epic games system. The renewed importance of Titans in the game means that old battle plans are being thrown out or modified and new ones devised. Many gamers will want to add new Titan models to their Epic armies and this will inevitably involve selecting the weapon combinations for their war machines. "The right tools for the job" is probably the best summery of what Haran Jaxx was saying in the above quotation. What this means is that before you make your weapon selection you should consider carefully just exactly what you want your Titan to do on the battlefield.

For most gamers, myself included, a Titan model represents a significant investment of time, money and painting skill. These gargantuan machines form the centrepieces of an Epic army and the last thing you want is for your pride-of-place model to be destroyed in every game because of an ill-conceived or implemented weapon fit.



OVERALL STRATEGY

Titans are the most powerful and expensive units in the Epic game system and so the roles your Titans are going to play should be foremost in your mind when you choose your army.

On the whole, your main options are between a balanced force with equal proportions of assault, mid-range and long range troops and vehicles **or** an army that is biased towards only one or two of these elements in order to achieve a specific game task or tactical approach.

Some players like to choose their Titan Battle Groups before selecting infantry and other weapons, while others approach their army selection the other way round. Your choices will obviously also be determined by the selection of models in your army. Either way you should keep in mind the number of points you want to spend on Titans. If you have decided upon a broad, tactically balanced force, then a Battle Group of Warlord or Reaver Battle Titans is the obvious choice. If you prefer to get in much closer then you should definitely take two or three detachments of Warhound Titans. An Emperor Titan has a huge array of mid and long range weapons and is ideal for supporting a Battle Group of Reaver Titans laden with shorter ranged armaments. The idea is for everything in your force to dovetail together, with your Titans covering any weaknesses of the rest of your force, and your other units making up for any gaps left by your choice of Titan weapons.

IF THE WEAPON FITS...

Considering the awesome arsenal available to Titan Battle Groups, selecting the most appropriate weapon combination is not always easy. Try to keep foremost in your mind just exactly what you want your Titans to do. Are they there to hunt down opposing Titans? or to annihilate enemy infantry and tanks? With the introduction of Battle Groups this choice takes on a further dimension, as each Titan in the group can be tailored to specific roles which can enhance the others' strengths and cover up their deficiencies. One way of narrowing down your range of choices is to consider that there are really only three basic possibilities for a Titan weapons fit. These are the Heavy Support Titan, Close Support Titan and Assault Titan varieties.

A Heavy Support Titan is mostly armed with long-range weapons, and perhaps some kind of one-shot missile system like a Vortex missile. It will also mount at least one 'Titan-killing' weapon, such as a Warp Missile, Plasma Destructor or Volcano Cannon.

A Close Support Titan is best armed with shorter-ranged weapons, with two to five attack dice and less potent saving throw modifiers such as Laser Blasters, Gatling Blasters, Plasma Blastguns or Turbo-Laser Destructors.

An Assault Titan bears the shortest ranged weapons, such as Vulcan Mega-Bolters, Inferno Guns and Melta-Cannon and as its name suggests is designed for assaulting enemy positions.

A common tactic is for a Battle Group to include a mix of a Heavy Support Titan, a Close support Titan and an Assault Titan. This is a flexible formation which allows the Battle Group to act and react, no matter what the enemy army consists of. However, some Imperial tacticians have found this mix of Titans to be a bit half-hearted and reactionary. The Titans can cope with many things, but performing a decisive action on the battlefield becomes a much harder task.

Consider for example a Battle Group of three Reaver Titans. One of them is armed with mid-range weapons, and the other two have Vulcan Mega-Bolters and Inferno Guns. The commander has chosen this group because he knows he is facing Orks, with their large Mobs of Boyz and squadrons of vehicles. Equipped in this way, the last two Reavers (with an assault mix of weapons) will be able to move forward quickly and eradicate vast swathes of the Ork army, breaking the Clans in perhaps one or two turns. The first Titan can keep position behind them, using its close support weapons to counter any threat posed by Giblet Grindas, Skullhammas, Lungburstas and other heavily armoured Ork tanks. As you can see, the 'even spread' Battle Group would find itself in less of an ideal position to deliver a truly killing blow to the Ork horde.

All Battle Groups should contain at least one weapon which can destroy buildings, such as a Quake Cannon or Multiple Rocket Launcher. This will enable the Battle Group to open up lines of sight to enemy Titans and tanks, and deny cover to the opposing infantry.

Another weapon, worth a mention to Space Marine players is the Quake Cannon which is allowed to target buildings even though it does not fire a barrage. If a building is hit it must make its saving throw, modified by -3, or be destroyed.

THE WEAPONS

Once you've settled on the battlefield role you want for your Titans, you can get down to the nitty-gritty of choosing the actual weapons. Take a look down the Battle Titans weapon summary listed below. Glancing down the profiles you will see the weapons mainly fall into four basic categories:

Heavy Support Weapons: These have one or two attack dice, a long range and a good to-hit roll often combined with a hefty saving throw modifier. This category also includes the one-shot missiles, and the barrage weapons.

Close Support Weapons: These weapons have a 50cm- 75cm range, between three and six attack dice, 4/5+ to hit rolls and saving throw modifiers that don't exceed -2.

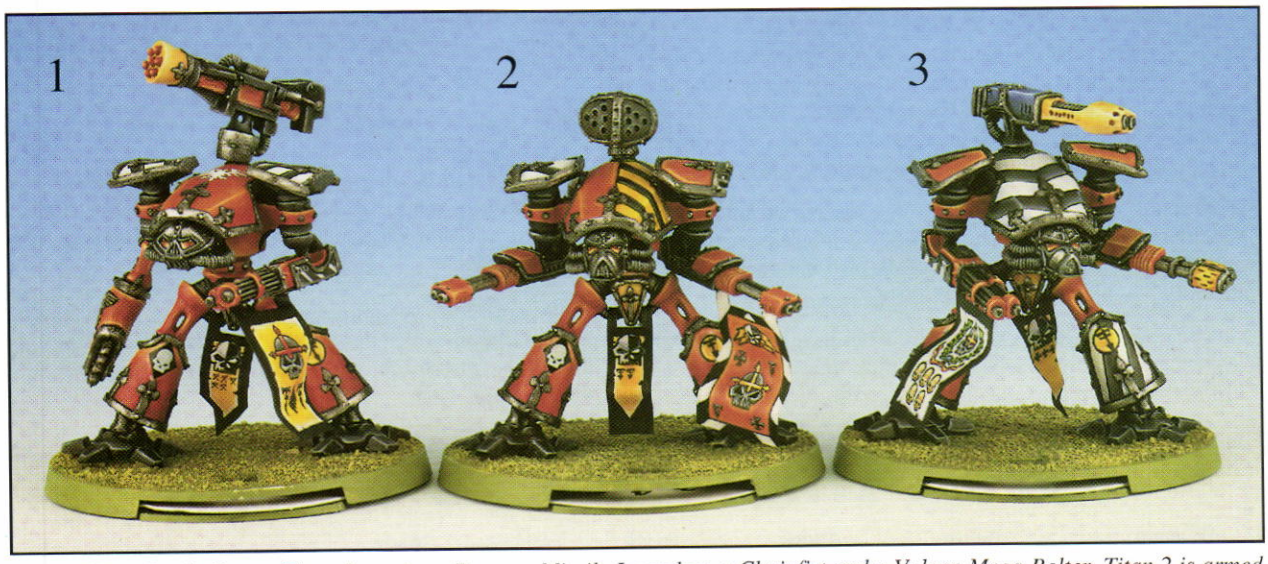
Assault weapons: Assault weapons have a high rate of fire, or a template. They have a short range and a low saving throw modifier.

Close Combat weapons: This category is pretty obvious, but just as important. The smaller Titans can make a highly effective Titan hunting party if equipped with Chainfists or Laser Burners and the like. While a Warlord Battle Titan can protect itself from the enemy with a Powerfist or other close combat weapons.

There are some weapons, such as the Plasma Blastgun and Melta-Cannon, which don't easily slip into one of these types, but on the whole you can start to see which weapons go on which sort of Titan.

BATTLE TITAN WEAPONS SUMMARY

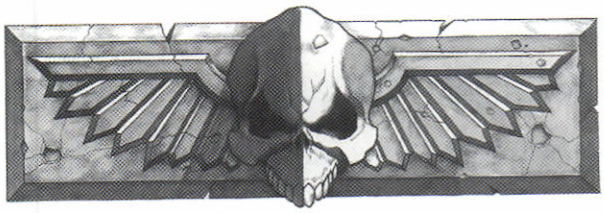
Weapon	Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
Barrage Missile Launcher	Unlimited	8 BP's	–	-2	Place D6 extra barrage templates when fired. One shot weapon.
Battle Claw	Close combat weapon. Roll off against opponent – causes maximum damage				
Carapace Landing Pad	Used as platform for Recon Land Speeder				
Carapace Multi-lasers	15cm	2	5+	0	Always shoots in First Fire.
Chain Fist	Close combat weapon. +D6 in close combat, +2 to damage				
Combat Head	Close combat weapon. Adds +3 to Titan's CAF.				
Corvus Assault Pod	Carries 4 Terminator stands. +D6 CAF in attack turn.				
Deathstrike Cannon	200cm	10 BP's	–	-2	Barrage weapon
Fire Control Centre	Adds +1 to all to hit rolls. Has save of 3+				
Gatling Blaster	75cm	4	5+	-1	
Harpoon Missile	Unlimited	–	Auto	-2	Takes over target Titan if save is failed. One shot weapon.
Inferno Gun	Special	Special	4+	0	Uses inferno template.
Laser Blaster	50 cm	6	5+	0	
Laser Burner	Close combat weapon. Hits D6 times.				
Melta-Cannon	25cm	4	3+	-3	
Multiple Rocket Launcher	100cm	8 Barrage points		0	Fires barrage.
Plasma Blastgun	50cm	2	3+	-4	Must recharge after use.
Plasma Cannon	75cm	6	4+	-3	May not fire other weapons.
Plasma Destructor	100cm	4	3+	-6	May not fire other weapons or move next turn.
Power Fist	Close combat weapon. Roll off against opponent – cause maximum damage.				
Power Ram	Close combat weapon. Opponent knocked over if you win by 6+ points.				
Power Saw	Close combat weapon. Adds D6 to close combat score. +2 to damage.				
Quake Cannon	100cm	1	3+	-3	May attack buildings.
Trident	25cm	1	3+	–	May pull bits off target.
Turbo-Laser Destructor	75cm	2	3+	-2	
Volcano Cannon	100cm	1	3+	-4	+3 damage roll against Titans.
Vortex Missile	One shot weapon				
Vulcan Mega-Bolter	25cm	8	4+	0	
Warp Missile	Unlimited	–	Auto/3+	–	To hit Titans/vehicles. Ignores shields. Roll twice on hit location template. One shot weapon.
Weapon Head	25cm	1	5+	-1	
Wrecker	Close combat weapon. Get free strike before combat is resolved				



Reaver Titan Battle Group. Titan 1 carries a Barrage Missile Launcher, a Chainfist and a Vulcan Mega-Bolter. Titan 2 is armed with a Multiple Rocket Launcher and two Turbo-Laser Destructors. Titan 3 is equipped with a Plasma Blastgun, an Inferno Gun and a Vulcan Mega-Bolter.

TITAN KILLING

One other important battlefield role is 'Titan killing'. This is most suited to an individual Titan rather than one within a Battle Group, as its greater flexibility allows it to stalk the battlefield with total freedom. Weapons that are 'Titan killers' are the Volcano cannon, Plasma Destructor and Warp Missile, although a close combat weapon like a Chainfist can be used as well, providing that you can guarantee the Titan will get close enough to use it. The usefulness of Titan killing weapons has greatly increased with the release of Titan legions. Since it is not uncommon to have five or more Titans in the opposing army, any weapon that seriously threatens Titans has a greater part to play.



BATTLE GROUP VARIANTS

There are many standard variants of Battle Group armament, and the following examples demonstrate some of the different options open to an Imperial commander. They also give an analysis of the advantages and disadvantages of selecting that particular mix of weapons.

HISTORICAL BATTLE GROUPS

Armageddon campaign
Legio Metalica 'Hades IV' Battle Group

This Warlord Battle Group was deployed in the defence of the Hades Hive during Ghazghkull Thraka's invasion of Armageddon Prime. It consisted of the following three Warlord Titans:

Custodire Pius: armed with Barrage Missile Launcher, Volcano Cannon, Plasma Destructor and Multiple Rocket Launcher.

Custodire Invidia: armed with 2 Multiple Rocket Launchers, Fire Control Centre, Deathstrike Cannon and Quake Cannon.

Custodire Faex: armed with Turbo Laser Destructor, Warp Missile, Plasma Cannon and Gatling Blaster.

The Pius and Invidia are armed with support weapons, enabling them to pound their foes from the greatest possible distance. Since their main objective was to keep the Ork Gargants from piling shots into the structure of the Hades Hive, they were armed to keep the Gargants at arms length. Faex, with its shorter ranged weapons, was prepared to engage the Ork Gargants if any of them managed to survive the long-range wall of death set up by the other two Titans. This weapon format enabled the Battle Group to destroy many Gargants before any serious return fire started, but once several Gargants closed in their superior number of short ranged weapons smashed aside the Battle Group. Note that the Titans of 'Hades IV' were armed with a large number of weapons that can destroy buildings, ensuring that valuable cover was denied to the Orks and the Gargants were forced to advance in the open.

Thermopylae Scouring
Legio Destructor 'Redempta' Battle Group

The weapon fit of this Battle Group added to the worries that the Beasts of Steel were becoming more Orky with every battle, enjoying the prospect of battling close up to the enemy. The mixture of short ranged weapons and high rate of fire allowed the Battle Group to stave off a Chaos attack for thirteen days, allowing reinforcements to arrive and annihilate the Chaos horde.

Death Monger: armed with 2 Vulcan Mega-Bolters, Inferno Gun and Quake Cannon.

Doomlord: armed with 2 inferno Guns and 2 Las Blasters.

Deathfiend:, armed with 2 Melta-Cannon, Barrage Missile Launcher and Chainfist.

The entire Battle Group also mounted Carapace Multi-lasers.

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IMPERIAL MOLE

LEMAN RUSS BATTLE TANK SQUADRON

SQUAT FORCES

THUNDER-FIRE CANNON BATTERY

LEVIATHAN SUPER HEAVY VEHICLE

STORMHAMMERS LEAD AN ASSAULT AGAINST THE FORCES OF CHAOS

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'EAVY METAL™

ORKS™

GOFF LUNGBURSTA SQUADRON

DEATHSKULLS BONEBREAKA SQUADRON

EVIL SUNZ SPLEENRIPPA SQUADRON

EVIL SUNZ GOBSMASHA SQUADRON

CHAOS

BRASS SCORPION
DAEMON ENGINE OF KHORNE

MORTARION – DAEMON
PRIMARCH OF THE DEATH GUARDS

The Battle Group commander, Princeps Leonidas, knew that the Chaos army had few long range weapons, and elected to hold a narrow pass where the horde would have to attack in a large mass. Since the bulk of a Chaos army consists of infantry and daemons, the Titans reaped a huge harvest with their weapons, while Deathfiend stalked out of cover to battle the Khorne Lords of Battle and Banelords, destroying them with Melta fire or besting them with its Chainfist. The Barrage Missile Launcher mounted on Deathfiend was used early on to destroy a swathe of troops before they could reach cover. Their Carapace Multi-lasers allowed the Battle Group to change their position, moving out occasionally into the midst of the enemy formations to seek out troops that were hidden amidst the rocks at the entrance to the pass.

Had the enemy laid hold of more weapons such as Cannon of Khorne, or the longer ranged Daemon Engines, the Battle Group may have been in serious trouble. If the Chaos army had been able to attack them at long range, then the Titans would have been forced to move out of the pass, where the enemy's greater numbers would have swamped them.

REAVER BATTLE GROUPS

This Battle Group was fielded by Jervis Johnson in the 'Inferno' battle report published in White Dwarf 179

Clavigera: armed with Chain Fist, Barrage Missile Launcher and Vulcan Mega-Bolter.

Carnivore: armed with Multiple Rocket Launcher and two Turbo-Laser Destructors

Castigator: armed with Turbo-Laser Destructor, Gatling Blaster and Warp Missile.

Jervis knew he was facing Orks and armed his Battle group accordingly. The Battle Group is fairly balanced, although a slight emphasis on shorter ranged weapons was possible since Orks are very much close-range fighters. Clavigera is an assault Titan in the purest sense. The Reaver Titan's Barrage Missile Launcher was fired off early in a battle, softening up the Ork formations before closing in and ripping into the Mobz with the Vulcan Mega-Bolter. The Chainfist is enough to ensure most Gargants would give it a wide berth.

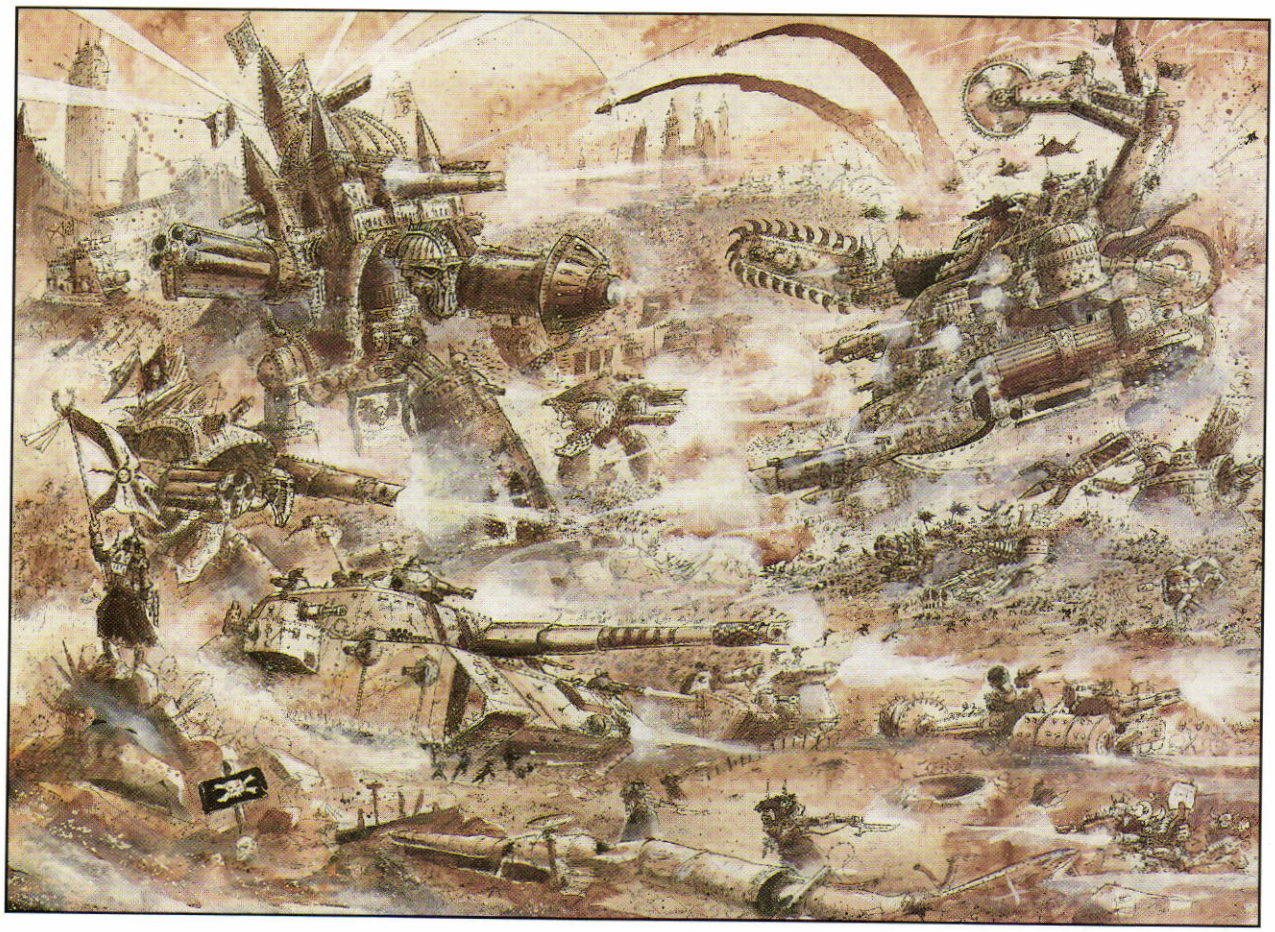
Castigator is armed with a traditional Titan killing payload. The Warp Missile in particular is effective against Gargants, whose masses of power fields are completely negated. Because of their large silhouette, Gargants are easy to hit, even with this inaccurate weapon. Carnivore is a close support Titan, fielding the longer ranged weapons in this category. The Multiple Rocket Launcher is useful against the massed hordes of an Ork army, gouging great chunks out of their formations before they can get within range.

Jarix V Campaign

Legio Manus Flameaus 'Indomitus' Battle Group

This Battle Group led the attack against an Eldar force which had taken up a strongly defensive position. Needing to flush out the swift moving Eldar Skimmers, they mounted weapons with a moderate range and maximum rate of fire.

Indomitus Prime: armed with 2 Gatling Blasters and a Barrage Missile.



Indomitus Fautor: armed with 2 Laser Blasters and Vortex Missile.

Indomitus Ambitus: armed with a Multiple Rocket Launcher, Turbo-Laser Destructor and Gatling Blaster.

Armed with this array of weaponry the Battle Group fired off its Vortex and Barrage missiles as soon as they could, damaging the Holo-field Wings on some of the Phantom Titans. The Vortex field forced many of the Eldar skimmers to leave the safety of the ruins or be destroyed, denying them the cover they needed to make pop-up attacks. Once the Eldar were exposed, the Titans unleashed volleys from their other weapons. Indomitus Ambitus was equipped to attack the Eldar Phantom Titans. The barrages from its Multiple Rocket Launcher were able to destroy their Holo-field generators before it dealt killing blows with its Turbo-Laser Destructor and Gatling Blaster.

WARHOUND DETACHMENTS

The power and size limitations of a Warhound Titan greatly reduces the number of possible weapon variations. Warhounds are typically used in two roles when not acting as scouts or outriders. Their speed allows them to hit deep into enemy territory to capture Objectives and push back opposing infantry and light vehicles. Alternatively, their greater manoeuvrability allows them to make excellent Titan hunters, stalking the larger and more unwieldy Titans of an enemy force. This allows the Warhounds to fire upon the thinner armour of a Titan's sides and rear, attacking from an unexpected quarter and spreading fear and confusion.

WARHOUND 'HUNTER' DETACHMENT.

This detachment is fairly widespread throughout the Titan Legions. The Hunter detachment is outfitted for Titan hunting, allowing the Warhounds to stalk and destroy opponents many times their size and bearing up to twice their combined firepower.

Warhound Alpha: armed with 2 Turbo-Laser Destructors.

Warhound Beta: armed with Plasma Blastgun and Vulcan Mega-Bolter.

The Plasma Blast Gun and Turbo-Laser Destructors of the detachment are powerful enough to damage any Gargant or Battle Titan, especially if firing upon the side or rear armour of the target. The Vulcan Mega-Bolter of Warhound Beta is ideal for cutting into enemy troops, either as protection against a mass infantry assault or after the detachment's primary mission is achieved. The Warhounds do not rely on their armour and void shields to protect them, instead they try to keep in cover and stay out of their target's weapon arcs.

INDIVIDUAL TITANS

Although the Battle Group is central to Imperial Tactics, individual Warlord and Reaver Titans can be assigned to a force to perform a specific mission or role. The most common occasion of this type is when a heavy support Warlord Titan accompanies a Battle Group of Reavers or two detachments of Warhounds. The Warlord can stay on first fire orders throughout the battle, while the other Titans move forward supported by the vehicles and infantry.

If one Titan of a Battle Group were to be designated in this heavy support role, the Battle Group formation rules would force it to either hold back the other two Titans, or move forward itself and thus lose its First Fire advantage.

As mentioned earlier, an individual Titan can also be used as a Titan hunter-killer in a similar way to Warhound detachments. Warlord Battle Titans are on the whole too slow for this task, but against Ork Gargants, which are even slower than Warlords, they can be quite effective. A Warlord mounting a Warp missile, Volcano Cannon, Gatling Blaster and a close combat weapon can deal out quite a lot of punishment.

Against Eldar and Traitor Titans, which are faster, and in the case of the Eldar highly manoeuvrable, a Reaver Titan is probably more suitable. If you are fighting against the Eldar, a Multiple Rocket launcher or Barrage Missile is essential, as these weapons can be used to destroy a Phantom or Warlock Titan's Holo field wings, leaving it very vulnerable to attacks from other weapons. These should typically be a Turbo-Laser Destructor and a Volcano Cannon or a Quake Cannon.

The Quake Cannon is also a very useful Titan hunting weapon. Its power to destroy buildings, denies the target the option of getting under cover, while its saving throw modifier of -3 will almost always penetrate the armour of a Titan.

EQUIPPING YOUR MODELS

Since a Titan's armaments must be represented on the model, it is sometimes difficult to achieve your ideal weapons fit. For example, the selection of weapons that come with the Reaver Titan may not be suitable for your intended role. This difficulty can be overcome in two ways. By far the easiest and most satisfactory method is to use the Games Workshop Mail Order so that you order the exact weapon combination you require. Alternatively, each Titan boxed set contains more weapons than there are weapon mounts and so you should be able to swap between models or even with other memebers of your gaming group.

I hope that this article has inspired you to look again at how you equip your Titans and encourage you to maybe try out some new tactics. One thing to remember...although weapons alone won't win the day, a good gun always helps!

The Warhound on the left is amred with an Inferno Gun and a Turbo-Laser destructer. Its companion carries a Vulan Mega-Bolter and a Plasma Blastgun.

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HEAVY METAL™

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BLOOD ANGELS SPACE MARINES PREDATOR SQUADRON

BLOOD ANGELS SPACE MARINES RAZORBACK SQUADRON

A DETACHMENT OF IMPERIAL TERMITES

IMPERIAL TERMITES

IMPERIAL FORCES STORM ACROSS A BRIDGE TO ATTACK THE ORK FLANK

EPIC TITAN LEGIONS

SPACE MARINE RAZORBACKS

By Gavin Thorpe

HISTORY

The vast armouries of the Space Marines contain many types of vehicles. Some have been used for thousands of years whilst others, like the Razorback, have only recently been rediscovered. Based on a Standard Template Construct found by Chief Artisan Tilvius, the Razorback is a heavily armed variant of the Rhino troop transport.

BATTLE TACTICS

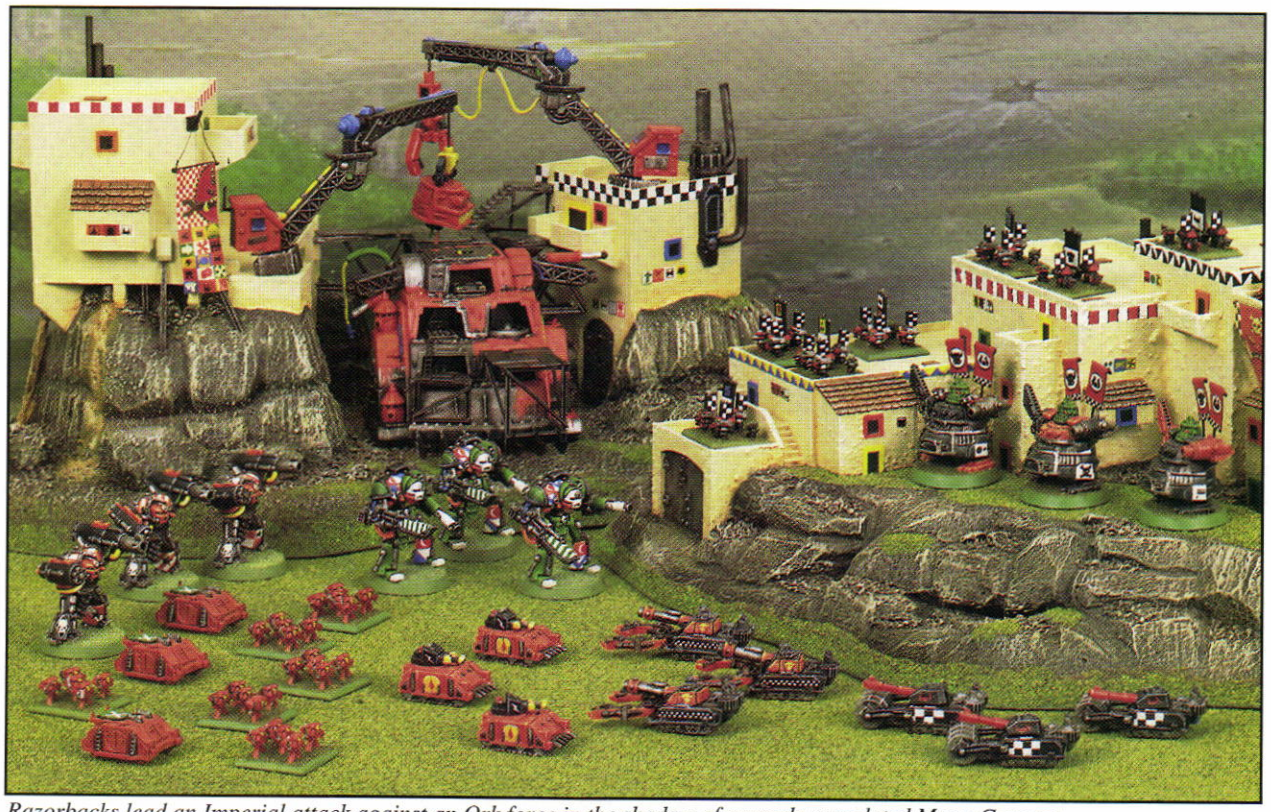
Space Marines often use a Squadron of Razorbacks to provide close support for their troops as they advance under fire. With their mixture of troop carrying ability and concentrated firepower they are also able to help re-deploy the Space Marines even if they have lost some of their Rhinos.

Occasionally a Space Marine detachment has all three of its Rhinos replaced with a Razorback transport detachment, giving them greater firepower and allowing them to deliver a hard strike to the enemy.

The Razorback has one attack dice for its lascannon and one attack dice for its plasma guns. However, the Razorback cannot spread its attacks between targets like most vehicles as the lascannon and plasma guns are linked to fire in the same direction. Both weapons must be fired at the same target, so if the plasma guns are out of range they miss automatically – they may not be fired at a different target.

With a large weapon system taking up much of its hull, the Razorback does not have the full transport capacity of a Rhino and can only carry one troop stand.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Razorback	25cm	4+	+0	Plasma Guns Lascannon	50cm 75cm	1 1	5+ 5+	-1 -1	Cannot divide fire, Carries one stand



Razorbacks lead an Imperial attack against an Ork force in the shadow of a nearly completed Mega-Gargant.

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IMPERIAL KNIGHTS

The Paladin is the archetypal Imperial Knight able to fulfil many battlefield roles. However, the Forge Worlds also produce a variety of more specialised Knights. The Lancer is built for speed, able to out-flank the enemy and scout for weak points in his defences. Like the Paladin, the Lancer is armed with a powerful battlecannon so that it can duel with the enemy across the battlefield. It also carries a special upgrade of the normal shock lance known as a power lance. The Lancer uses this weapon to blast the enemy with a short-ranged burst of energy before charging in for the kill.

One of the heaviest types of Knight made by the Forge Worlds is the Castellan. The Castellan bears increased armour and carries additional firepower. Often deployed in a heavy support role, the Castellan can pick off targets at long range with its quake cannon and strafe enemy infantry with fire from the deadly, multi-barrelled autocannon.

KNIGHT PALADIN DETACHMENT

KNIGHT LANCER DETACHMENT

KNIGHT CASTELLAN DETACHMENT

SPACE MARINE RAZORBACK ARMY CARDS

To assemble, first cut out the three army cards, taking care to keep the front and back of each one together. Fold each one in half along the dotted line. Spread a thin layer of glue across the back of the card and press the two halves firmly together. If you want to make your army cards a little more hard wearing, it's a good idea to insert a thin layer of cardboard (cereal packet is ideal) between the two halves before you glue them together.

RAZORBACK TRANSPORT DETACHMENT

The Razorback transport detachment card allows you to replace the Rhinos of one Space Marine detachment with Razorbacks. They become the detachment's transport vehicles and are considered part of the detachment for all purposes.

BREAK POINT +3: Replacing a detachment's Rhinos with a Razorback transport detachment increases its break point by +3. If the Space Marine detachment is part of a company it increases the whole company's break point by +3.

MORALE VALUE 2: Space Marines have a morale value of **2**. They must roll 2 or more on a D6 to pass their morale check.

VICTORY POINTS +2

The Razorback transport detachment adds +2 to the VPs awarded to your opponent when the Space Marine detachment/company is broken.

SPECIAL CARD

RAZORBACK TRANSPORT DETACHMENT

A Space Marine Razorback transport detachment consists of 6 Razorbacks.

POINTS VALUE 200

SPACE MARINE RAZORBACK SQUADRON

A Razorback Squadron that carries troops becomes their transport vehicles and must stay within 6cm of them for the remainder of the battle.

BREAK POINT 2: The unit is broken once it has lost **2** models. Once the unit is broken it must take a morale check.

MORALE VALUE 2: Space Marines have a morale value of **2**. They must roll 2 or more on a D6 to pass their morale check.

VICTORY POINTS 2

Your opponent gains 2 VPs when the unit is broken

SPACE MARINE RAZORBACK SQUADRON

A Space Marine Razorback Squadron consists of 3 Razorbacks.

POINTS VALUE 150

SPACE MARINE RAZORBACK SQUADRON

A Razorback Squadron that carries troops becomes their transport vehicles and must stay within 6cm of them for the remainder of the battle.

BREAK POINT 2: The unit is broken once it has lost **2** models. Once the unit is broken it must take a morale check.

MORALE VALUE 2: Space Marines have a morale value of **2**. They must roll 2 or more on a D6 to pass their morale check.

VICTORY POINTS 2

Your opponent gains 2 VPs when the unit is broken

SPACE MARINE RAZORBACK SQUADRON

A Space Marine Razorback Squadron consists of 3 Razorbacks.

POINTS VALUE 150

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EPIC®

TITAN LEGIONS™

IMPERATOR

By Gavin Thorpe

The Imperator class Titans of the Titan Legions are the most destructive machines ever to tread a planet's surface. With a miniature sun providing its power, an Imperator strides into battle dealing death to whole armies at a time.

THE WALKING ARSENAL

The Imperator Emperor class Titan is the most powerful model in the whole of the Epic Game system. Armed with a huge array of weapons, it can deal with almost any eventuality by using simple brute force. Its twelve banks of void shields soak up tremendous amounts of enemy fire, and even when they are gone its thick armour is enough to turn aside almost any blow.

Despite all this, an Imperator Titan requires good tactics to realise its full potential. Its lack of manoeuvrability means that other troops can keep out of sight, while well-placed infantry can sometimes get close enough to destroy it by boarding. To make sure that your Imperator Titan performs to its utmost you must use all your skill and cunning, and ensure that you know how to get the best out of the Imperator's seven different weapon systems.

PLASMA ANNIHILATOR

The Plasma Annihilator is the most awesome weapon ever to be used in a land battle. With a potential for twelve attack dice with an awesome profile, it's the ultimate tank and Titan-

The Imperator Titan Cassus Belli stalks through an Ork settlement at the head of an Imperial assault.

buster. Of course having enough plasma to do this could be tricky, but it is such an breathtaking demonstration of sheer firepower that you should try it at least once. Volleys from the Plasma Annihilator can destroy Squat Land Trains, and other super heavy vehicles. It can set a Mega-Gargant blazing from Tracks to Weirdboy Tower. Entire Daemon Engine detachments can be wiped out in a single pass. It's basically the most destructive weapon you've ever seen and should be saved for the most worthwhile targets.

HELLSTORM CANNON

Like other barrage weapons, the Hellstorm cannon is most effective when fired at closely grouped targets and you should choose your victims accordingly. You can fire up to four shots each turn (if you still have the ammo) and a single deadly barrage like this is usually enough to break an Ork clan in one go, especially if other weapons like the Plasma Annihilator pick off the more heavily armoured targets.

MAIN BATTERY

The main battery is a barrage weapon like the Hellstorm cannon with only a single template but a higher save modifier. Its massive range means you can start pounding the enemy before they get the chance to spread too far out from their deployment position. Unfortunately, it's random strength makes it too unreliable to be a battle winner every time it is used, but its potential of nine barrage points it can be devastating. It's also quite good at knocking down buildings, especially the weaker Ork ones.

SECONDARY WEAPONS

Sheer volume of fire is the main strength of the secondary weapons. With eight attack dice and an unimpeded fire arc, they are great for fending off attacks by marauding infantry. With a -1 saving throw modifier, the secondary weapons can also be used to deplete enemy void shields and power fields, setting up well protected opponents for a killing blow from the Defence laser or Plasma Annihilator.

GUN TOWERS

The gun towers are the Imperator's most useful weapon for attacking heavy battle tanks, such as Daemon Engines or Ork battle fortresses. They have a fairly wide coverage with their arcs of fire, and can pick off individual models with a 50% chance of hitting. They pack quite a punch too, reducing the saving throws of such vehicles to 5 or more, or even a roll of 6 only, giving them a very effective kill rate.

DEFENCE LASER

The Defence laser is the archetypical Titan-killer. When it hits, it really does damage. The biggest advantage the Defence laser has over the Plasma Annihilator is not its bonus to the damage roll, but its ability to snap fire. Titans which fail to repair their shields on the previous end phase will usually try to scuttle for cover at the earliest opportunity but the Defence laser can crack a shot off before they get a chance to hide themselves behind a building or other interfering terrain.

BOLTERS

The bolters are used to stop enemy infantry assault on the Bastions. As they can always first fire this is the biggest deterrent to attacking infantry, whatever you have stationed in your Bastions or do with your secondary weapons. They can be used offensively too, by striding into the middle of enemy light vehicle detachments, you can cut them to shreds before they can attack. The same can be done against infantry that have already moved that turn.

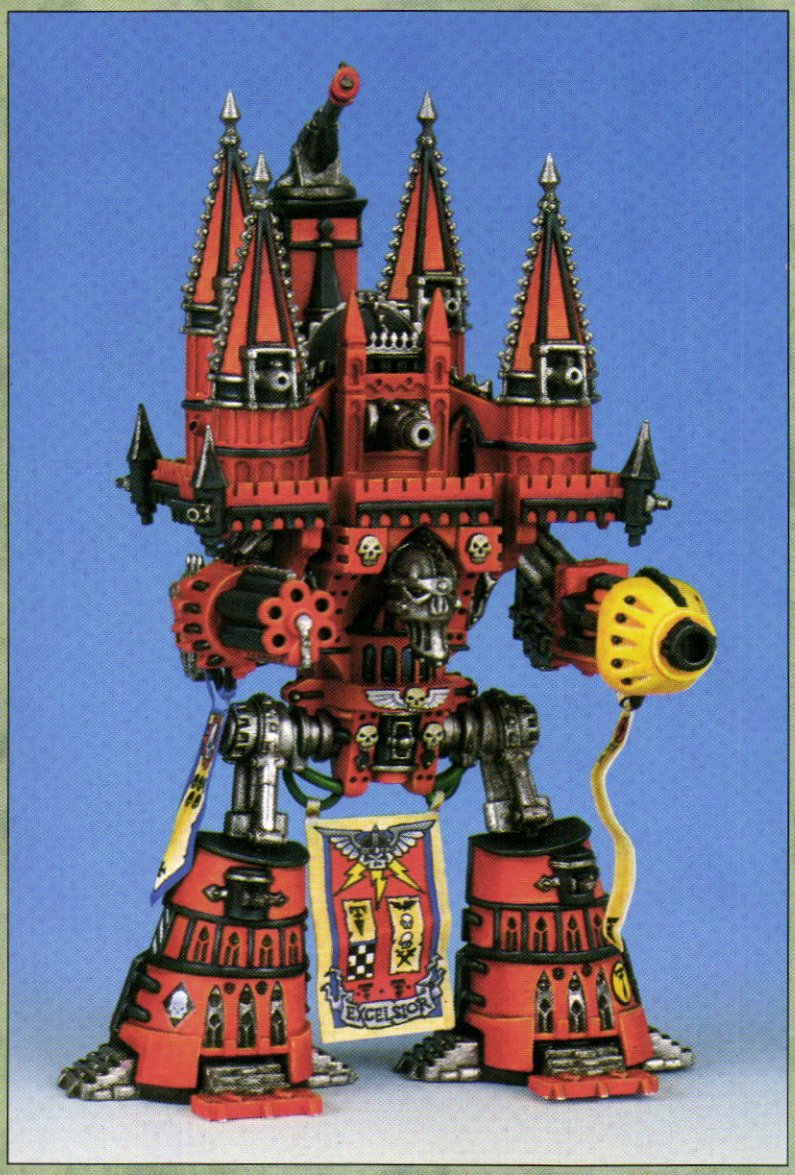
IMPERATOR TITAN WEAPONS SUMMARY

Weapon	Range	Attack Dice	To Hit Roll	Target's Save Mod.	Notes
Bolters	15cm	1 each	6+	0	First fire, Total of 16 Attack dice.
Defence Laser	100cm	1	3+	-4	Snap fire. +3 to damage rolls.
Gun Towers	75cm	1 each	4+	-2	Total of 4 Attack dice.
Hellstorm Cannon	100cm	8 Barrage points		-2	Fires up to 4 barrages.
Main Battery	200cm	D6+3 Barrage points		-3	Fires barrage.
Plasma Annihilator:					
Energised	100cm	2 per gpc	4+	-4	(gpc = green plasma counter)
Overcharged	150cm	3 per rpc	3+	-6	(rpc = red plasma counter)
Secondary Weapons	50cm	1 each	5+	-1	Total of 8 Attack dice.

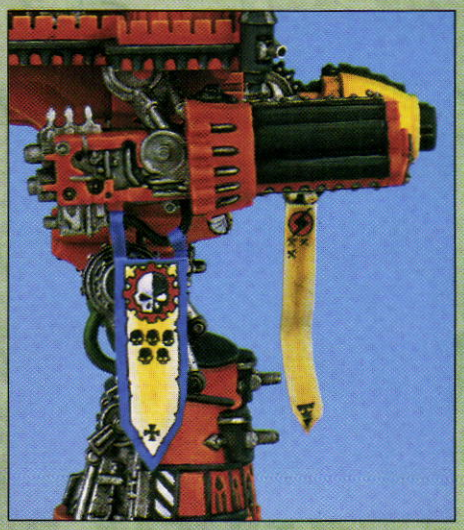
HEAVY METAL™

LEGIO METALICA

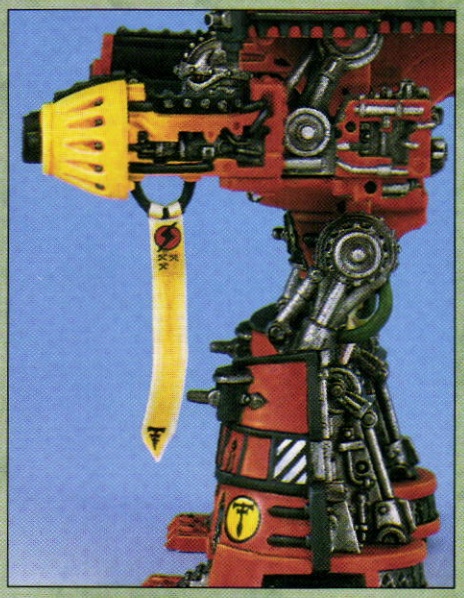
The Forge World of Metalica lies in one of the most dangerous parts of the galaxy, a zone infested with Orks and constantly threatened by war. The Titans of this ancient legion were battle-hardened over centuries of fighting even before the Great Crusade brought the Forge Worlds within the Imperium. To date Legio Metalica's record of victories is unsurpassed by any other Titan legion.



IMPERATOR TITAN



HELLSTORM CANNON



PLASMA ANNIHILATOR

EMPEROR TITANS

Emperor class Titans tower some 25 to 40 metres tall. They mount veritable arsenals of weaponry and are protected by up to twelve void shield generators and armour so thick it would not be out of place on a planetary defence installation. Emperor class Titans are amongst the largest mobile battle units that can be deployed on a planetary surface and each one forms a vital part of the Imperium's strategy.

HEAVY METAL™

ORKS™

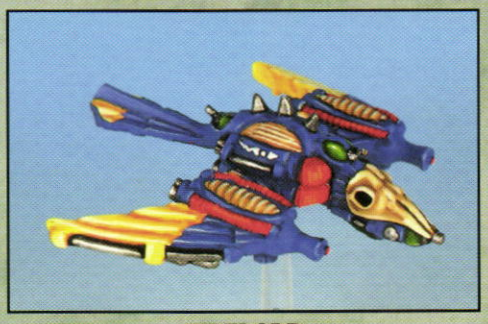
BAD MOONS SCORCHER SQUADRON

SNAKEBITES BONECRUNCHA SQUADRON

GOFF GUTRIPPA SQUADRON

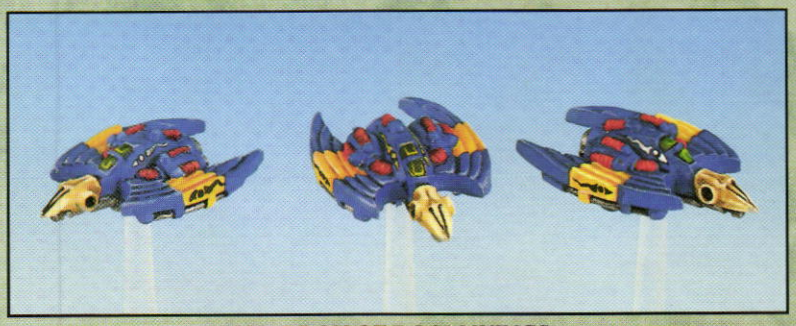
CHAOS

MAGNUS THE RED
DAEMON PRIMARCH OF TZEENTCH



FIRELORD

GREATER DAEMON OF
TZEENTCH



SQUADRON OF DOOM WINGS

SILVER TOWERS OF TZEENTCH

TITAN MISSIONS

Imperator Titans are far too valuable an asset to be simply thrown into the fray. Every time an Emperor Titan is committed to battle it will be with a particular objective in mind. To represent this, Titan Legions contains a set of five Titan missions which are drawn at the beginning of the game, one for each Emperor class Titan and Titan Battle Group. The way you deploy your Imperator Titan will vary depending on which mission it is trying to accomplish.

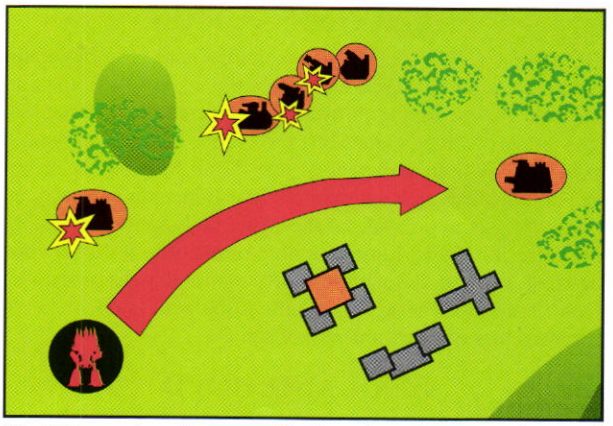
As mentioned in the **Inferno** battle report in White Dwarf 179, there are two ways you can select your Titan Missions. Many people like the challenge of going through each of their Titans in turn, drawing cards at random and having to fulfil the mission however difficult. Other gamers prefer to draw enough missions for their whole force, and then allocate them at the end once they have seen what they've got. This represents you, as the army commander, being told what you have to accomplish and how many Titans you have to do it with, but leaves you to decide which Titans are best suited to perform which missions.

ENGAGE AND DESTROY

Engage and Destroy is probably the best mission an Imperator Titan can be given as its massive array of weapons can annihilate almost any target within a single turn. You should consider your Imperator Titan on a permanent *Engage and Destroy* mission regardless of whatever else it might be doing – after all this is what it's best at!

The first choice to be made on this mission is what target to go for first. You can opt to attack the more heavily protected foes, such as Great Gargants or Squat Land Trains, in order to obtain the maximum number of victory points available. However, this may take more time than destroying several less well armoured opponents. For example, an Imperator Titan is faced by a Squat force, including a Land Train with seven carriages and two Leviathans. The Land Train is worth eight victory points if it is completely destroyed, the same as both Leviathans combined. It may be simpler and easier to destroy each Leviathan one after the other than to concentrate on the Land Train. But what do you do if the Leviathans are set up on opposite ends of the battlefield?

In this situation it's probably best to destroy the closest Leviathan first, then move on to attack the Land Train in one sweeping manoeuvre, as shown in the diagram.



The Titan swings from one flank to the other, engaging each potential target one at a time.

Whatever you decide to attack, the best way of completing this mission is to concentrate the Imperator's whole arsenal against each target until it is destroyed. With the huge amount of firepower available, it's possible to take out the opposition in one turn, and then move onto another victim next turn.

There are a number of important factors to take into consideration. Gargants (with the exception of the Mekboy Gargant) are protected by banks of power fields, while Titans and Squat super heavy vehicles have void shields. To knock these out takes a large number of hits and is best suited to the Imperator's secondary weapons which have a 50cm range. Unfortunately, the majority of Gargant weapons have a range of 50cm too, and can deliver quite a punch. Squat super heavy vehicles usually carry a wide array of different weapons, and some have a large number of battlecannons. This means that the Imperator Titan will be exposed to lots of enemy fire as it moves in to attack.

This is where Imperator Titans really come into their own. Because they allocate plasma to Fire Control and Engines separately, they can move during the movement phase and fire in the first fire phase. This usually allows you to fire at a Gargant before it gets the chance to fire at you. The Imperator can stay outside the Gargant's optimum range of 50cm and avoid its fire. Then, when the time comes to attack, the Imperator simply steps inside the 50cm zone with its Fire Controls overloaded with plasma and unleashes everything it has on First Fire.

Don't forget close combat either. An Imperator Titan has a massive close assault factor of +22, enough to deal with almost any opponent on a one-to-one basis. If you are unsure though, you can dismount troops from the Bastions and give the Imperator an extra one or two dice for being a second or third close combat opponent.

DELAYING ACTION

Delaying Action is superb for Imperator Titans. The Imperator is an excellent survivor with its banks of void shields and massive armour saving throws. If you wanted something that was pretty much guaranteed to survive the battle, what would you pick? The best aspect of this Titan Mission is that it doesn't interfere with your plans. Your Imperator can carry on doing its part as normal, all the while racking up the victory point for its Titan Mission. A note of caution, however, just because it's tough an Imperator isn't totally invulnerable. Don't take unnecessary risks unless the gain is equal to the potential loss of your Imperator Titan.

TAKE AND HOLD

Take and Hold can be the worst, or the best mission to give to an Imperator Titan depending on which randomly drawn Objective you have to capture. You may end up having to slog your way across the entire width of the battlefield to get it. On the other hand, your objective could be really close to your deployment zone, giving you an easy 15 victory points.

At the Studio, we always choose which side of the battlefield we want to deploy on before we roll to see which Objective we have to *Take and Hold*. If we are assigning missions after they've been drawn, we roll for the Objective before we decide who is undertaking the Titan mission. This means that if the target does happen to be very distant you can assign the *Take and Hold* to one of the Battle Groups in your army instead of one of your Imperators.

The advantage of an Imperator Titan having this mission is its stubborn refusal to be destroyed. Once it has captured the Objective it can send troops in to make sure the Objective isn't snatched from under its guns. With a Plasma Annihilator, Hellstorm cannon and the other weapons systems on sentry duty, it would be a very brave opponent who tried to deny you those victory points once you've gained them!

When you get this Titan mission you must decide whether to try and fulfil it, or to ignore it and just get on with stomping the enemy. If the Objective you are after is at least three quarters of the way across the battlefield you should probably forget it. It would almost certainly take more time and energy than it's worth – time and energy that could be spent destroying enemy Titans, securing other Objectives and breaking formations.

If the Objective is about halfway across the table you will have to make a decision. Is the route fairly open? If so, then it could be quite simple to move at full speed for two turns to capture it. However, be careful – your opponent will know where you are heading and you may end up marching straight into a trap!

If the desired Objective is in your half of the table you should go for it under almost any circumstances. The only real exception is if the desired Objective is right out on one flank. If this is the case your Imperator Titan won't be able do anything except go for the Objective. Once again this would be a waste of its potential, since it's best employed supporting your other troops and Titans.

BLITZKRIEG

Like *Take and Hold*, *Blitzkrieg* is suited to an Imperator Titan, but also presents very definite difficulties. The Imperator may find it difficult to maintain maximum speed while utilising its weapons to their utmost. On the other hand, if any model is going to survive a headlong charge into the enemy it's an Imperator Titan.

Since you know from the start where the Titan has to go (unlike *Take and Hold*) you can make your decision much more easily. Basically, you have to choose between two possible courses of action. Either you can go for your mission flat out, full power to the engines and don't stop for hitch-hikers. Alternatively, you can ignore your mission and just concentrate on blowing away the enemy.

If you are facing a large force of Titans, super heavy vehicles and other powerful models you may be better off ignoring the *Blitzkrieg* rather than charging into the teeth of all their guns. You should also be wary of advancing into the middle of massed infantry. You can protect your Bastions but there's no point tempting fate, is there! As with *Take and Hold*, your opponent will be expecting you to come right across the battlefield, so try to think of a way to set up or move that will throw your opponent off balance.

Concentrated Imperial fire pounds the traitors into oblivion.

CAPTURE

This is probably the worst Titan Mission for anybody. A canny opponent will place a building right on the edge of the battlefield. This will mean that the Imperator or Battle Group with the mission has to stay out of the main fight just to capture the building. This isn't really worth it unless there are lots of other Objectives nearby, meaning your main attack can fall on that part of the battlefield. All of the other comments for *Take and Hold* apply to *Capture*.

COMBINED ACTIONS

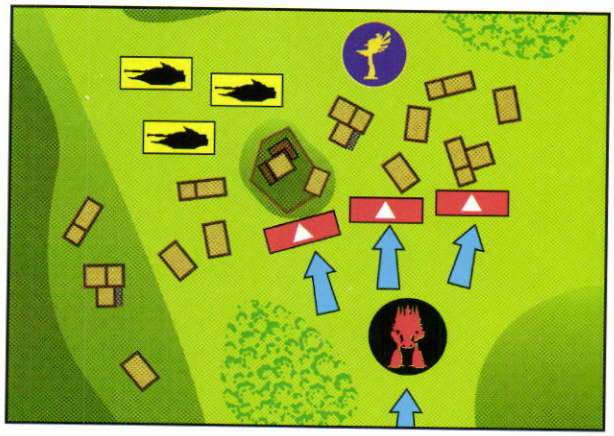
An Imperator Titan does not operate alone. It's used to support other troops, and in turn gains their support. Knowing the best way to complete a Titan mission will help you out considerably, but Titan missions aren't the end of the story. As detailed earlier, there may be situations where you have to ignore your mission, and an Imperator Titan is potent enough to perform its Titan mission at the same time as carrying out its part in your larger plan.

Making sure your army works in a co-ordinated and prepared fashion is vital, and the best way to ensure this is to realise how the different components work together. The next sections will tell you how your Imperator can help your infantry and tanks, and how they can be of benefit to the Imperator Titan.

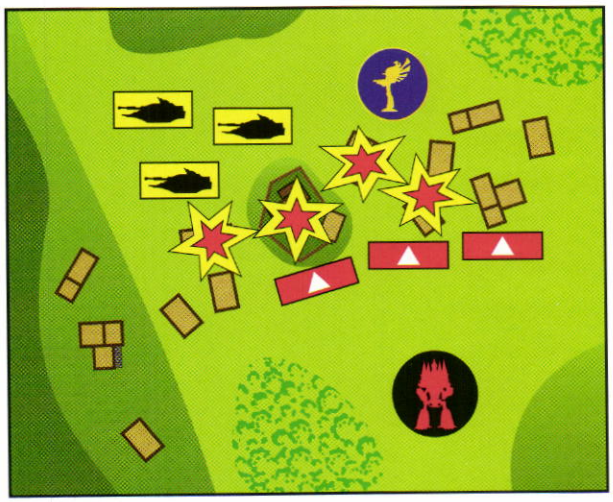
TROOPS AND TANKS

An Imperator carries more firepower than anything else, and if used properly can sweep away the enemy. Infantry and tanks have the advantage of numbers – if you destroy one then another just steps in to fill its place, but if you destroy an Imperator Titan it's not so easy to replace. Tanks and troops are much more vulnerable though, and your Imperator should fulfil the role of a guardian. It's the job of the Imperator to destroy targets that your infantry and tank formations will have difficulty dealing with. These include enemy Titans or Gargants, super heavy tanks, and enemy troops holed up in buildings. Leave the easy targets to the infantry.

One interesting trick with the Imperator's Hellstorm cannon or main battery is to use it to destroy buildings, exposing the flanks or rear of enemy formations to your infantry or tank detachments. This is demonstrated in the example below.



The Devastator company (red) moves through the town, using the buildings to shield themselves from the Tempests (yellow). The Imperator Titan advances behind them with its Fire Control systems overloaded.



The Imperator destroys the building with its main battery, leaving the thinner armour of the Tempests' flanks and rear exposed to the Devastators. They can then deal with the Tempests while the Imperator turns its attention to the Phantom Titan.

In the above example the Imperator could alternatively have destroyed the Tempests itself (to be sure of clearing the Objective) and then used its barrage weapons on the Phantom Titan (which could destroy its Holo-field wings and leave it exposed to the advancing Devastator Company instead).

Yet another useful tactic is to use your Imperator as a moving shield, advancing in front of your infantry and soaking up the damage. Having an escort of this calibre is very useful for the troops, who can capture Objectives or attack the enemy with greater confidence and numbers.

RETURNING THE FAVOUR

As shown by the diagram in the previous section, the Imperator also needed the Devastators to take out one of the threats facing it. Troops are most useful to the Imperator in this way, using their ability to move through almost any terrain to protect the Titan's flanks from being attacked.

PROTECTING AN IMPERATOR TITAN

Whatever the plan for the battle, whoever you are facing, an Imperator Titan has a number of weaknesses. The most obvious is its vulnerability to boarding actions by marauding infantry. Although it has sixteen bolters which can always attack on First Fire phase, these are no sure defence against a co-ordinated and concerted effort. Matters are made worse if the Imperator Titan has taken damage to its Sensorium Dome, reducing the bolter's to hit roll to 7+ (that's a roll of a 6 followed by a roll of a 4 or more – only an 8% chance of hitting with each dice).

The best way to prevent your Bastions being blown apart from within is to station some troops inside them. The Tech-Guard Titan Defence company is the Adeptus Mechanicus' answer to the problem. The Tech-Guard are also useful for sallying forth and capturing nearby Objectives, and are often a nasty surprise for your opponent who is likely to forget they're there. In order to do this without compromising the Imperator's safety, when you deploy your troops always set up half of a detachment in each Bastion, so that when one of the detachments leaves the Imperator Titan there are still troops left to defend both against any attack.

If you have enough points to spend when you're picking your army take a Space Marine battle company instead of the Tech-Guard Titan defence company. The Space Marines are even harder for the enemy to winkle out of their armoured defences. The Devastator detachment should be deployed in the Towers, where they be slowly transported across the battlefield while being able to stay on first fire orders for the whole duration. The Tactical and Assault detachments should be split between the Bastions, with the Tactical stands being placed in the locations that allow them to fire out of the Imperator Titan (shown by a red box on the datacard, there are two on each Bastion). The Assault troops are then able to defend the Bastions or launch assaults and counter attacks on Objectives that are within range of their jump packs.

If you are really worried about being boarded you should take the Space Marine battle company and purchase the Chaplain Special card. If the Chaplain is then placed in the Bridge or a Guardroom all the Imperial stands count +1 to their Close Assault factor. If your paranoia about having Chaos Daemons or Goff Ork stands rampaging through your Bastions reaches fever pitch then extreme measures can be taken. Almost total protection can be ensured by purchasing an Imperial Guard Company and two detachments of Ogryns. With their close assault factor of +6 and horribly effective Ripper Guns, almost nobody is going to get past the Ogryns to attack the Bastions (think of them as very good bouncers!).

FINALLY...

There is only so much you can cover in one article, but I hope that you have some great plans forming for using your Imperator Titan. Remember, it's not 'the bigger they are, the harder they fall', but *'the bigger they are, the harder they hit...'*

EPIC®

HIVE WAR™

EPIC® BOXED SUPPLEMENT

Epic Hive War details the extragalactic menace of the Tyranid race, and contains rules for unleashing the forces of the Hive Mind into the Epic game. This box contains game rules for the organization and command of the Tyranid forces, army cards for the Tyranid swarms, and special cards to represent the directing influence of the Hive Mind. These genetically engineered organic killing machines are armed with deadly symbiote weaponry to burn and poison their way to victory against the humanoid life forms of the galaxy.

Hive War is an expansion for the Epic Game System. Rules and cards are included for twenty different troops and creatures. These include Hive Tyrants and Dominatrix, the commanders of the swarms, the huge Hierodule and Hierophant bio-Titans, the scythe-armed Carnifexes, swarming broods of Termagants and Hormagaunts, sinister Lictors, powerful psychic Zoanthropes, and more.

CITADEL™ MINIATURES

THIS IS NOT A COMPLETE GAME. YOU WILL NEED A COPY OF SPACE MARINE OR TITAN LEGIONS.

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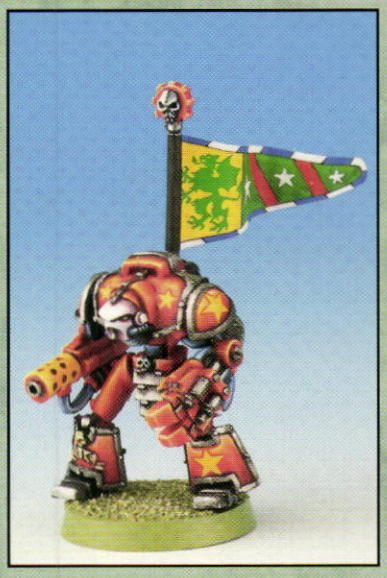
GAMES WORKSHOP®

FORCES OF THE IMPERIUM

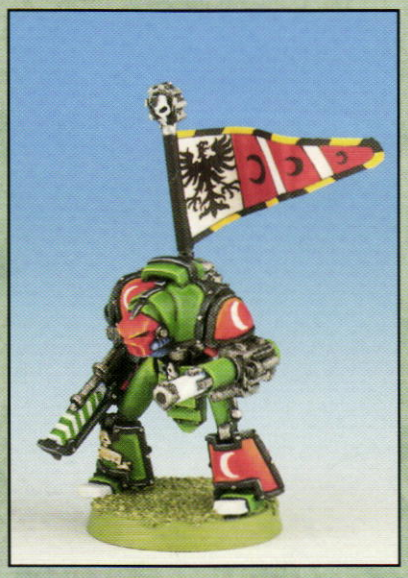
BLOOD ANGELS SPACE MARINES THUNDERHAWK GUNSHIPS

BLOOD ANGELS SPACE MARINES
VINDICATOR SQUADRON

KNIGHT PALADIN HOUSEHOLD



KNIGHT ERRANT COMMAND



KNIGHT PALADIN COMMAND

KNIGHT LANCER COMMAND

EPIC®

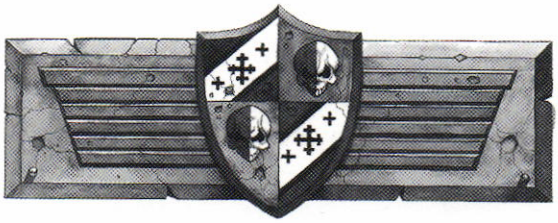
TITAN LEGIONS™

KNIGHT HOUSEHOLDS

The Knight households of the Imperial Forge Worlds are loyal followers of the Titan Legions, always accompanying them into battle. The many different types of Knights each have a role to play in supporting their towering allies.

THE KNIGHT WORLDS

Each Knight World owes fealty to one of the many Adeptus Mechanicus Forge Worlds, bound by sacred oaths sworn thousands of years ago. In times of war every Knight World sends thousands of men and machines to fight for the Adeptus Mechanicus wherever they are fighting. In return the Knight World prospers, receiving the protection of the Adeptus Mechanicus as well as technology and equipment it would otherwise have no access to.



Some Knight Worlds have many different Knight families inhabiting them, while others are dominated by a single House. On planets with more than one House, competition for the favours of the Forge World is high and sometimes even breaks out into localised hostility. However, whatever their personal differences, when the Forge World sends the call to arms, all Knights fight side by side as brothers against the many enemies of mankind.

TYPES OF KNIGHTS

Throughout the Imperium there exists a huge variety of Knights which are used for many different tasks. Knights range from the slow but heavily armed and armoured Castellans to the lightning fast and deadly Knight Lancers. This means that Knights can perform a wide variety of battlefield duties for the Titan Legions of the Adeptus Mechanicus. With their relatively small size and high speed they can undertake essential scouting missions, flank attacks and other roles in support of the massive Titans.

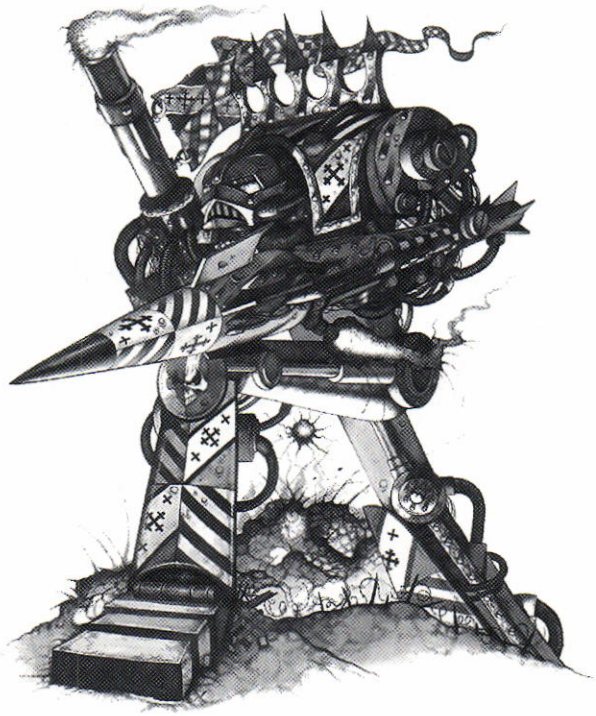
Some Knight Houses own many different classes of Knight while others prefer a single type. House Khord, for example, is located on the heavily forested world of Avalane VI, and the Knight Lancer is the only type of Knight they employ. Its speed and agility is essential for negotiating the rough terrain of their world.

KNIGHT HOUSEHOLDS IN BATTLE

Sometimes households fight as a single body, but more often the specialised Knights are divided into detachments. These units of Knight Lancers, Errants and others are then attached to other households to support their attack. Only in large and important battles are full households of these specialised Knights sent into the fray as complete units. It is an impressive sight to see a full household of Knights striding into battle with their bright heraldry and colourful pennants.

ARMY CARDS

On the following page we have provided two new Knight Household Army cards for you to use in your battles. Full rules for these and other types of Imperial Knights are to be found in the Epic Titan Legions game.



KNIGHT HOUSEHOLD ARMY CARDS

To assemble your new Army cards, first cut out the two Knight household cards taking care to keep the front and back of each one together. Fold each one in half along the dotted line and spread a thin layer of glue across the back of the card and press the two halves firmly together. If you want to make your army cards a little more hard wearing, it's a good idea to insert a thin layer of cardboard (cereal packet is ideal) between the two halves before you glue them together. When your cards are dry, trim off any excess material.

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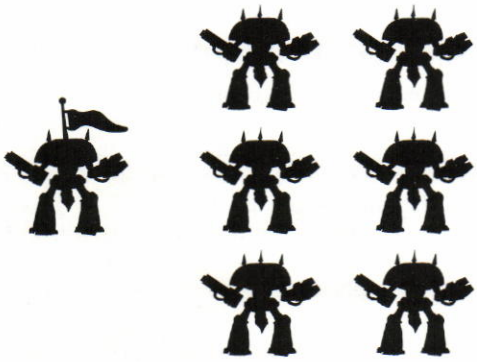
KNIGHT ERRANT HOUSEHOLD

A Knight Errant Household consists of a Knight Errant HQ unit and two detachments of three Knights Errant each.

Knight Errant HQ UNIT

Knight Errant Detachment

Knight Errant Detachment



POINTS VALUE 450

KNIGHT ERRANT HOUSEHOLD

BREAK POINT 4: The Knight Errant Household is broken once it has lost **4** Knights. Once the household is broken both knight detachments must take a morale check.

MORALE VALUE 2: Knights have a morale value of **2**. They must roll 2 or more on a D6 to pass their morale check.

The Knight Errant HQ unit is a command unit so it never checks morale, even if the Household is broken.

VICTORY POINTS 5

Your opponent gains 5 VPs when the household is broken

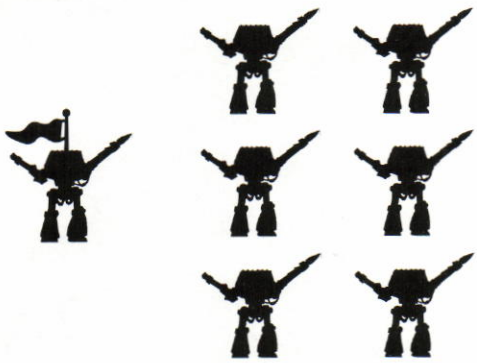
KNIGHT LANCER HOUSEHOLD

A Knight Lancer Household consists of a Knight Lancer HQ unit and two detachments of three Knights Lancer each.

Knight Lancer HQ UNIT

Knight Lancer Detachment

Knight Lancer Detachment



POINTS VALUE 550

KNIGHT LANCER HOUSEHOLD

BREAK POINT 4: The Knight Lancer Household is broken once it has lost **4** Knights. Once the household is broken both knight detachments must take a morale check.

MORALE VALUE 2: Knights have a morale value of **2**. They must roll 2 or more on a D6 to pass their morale check.

The Knight Lancer HQ unit is a command unit so it never checks morale, even if the Household is broken.

VICTORY POINTS 6

Your opponent gains 6 VPs when the household is broken

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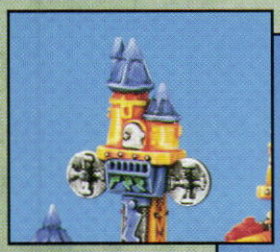
'EAVY METAL™

ORK MEGA-GARGANT

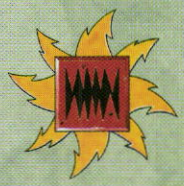


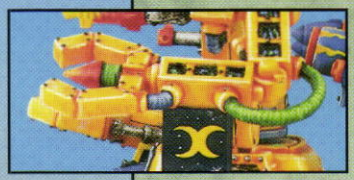
WEIRDBOY TOWER

DA BIG LOBBA

KROOZ MISSULLS

DETH RAY





SUPER LIFTA DROPPA

SKULLCRUSHA MEGA-CANNON

THUNDERHAWK GUNSHIPS AND REAVER TITANS ASSAULT A BAD MOON ORK MEGA-GARGANT

EPIC®

TITAN LEGIONS™

WAAAGH DA ORKS!

By Gavin Thorpe

Ork Mega-Gargants are the pinnacle of Ork 'Enjuneerin'. These building-sized war machines stomp over the Orks' enemies, as they lead the Orks in their galaxy-wide rampages.

The Mega-Gargant is a colossal example of Ork ideals and Kultur. It's big and it's got lotsa gunz. In fact, it's got lotsa big gunz. Smashing up all opposition, the Mega- Gargants of an Ork Warlord stomp across planets like a green storm. The ground trembles as their huge tracks grind across the battlefield. Entire cities and planets lie devastated in their wake. A Mega-Gargant has everything an Ork could want!

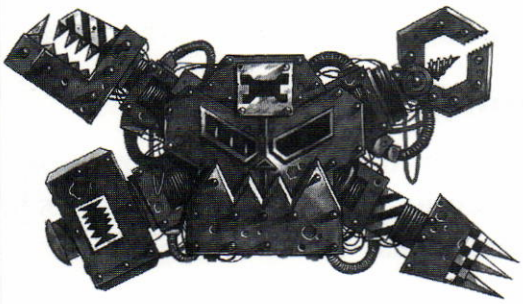
Okay, so a Mega-Gargant isn't all that fast and some of its weapons may be unpredictable, but who cares? If you knew exactly what was going to happen every time you pulled the trigger, fighting wouldn't be half as much fun as it is. Down through the ages I've been battling all sorts of opposition with my Epic Ork army, and the recent addition of some Mega-Gargants has opened up a huge range of new possibilities. Getting the best out of these dead shooty war machines can be easy if you follow a few sound principles. Just to give you an idea of what it's all about, I'm going to take you through some of my favourite tactics.

The Mega-Gargant Skinnykilla smashes into an Eldar Phantom Titan.

First of all, I'll take this opportunity to clear up a few points that some gamers have sent letters to us about. The main problem stems from the Mega-Gargant army card. The three most popular questions are:

Q Can you have a Mega-Gargant and a clan card of the same type as you are not allowed more than one of each clan in an army?'

A Yes. You can have a Goff Mega-Gargant and a Goff clan, for example.



Q Can you buy a Mega-Gargant any support cards?

A The answer to this is yes! A Mega-Gargant works in the same way as a company or clan card. You can buy up to five support cards and a special card for each Mega-Gargant in your army. The Mega-Gargant is the clan in which it is painted, and this affects a few things. The normal restrictions for Mekboy support cards apply (and no, there isn't such a thing as a Kult of Speed Mega-Gargant), and some Mega-Gargants can have certain support cards purchased for them. For example, a Goff Mega-Gargant can have squadrons of Gutrippas and Lungburstas attached to it.

Q What is the clan's break point for a Mega-Gargant?

A The 'clan' is broken once the Mega-Gargant is destroyed. When this happens every Ork unit attached to the Mega-Gargant must make its morale check just as if it had been broken normally, and victory points are awarded to your opponent.

Now these points have been cleared up lets talk tactics...

LOTSA BIG GUNZ!

The Mega Gargant has nine different weapon types at its disposal. Each of them has its advantages and disadvantages, and their uses can be very different. Overall a Mega-Gargant's guns can sometimes be a bit clunky and unpredictable, requiring you to roll a scatter dice, artillery dice or a sustained fire dice to see if they work. Some turns nothing much will happen at all, while in others the Mega-Gargant will turn the enemy into chunks of blazing metal in a single salvo. What you do with your weapons when they work is very important, so think carefully about what you are doing. Here's some broad advice to get you started.

ORK MEGA-GARGANT WEAPONS SUMMARY

Weapon	Range	Attack Dice	To Hit Roll	Target's Save Mod.	Notes
Gun Decks	50cm	8	4+	-2	
Turrets	50cm	5	5+	-1	
Skullcrusha	–	Sustained fire dice	–	–	
Bangerz	75cm	8 Barrage points		-1	
Klangerz	75cm	1	3+	-4	+2 to damage rolls
Krusher arm	Close combat weapon. Roll off against opponent – maximum damage.				

MEGA WEAPONS

Weapon	Range	Attack Dice	To Hit Roll	Target's Save Mod.	Notes
Da Big Lobba	25-125cm	Artillery dice barrage points		-2 (-4)	Barrage, ignores cover
Wierdboy Tower	50cm	1 per Ork krew	5+	-2	
Krooz missull	100cm	10 Barrage points		-4	Indirect fire

MEKBOY WEAPONS

Weapon	Range	Attack Dice	To Hit Roll	Target's Save Mod.	Notes
Deth Ray	100cm	1	4+	-1	Ignores shields
Super Lifta Droppa	75cm	Template	4+	-4	See special Lifta Droppa rules

'EAVY METAL™

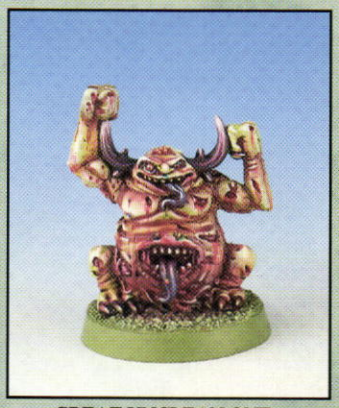
ORKS™

BLOOD AXE HOP SPLAT BATTERY

BAD MOONS BRAINCRUSHA SQUADRON

EVIL SUNZ WARTRAK SQUADRON

CHAOS



GREAT UNCLEAN ONE – GREATER DAEMON OF NURGLE

THE FORCES OF CHAOS ATTACK AN ORK HORDE

MEGA WEAPONS

The mega weapons are some of the shootiest guns available to the Orks. The downside is their availability, you have to roll every turn to see how many mega weapons the Mekboys have got working. This means you cannot rely on your mega weapons to be outstanding all the time, when you need them most there is a chance you will only be able to fire one. On the other hand, if you can fire three mega weapons in a turn you should make the most of the opportunity. The well timed launch of a Krooz Missull as well as a Big Lobba barrage has swung a battle in my favour on more than one occasion.

Remember to roll for your number of mega weapons before the Psychic phase, as this is when the Weirdboy Tower makes its attacks.

BIG LOBBA

The Big Lobba is one of the few Ork weapons to fire a Barrage, and this in itself makes the Big Lobba very useful. Its higher saving throw modifier against buildings is an added bonus, very handy for destroying buildings containing troops such as Space Marine Devastators, Imperial Guard Support platoons or Eldar Dark Reapers. In particular, barrage attacks have a distinct advantage over the Mega-Gargant's other weapons. When a Mega-Gargant moves it suffers penalties to all its to hit rolls as it churns along the ground, rocking madly from side to side. However, this has no effect on barrage weapons fired by the Mega-Gargant, and so the Big Lobba is very useful for loosing off early shots in the game while you're charging into the fray trying to bring your other weapons into range.

Another advantage of the Big Lobba is the huge blast, which ignores to hit modifiers for cover. This makes it extremely useful for attacking troops skulking around in buildings, woods and rubble which can be really difficult to hit with other Ork troops and weapons.

One other consideration is the random nature of the Big Lobba's ammunition. Since you're not sure how many barrage points the Big Lobba has until you've decided where its firing, it can sometimes lead to a disappointing 2 or 4 barrage points. On the other hand you may get 8 or 10 barrage points and wished you'd fire the Big Lobba at something more valuable. Still, that's Orky guns for you, you take what you're given...

Remember that the Big Lobba has a minimum range of 25cm, so think carefully about choosing this mega weapon when the best targets may be closer than this.

WEIRDBOY TOWER

The Weirdboy Tower is a weapon that is most useful during the middle stages of a battle. As your Gargant takes damage and you lose Krew, the effectiveness of the Weirdboy Tower drops dramatically. Unfortunately, the Weirdboy Tower has a short range, only 50cm, which means that for the first turn of a battle there will probably be no targets within range.

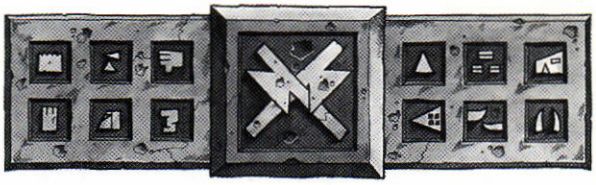
The Weirdboy Tower has a -2 saving throw modifier giving it a good punch against foes with a 3+ or 4+ saving throw. The Weirdboy Tower is also very good at knocking down void shields and power fields, and this can set up enemy Titans or Squat super heavy vehicles for a big hit with the Gun Decks and Skullcrusha cannon.

The greatest benefit of the Weirdboy Tower is the timing of its attacks. Since it is a psychic attack the Weirdboy Tower's bolts of Waaagh energy are let loose in the Psychic phase, before the enemy can use their weapons. This is a very good way of taking out enemy on first fire orders that are threatening the Mega-Gargant or other Ork troops.

KROOZ MISSULLS

The sheer scale of destruction caused by a Krooz Missull is quite gratifying. Not only do they hit very easily and very hard (10 barrage points and they have a -4 saving throw modifier) they can also be fired at target's that thought they were safe. The reason the Krooz Missull is so devastating is your ability to fire it at targets that are out of sight. Even normal indirect barrages require at least one model to have a line of sight to the target, but with Krooz Missuls the enemy can't hide anywhere!

The downside of all this though is the fact that you only get two Krooz Missulls to last the battle. Pick your target's carefully and aim for the hardest opposition, such as super heavy vehicles or Titans with their shields knocked down. Since you may only get to fire one mega weapon in any given turn, it is entirely possible for you to forget about your Krooz Missulls and still have one left at the end of the battle. This would be quite a waste of the Mega-Gargant's capabilities, so try not to forget them! Fire a Krooz Missull when you get the chance, unless there really is another weapon which could be equally damaging to the enemy.



MEKBOY WEAPONS

The Mega-Gargant's Mekboy weapons may not have the straight forward punch of the mega weapons, but they have other, more subtle applications (Orks, subtle? All right, the weapons are downright sneaky). You can only fire one Mekboy weapon each turn, so its important which one you decide to fire.

DETH RAY

With its meagre -1 saving throw modifier, the Deth Ray does not look like a particularly potent weapon when looking at its profile. However, glance across to the Notes column and you will see the innocent looking phrase 'Ignores Shields'. This is the main strength of the Deth Ray, its ability to pass straight through void shields and power fields. Though not likely to have much success against the massive armour of an Imperator Titan, and a -1 saving throw modifier would not cause a Warlord Titan princeps to get worried, there are a few choice targets for you. The most suitable targets are Imperial Knights. These war machines have an annoying habit of standing around soaking up all of the incoming fire with their frontal shield, surviving hits from Skullcrusha shells, Pulsa Rokkits and other 'armour-busting' weapons. With the Deth Ray though, you can go straight through their defences, with a -1 modifier to their saving throw as an added measure.

The Deth Ray has a long range, allowing you to take out such foes as Knights Paladin, Errant and Lancers (with their weapon ranges of no more than 75cm) before they even get a chance to attack you.

SUPER LIFTA DROPPA

The Super Lifta Droppa can also be found on Mekboy Gargants, and is a really useful, if quirky, weapon. I have found that the Super Lifta Droppa is great against Space Marine Land Raiders and similar tanks. Because units have to stay within their 6cm formation you can usually cover two of a detachment with the barrage template and drop them on the third member of the unit (if you don't roll a scatter anyway). This is also a good way of attacking troops hiding in cover such as rubble or woods, as you can pick up a target in the open and throw it onto its comrades keeping their heads down in cover.

Super heavy tanks make a suitable target for the Super Lifta Droppa too, since they have to make their saving throw with a -4 modifier. Again the most useful aspect becomes apparent if the super heavy tank is near to other troops, allowing you to kill two or more tanks with one shot.

DA UVVER KANNONS

As well as the Mekboy and mega weapons, a Mega-Gargant carries three other types of gun. Of these the Skullcrusha is the most effective against well armoured targets, while the Gun Decks and Turrets are useful against enemy tanks, light vehicles and infantry.

SKULLCRUSHA MEGA-CANNON

The Skullcrusha can fire two types of shell- Bangerz and Klangerz. Each is useful for very different situations. Bangerz are barrage attacks, and are extremely useful while attacking and moving at the same time. This is because, as stated earlier, barrages don't suffer from to hit modifiers for the Mega-Gargant's speed. With 8 barrage points the Bangerz are good at hitting, and the potential of three barrage templates cannot be overlooked. Despite these advantages, the Bangerz only have a saving throw modifier of -1, making them most useful against light vehicles and infantry. It may be worth firing at more heavily armoured targets if the enemy bunch up to negotiate a narrow pass or gap between buildings. Only fire at such troops if you can cover a good number of them.

Klangerz are very good at destroying Imperial super heavy tanks, such as Baneblades or Stormhammers, while an unshielded Titan can be given serious problems with a well aimed shot. When attacking enemy Titans or Squat super heavy vehicles the Skullcrusha should be used to deliver the killing blow, firing after the Mega-Gargant or other troops have whittled away the target's void shields. Being able to pound up to three shots into a Titan can seriously cripple or destroy it, and every damage roll you make has a +2 modifier on top. Bang, you're dead! Of course, be careful about jamming, don't rely on the Skullcrusha to deliver what you want every time you fire it.

GUN DECKS

The Mega-Gargant's Gun Decks are its equivalent to an Imperator Titan's Secondary weapons, but much better. They hit on a 4+ and have a -2 saving throw modifier, with eight attack dice this is potentially devastating. Unfortunately, the Gun Decks only have a range of 50cm, and this means you're often forced to trundle across the battlefield to get close and incur the to hit roll penalties for moving. You should really pound the enemy with the Gun Decks once the Mega-Gargant has settled into position and stays still (see the Its Stompin' Time! section later).

TURRETS

Unlike the Gun Decks, the Turrets are not really all that good on their own. Where they are most useful is when used in a combined attack with the Mega-Gargant's other weapons, depleting enemy void shields being the most obvious tactic.

KRUSHER ARM

There are a number of uses for the Krusher Arm which may not be immediately obvious. Like the Super Lifta Droppa, thrown vehicles can be used against enemy troops skulking around in cover, or to smash targets within the same unit, bringing it ever closer to breaking. Although a lot of this is down to the luck of the scatter dice, you can swing things in your favour by picking on troops that are near to large concentrations of the enemy.

One of the sneakiest uses of the Krusher Arm is its ability to attack buildings. Mega-Gargants spend most of their time moving, meaning they have to wait until the advance fire segment before they can attack. As the Advance fire segment is after close combat is worked out, you can use this kunnin' plan to help your Mega-Gargants survive. During the Movement phase the Mega-Gargant moves behind a building, shielding it from enemy fire. Make sure the Mega Gargant is in contact with the building. During the close combat segment use the Krusher Arm to attack the building, with a -4 saving throw modifier it's quite likely the building will collapse. When you get round to the advance fire segment there's a clear

line of sight in front of the Mega-Gargant, allowing the Kaptin to let loose with his Skullcrusha, a Krooz Missull and the other weapons. Be warned though, sometimes a building will make its saving throw and your Mega-Gargant will be left standing behind it with nothing else to do..!

This type of tactic becomes really useful if your Mega-Gargant is on the Trash Da Burg mission. By moving past buildings as you advance across the table, your Mega-Gargant can pick up 3 victory points almost every turn. Ork buildings are the best target for this type of move due to their poorer saving throw.

WHAT'S DA PLAN?

Mega-Gargants can be should be given Gargant missions if you want to make full use of their potential. Gargant missions are quite straight forward, and so there follows a summary of what you should be thinking about when you find out what mission your Mega-Gargant has.

TRASH DA BURG

Trash da Burg is a very flexible Gargant mission, which can be carried out while the Mega-Gargant carries on with its main part of your overall plan. Since smashing up buildings is one of the most useful things the Mega-Gargant's barrage weapons can do anyway, this mission shouldn't prove too much of a problem. Don't forget the Krusher Arm can attack buildings and open up better lines of sight. If you gain an additional 3 victory points every time you do this it is all for the better.

STOMPFEST

Stompfest can be a tricky mission to achieve. A Mega-Gargant is definitely not a speedy model which means you'll have to move flat out for most of the battle to reach the other side of the battlefield. The timely use of the Full Speed Ahead Shouting counter can clinch this mission for you.

The main problem with this mission stems from the Mega-Gargant's very limited fire arcs. The Gun Decks, Mekboy weapons and mega weapons can only fire in to the front ninety degrees of the Mega-Gargant, and as you close with the enemy you'll find that many of the most likely targets start to slip past the sides of the Mega-Gargant, out of reach. However, there are a number of ways to counter this problem, and these are dealt with in detail later.

TRASH DAT SHAK!

The simple answer to this Gargant mission is the Big Lobba. Its massive range and additional saving throw modifier against buildings makes it the perfect gun to complete Trash Dat Shak. You will have to make sure that when you deploy and move your Mega-Gargant, you can maintain a line of sight to the target building as much as possible. You may even have to destroy intervening buildings that get in the way. Also make sure that your opponent doesn't force the Mega-Gargant to turn so that the building lies out of the Big Lobba's fire arc, otherwise you may find it difficult to establish a line of sight.

GRABBIT!

Large war machines like an Imperator Titan or Mega-Gargant can have great difficulty trying to capture a specific objective. With Grabbit, the random determination of the Objective you are after makes matters worse. However, if you get lucky the achievement of this mission can possibly win you the game. There's a considerable 15 victory points up for grabs with this Gargant mission and anybody who thinks they don't have to at least try capturing the Objective must have a very good plan indeed!

If you are lucky the Objective will be fairly close to your deployment zone, making it a simple matter of moving up for one or two turns at Battle or Full Speed. Once in position the Mega-Gargant can stand still and lay into the enemy with everything its got.

The additional benefit of a Mega-Gargant having this Gargant mission is its Krew. If enemy infantry look like they are about to snatch an Objective from under your nose, disembark a Nobz stand or two and da boyz to discourage them. Don't worry too much about reducing the firepower of your Gun Decks, the 15 vps you get from the mission are probably more than you could hope to achieve with these weapons alone anyway.

My favourite tactic with this mission is to put your Nobz and Boyz in your Boiler Room first, so that when they disembark the only thing affected is your movement. Once you've got the Objective where are you going to go anyway?

Like the Stompfest Gargant mission, you may have to trundle quite deep into enemy territory, so watch out for enemy flank attacks or the opportunity for you to use the Full Speed Ahead Shouting counter.

STOMP AN' SMASH

Stomp An' Smash is the Mega-Gargant's primary role. Its big with lotsa gunz, and who better to pick on than enemy Titans and Squat super heavy vehicles? To complete this mission all you really have to know is how to use a Mega-Gargant properly, as explained in the following part of this article.

ITS STOMPIN' TIME!

When a Mega-Gargant fights, you will find it will spend its first and probably second turn moving. While it does this the Mega-Gargant is reducing its effectiveness due to the to hit penalties for moving. What you may find better is a quick 'sprint' in the first turn on Full Speed orders, and then Stop for the rest of the battle where you end up. This will be dictated by a number of things, mainly your Gargant mission, the deployment of enemy Titans and super heavy vehicles, and the terrain in front of the Mega-Gargant.

When you deploy, look at the space one to two thirds across the table from your edge. Pick a point in that area where there are good lines of sight to most of the battlefield (or where there could be with the well timed use of the Big Lobba) and deploy so that your Mega-Gargant can head for that position. Once you reach the desired point, slam on the brakes and stay there. Only if something drastic happens (like an Imperator Titan managing to get round behind the Mega-Gargant) should you shift and spoil your gunners' aim.

This tactic becomes very suitable if you get one or two Full Speed Ahead Shouting counters. These allow you to get to your position quicker, or make small adjustments to your facing and exact position once you are there. Since using Full Speed Ahead has no effect on your to hit rolls, it can be used to give a nasty surprise to the enemy. You can use the additional turns the Shouting counter allows to bring your guns to bear on a target your opponent thought was outside your fire arcs. As there are no to hit penalties for being on Stop orders you can blast away with full effect.

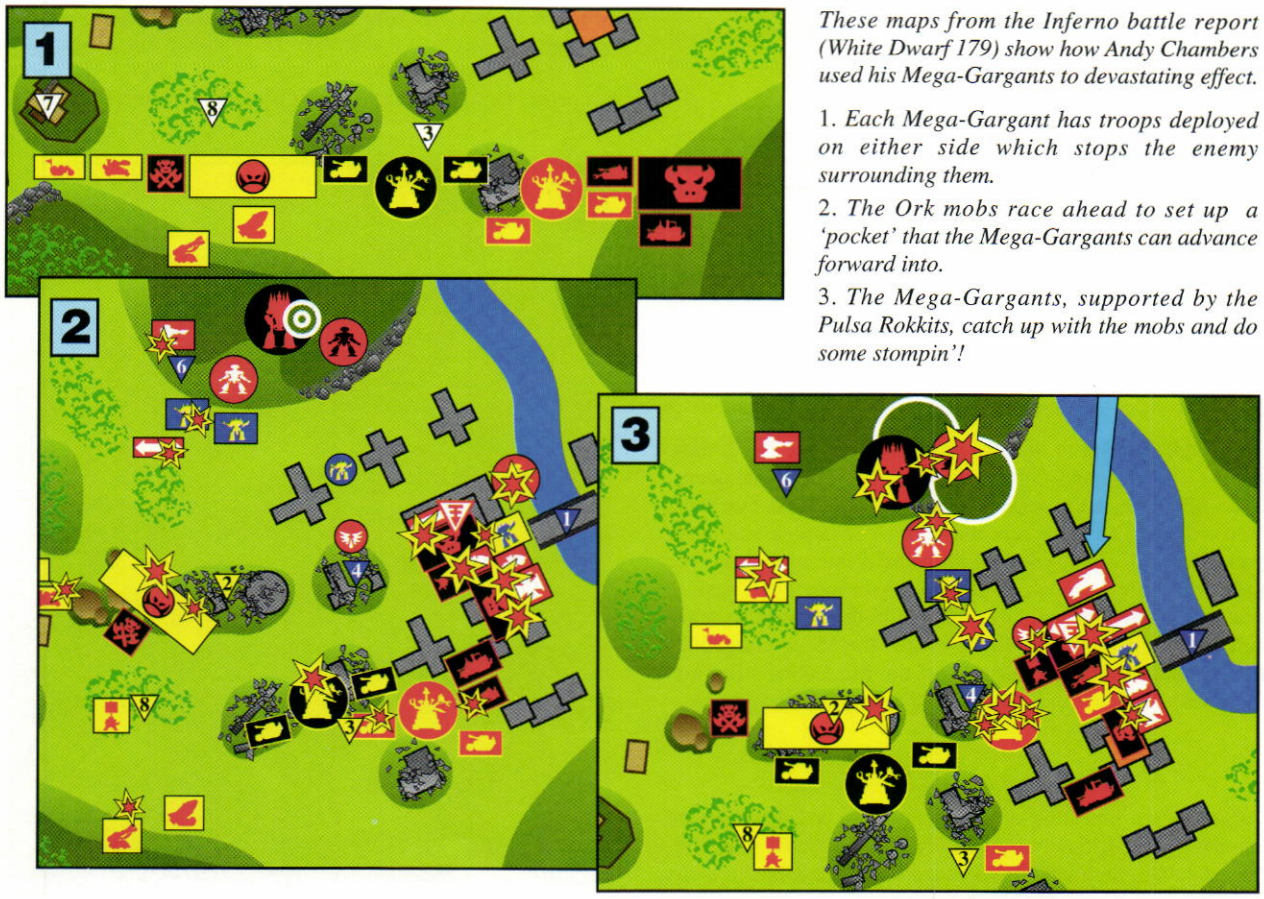
OI! 'ELP ME OUT!

As big and tough as they may be, even Mega-Gargants need friends. There are many situations where supporting troops can help a Mega-Gargant destroy its enemies or stop it from being attacked. The main aid tanks and infantry can lend to a Mega-Gargant is the protection of its flanks and rear. As mentioned earlier, it is not uncommon for a Mega-Gargant to go rumbling into the fray, only to find out that Imperial Knights, Eldar skimmers or other fast opponents have slipped around the sides of the battlefield and can attack from outside the fire arcs of the Mega-Gargant's main weapons. To counter this problem, you should deploy your supporting troops to either side of the Mega-Gargant and form a long line that is hard to break through.

As the Mega-Gargant advances it receives covering fire from artillery such as Pulsa Rokkits, while the bulk of the Ork army maintains station alongside. This is best shown by the examples below.

WOT YOU WAITIN' FER?

Although by no means covering every trick in the book, I hope this article has given you some basics on which to build your own cunning ploys and schemes. The strength of any Ork army is its size and variety, and different combinations of troops with your Mega-Gargants will give you ample opportunity to develop your own style of play and tactics. When your weapons backfire, your Bonebreakas break up and the Imperator Titan in front of you gets 12 Plasma counters, just remember the old Orky adage "We's Orks, so when we lose we jus' come back and give 'em some more!"



These maps from the Inferno battle report (White Dwarf 179) show how Andy Chambers used his Mega-Gargants to devastating effect.

1. *Each Mega-Gargant has troops deployed on either side which stops the enemy surrounding them.*
2. *The Ork mobs race ahead to set up a 'pocket' that the Mega-Gargants can advance forward into.*
3. *The Mega-Gargants, supported by the Pulsa Rokkits, catch up with the mobs and do some stompin'!*

EPIC®

TITAN LEGIONS™

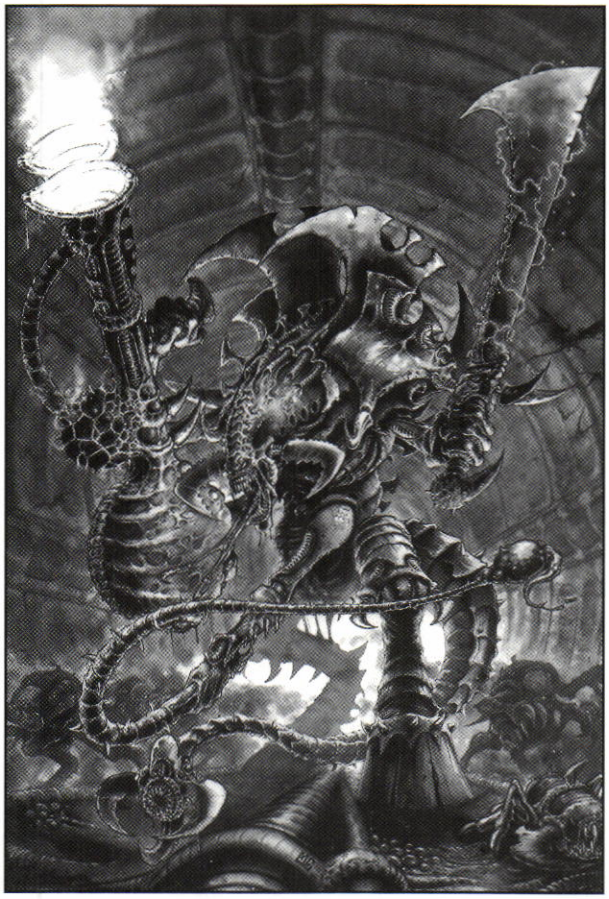
EPIC HIVE WAR!

By Andy Chambers

The new Epic Hive War boxed set unleashes the horrific alien forces of the Tyranids into the Epic games system. In this article, Andy tells us how he developed the background, creatures and battle tactics of the extra-galactic Hive Mind.

EPIC GAMES SYSTEM

The Epic game system has been available for over four years now and covers a lot of subjects in the 41st Millennium. The Epic game rules and miniature ranges are aimed at letting the players fight really massive battles involving whole battalions of troops and fighting machines. Space Marine, the first game in the Epic series, details some of the Space Marine forces of the embattled Imperium of mankind and the alien races of the Eldar and the Orks. Subsequent supplements have expanded on the basic troop types and war machines presented in Space Marine and introduced the other major allies and enemies of the Imperium – the Squats and the dark forces of Chaos. Most recently a second Epic game, Titan Legions, has stomped into the shops. This game concentrates on the most gigantic war machines deployed by the fighting forces of the galaxy – Imperial and Eldar Titans and Ork Gargants, and includes models of the monstrous Ork Mega-Gargants and the humungous Imperator Emperor class Titan.



However, one race has long been conspicuous by its absence on the Epic battlefield – the Tyranids. The lurking threat of the Tyranids has been alluded to in Jervis Johnson's board games Tyranid Attack, and Doom of The Eldar as well as the Codex Imperialis entries for them in Warhammer 40,000. This terrifying race use bio-technology in place of the inorganic machines common to our galaxy. They genetically engineer creatures to fulfill the roles mankind uses machines for – warp drives, spacecraft, weapons and tanks. All of these things are bred from living flesh by the Tyranids. The Tyranids themselves are interlinked by a higher form of telepathy, a group mind which encompasses every living Tyranid, making them a kind of giant super-organism whose cells are individual creatures.

The Tyranids do not occupy worlds, instead they form vast hive fleets which move from one world to another, stripping them of all nutrients and genetic material like a plague of locusts. The organic warships of the Tyranid hive fleets have long threatened the fragile human Imperium but never before have the Tyranid hordes been able to swarm their way onto the Epic battlefield.

UNTIL NOW...

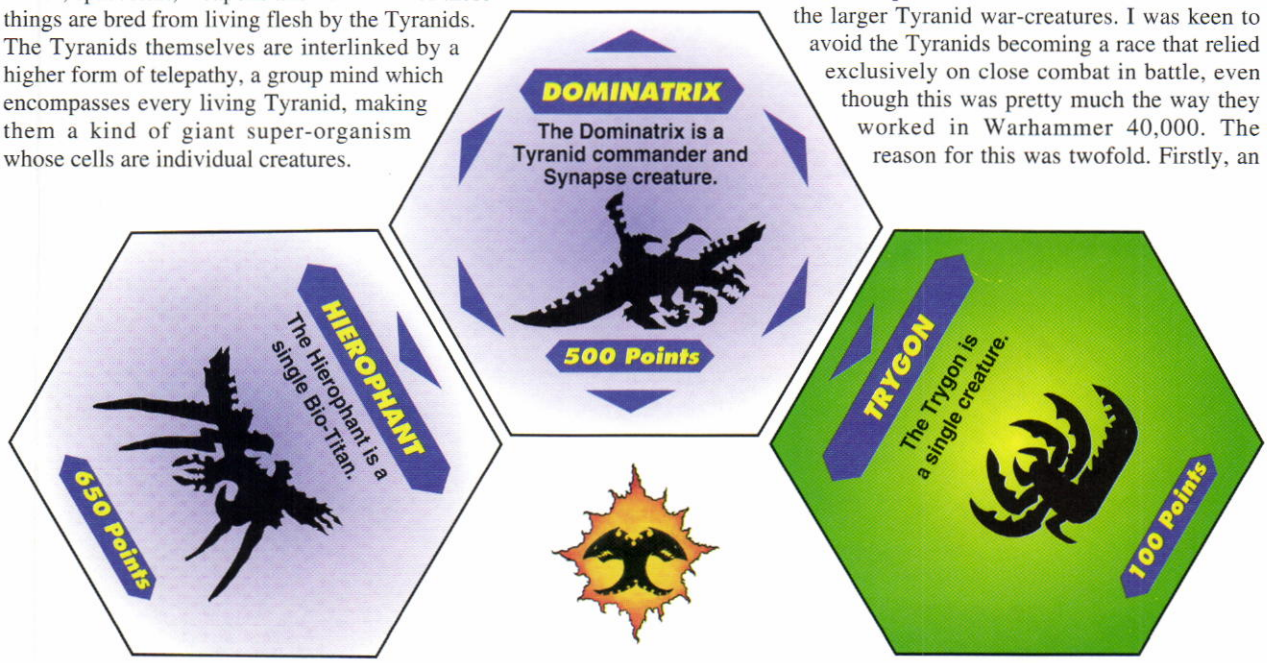
Hive War is the long awaited Epic Game supplement detailing the fighting forces of the Tyranids. Because the Tyranids have never been explored in Epic scale before, Hive War covers a lot of new details of their history, strategies and fighting style as well as the bio-engineered creatures they deploy in battle. This formed a daunting prospect for me at first – where to begin? How could I fit everything in?

Fortunately, Epic Hive War concentrates entirely on a single race (unlike previous Epic supplements which have included two races or forces in each). This meant that I had plenty of room to get the Tyranids to feel suitably alien. I wanted not only to make the Tyranids play differently to other races on the battlefield, but also to expand the history of the galaxy's contacts with the Tyranids and interlink the various bits and pieces of information I had found about them.

TYRANID FORCES

The entire Tyranid Epic range has been created from scratch, including a new plastic set which includes Termagants, Genestealers, Tyranid Warriors and many previously unknown Tyranid creatures. In Hive War I've included information about all the Tyranid models in the pipeline at the time of going to press. As new models are released, rules and army cards for them will appear in White Dwarf magazine. Coming up with new ideas for Tyranid creatures was the most exciting and challenging part of Hive War and I must say I'm very pleased with the results. The miniature designers have excelled themselves in producing a brilliant range of models for the Tyranids to ravage the galaxy with.

The first step was to work out the size and look of the larger Tyranid war-creatures. I was keen to avoid the Tyranids becoming a race that relied exclusively on close combat in battle, even though this was pretty much the way they worked in Warhammer 40,000. The reason for this was twofold. Firstly, an



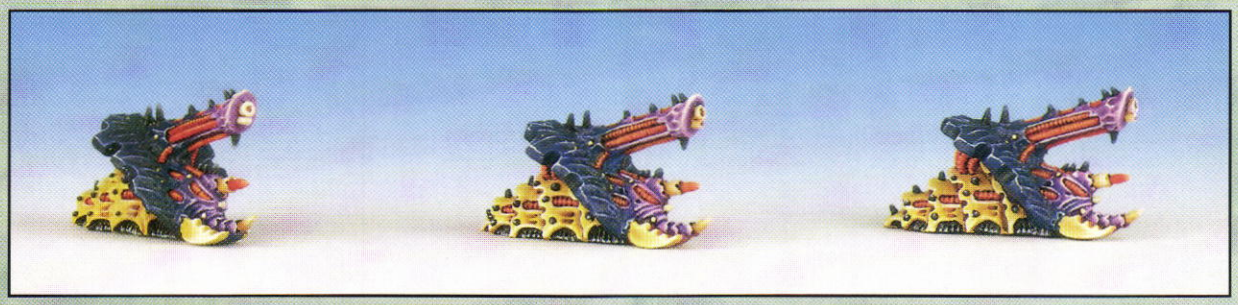
TYRANID BROODS

Hive Tyrants are terrifying alien warrior-lords of the Tyranid swarms. In addition to their formidable size and fighting prowess Hive Tyrants form vital synapse links in the structure of the Tyranid hive mind. In battles the presence of Hive Tyrants motivates the lesser creatures of the swarm and extends the influence of the hive mind across the teeming hordes.

TYRANID HIVE TYRANT

TRYGON

The Trygon is a solitary, snake-like organism the size and weight of a super heavy tank. This predatory creature has been genetically engineered to turn it into a living weapon which generates a powerful electrical field. During battles this electrical field is launched forward as a rolling blast of high voltage power.



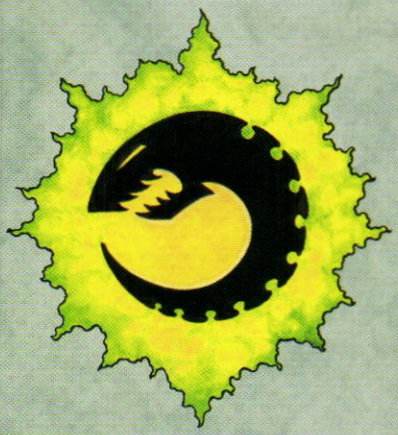
AN EXOCRINE BROOD

A MALEFACTOR BROOD

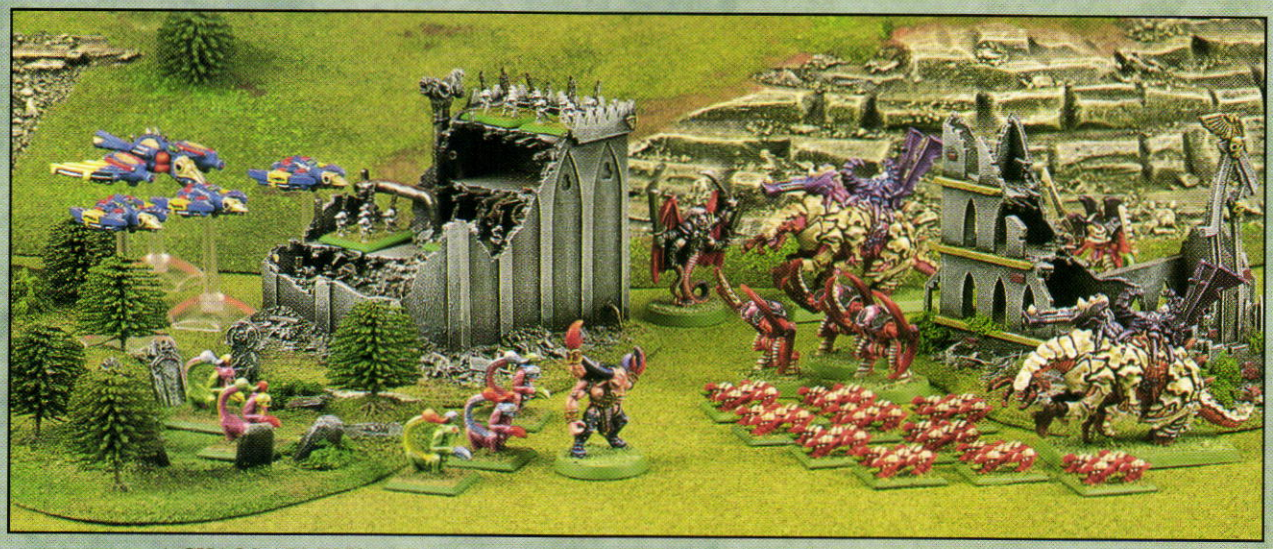
AN EXOCRINE BROOD OVERRUNS A MOB OF ORK BRAINCRUSHAS

HEAVY METAL™

EPIC® TYRANIDS™ AND CHAOS

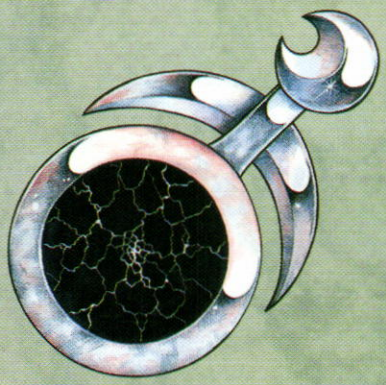


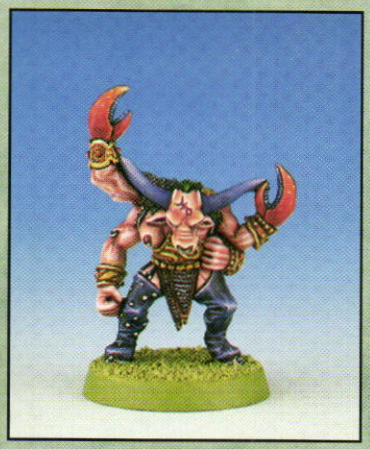
TYRANID DOMINATRIX



A CHAOS ARMY IS ATTACKED BY THE ALIEN FORCES OF THE TYRANID HIVE FLEET

FULGRIM
DAEMON PRIMARCH OF SLAANESH





KEEPER OF SECRETS
GREATER DAEMON OF SLAANESH

army with only one attack mode becomes easy to beat because its tactics are limited by the army itself. Secondly, I reckoned that a race as mutable as the Tyranids would quickly evolve to fight the forces of the galaxy at their own game. Once they had been confronted with tanks and artillery the Tyranids would soon genetically engineer creatures to fight at a distance as a reaction to them. Naturally the Tyranids would remain horrendously powerful in close assault as well, but they would have more than one trick up their bio-sleeve!

BIO-WARFARE

On this premise I spent a number of sleepless nights feverishly working out ways that the Tyranids could deal death at long range. A variety of lethal corrosive or poisonous projectiles which were spat, thrown or shot by muscle contractions came first, followed by electrical and psychic energy bolts later. It's amazing what a diversity of unpleasantness mother nature can evolve when she tries. Armed with such bio-weaponry and armoured with polymer bonded carapaces and carbon-based chitin, I felt quite confident the war beasts of the Tyranids could battle the flimsy metal tanks so favoured by Ork, Imperial and Eldar forces.

Diversifying the Tyranid infantry forces proved much easier. Evolution of the lowly Termagant into winged and leaping forms has created Gargoyles and Hormagaunts to harass and overwhelm the enemy. Specially engineered Tyranid warriors has created the deadly, stalking Lictors which infiltrate enemy held areas to seek concentrations of opposing forces and murder lone opponents. Further manipulation of the Tyranid Warrior genes has created the powerfully psychic Zoanthropes. These creatures are physically weak but bloated with psychic energy which they can use to protect themselves and (more importantly) vapourise the enemy with ravening blasts of warp energy.

BIO-TITANS

The last element of Tyranid forces were the Titans. Would the Tyranid forces include something as big as Titans? Undoubtedly. Would they resemble the bipedal and roughly humanoid Imperial or Eldar Titans? Doubtful. A multi-legged form more remniscent of spiders or scorpions seemed more interesting and feasible for bio-construction. Naturally these bio-Titans are very different to ordinary Titans. For example, Tyranid Titans have no energy shields but they do have incredibly tough armour and a capacity to regenerate damage very quickly. Bio-Titan weaponry includes such horrors as frag spines, stinger salvoes, ripper tentacles and bile launchers.

Now the Tyranid forces included a whole host of creatures ranging upwards from the broods of Termagants, Genestealers, Tyranid Warriors and Carnifexes which are familiar to Warhammer 40,000 players. The new arrivals run from the compact but deadly Hormagaunts through tank-sized war beasts such as Haruspex and Malefactors, super heavy creatures like Trygons and Harridans to the mighty Hierophant and Hierodule bio-Titans.

As a final twist after some early playtesting I included special rules to allow several kinds of Tyranid creatures to deploy further forward than most armies. This was done to emphasise the overwhelming impetus of Tyranid assaults and make opposing forces feel under pressure from the very outset of the game. I also figured that Tyranid forces are invariably landed from space, often being held in reserve until the enemy has been brought to battle. To bring this factor into tabletop battles I came up with rules for the Tyranids to land their forces in Mycetic Spores, an organic equivalent of the Drop Pods used by Space Marines. These extra flourishes make the Tyranids a frightening foe to play against because they can attack from almost any direction, nicely representing the fact that forces fighting Tyranids are likely to be battling a planetwide invasion force instead of an isolated army.

TYRANIDS ON THE BATTLEFIELD

Of course coming up with the creatures and their different abilities was really the fun part. The next thing to work out was how to integrate all the broods together into an alien horde on the battlefield. Forces in the Epic game are chosen using army cards. These army cards have set points values and represent companies of troops, tanks or artillery. Companies can in turn be supported with extra squadrons of fighting vehicles or platoons of troops. Obviously the Tyranids would not have a strict military organisation like this, their's would have to be far more, well, organic…

To this end I redesigned the army cards for Tyranids so that they build up into an interlocking swarm structure. Each army card (or swarm card to use its correct title) represents a single brood of Tyranid creatures. A single brood is roughly equivalent in size to a platoon or squadron of more conventional troops. Each swarm is built up around an

Tyranids battle against Eldar Tempests and Nightwings in a dense forest.

exceedingly powerful Tyranid queen called a Dominatrix. The number of swarms in a battle force depends on the size of the game and the preferences of individual players as the swarm cards offer a great deal of flexibility in selecting an army.

THE HIVE MIND

These differences in organisation have helped to reflect the influence of the Hive Mind on the Tyranid fighting swarms. I also wanted to use the swarm structure and the influence of the Hive Mind to control Tyranid battlefield tactics to a certain extent. This has been achieved by coming up with a unique system for giving orders to Tyranid broods.

A lot of the Tyranid creatures are relatively unintelligent and will fight according to their instincts when not instructed otherwise by the hive mind. This is represented in Epic scale by not allowing them to choose their orders like ordinary troops and tanks, instead they do whatever they do best – charge forward into close combat, stay in place and shoot, or whatever. This instinctive behaviour is not a problem in itself but it does make the Tyranid swarms harder to co-ordinate in an overall plan.

To overcome this the Tyranid player receives Hive Mind cards. The Hive Mind cards represent the Tyranid gestalt consciousness controlling its minions in combat as well as providing support and special events like *psychic barrages* and *bio-assasins*. Playing Hive Mind cards allows the Tyranid player to control his instinctive creatures directly, so these cards are vital to the execution of any plan. The number of Hive Mind cards a player gets to use each game turn depends on the size of the swarms in his army. However, as the swarm suffers casualties its structure gradually disintegrates and the amount of Hive Mind cards it receives is reduced.

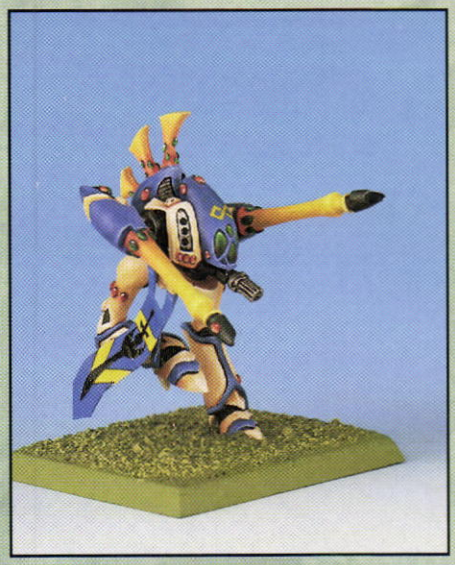
This all means that the Tyranid army becomes increasingly uncoordinated as it suffers more and more damage. These special rules ensure that a Tyranid commander is best off when working to a plan that places his instinctive creatures where they can support each other, rather than scattering his forces all over the battlefield.

The final difference between Tyranids and conventional forces is that Tyranids gain an increased number of victory points for breaking and destroying enemy forces and nothing for capturing Objectives. This is because holding particular pieces of a planet is of little importance to the Hive Mind in comparison to eliminating all enemy resistance on a world so that it can be stripped bare by the Hive Fleet.

The result of all these adjustments has proved most satisfactory and makes the Tyranids very different and challenging to play with or against. When this is combined with the stunning artwork and miniatures created for Hive War and the exceedingly handsome full colour cards, counters and templates in the box, I reckon that Hive War has turned out briliantly well and will soon beome a "Must Have" army for Epic players. I hope that it brings as much enjoyment to all you Epic players as it has given me working on it.

HEAVY METAL™

ELDAR™ TITANS AND IMPERIAL KNIGHTS



ELDAR REVENANT SCOUT TITANS

IMPERIAL BARON

THE IMPERIAL BARON LEADS HIS KNIGHT HOUSEHOLD AGAINST AN ELDAR WARHOST

ELDAR REVENANT SCOUT TITANS

By Andy Chambers

With its lightning speed and deadly armament, the Revenant Scout Titan epitomises the Eldar approach to war! Each Revenant Titan is equipped with a pair of sophisticted jump jets which enable it to bound across the battlefield in a series of springing leaps. Armed with two pulse lasers, a missile launcher and a scatter laser, Revenants use their mobility to pick off vulnerable enemy units or crack open and exploit any weaknesses in the line.

ELDAR TITANS

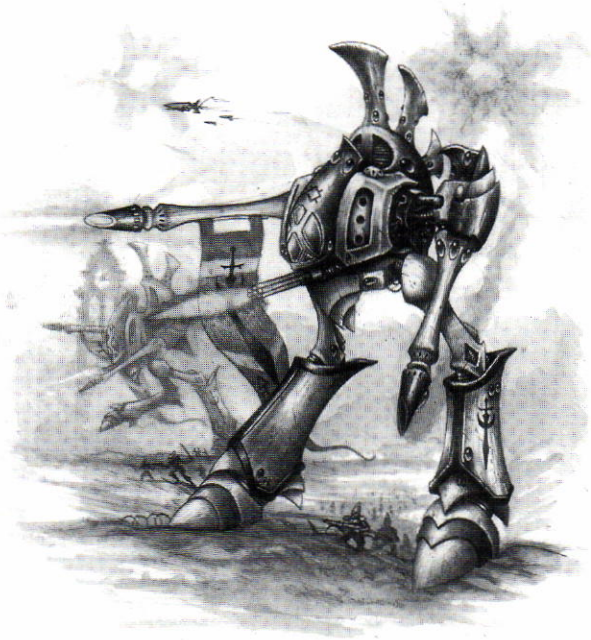
Eldar Titans are very different to those used by the Imperium. Imperial Titans are born in the boiling flames and arcing energies of the Adeptus Mechanicus forges, bolted and welded together with ceramite skins and adamantium bones. Eldar Titans are grown or extruded from a strange psycho-plastic called Wraithbone, under the control of the psychic morphing powers of the Eldar caste of Bonesingers. Wraithbone is an immensely durable material, tougher than adamantium and stronger than plasteel. Wraithbone has another important property, it can conduct psychic energy and respond to it in an almost organic way. This gives Eldar Titans a flexibility and a finely tuned musculature almost akin to living creatures.

Eldar Titans are tall and slender, moving with a smooth agility and grace unachievable by human Titans. They benefit not only from the experience of their crews (who dedicate themselves to their Titan for the equivalent of several human lifetimes) but also from the collective consciousness of a large Spirit stone which contains the souls of numerous dead Eldar. The Titan's Wraithbone core permits the spirits contained within it to flow freely through the whole construct. This gives the Eldar Titan a consciousness of its own which, combined with its living crew, makes it a deadly fighting machine.

SCOUT TITANS

The best known Eldar Titans are the Phantom and Warlock Battle Titans. These tall, elegant instruments of war are quite capable of crushing any opponent. Less common, but no less deadly, are the Eldar Revenant Scout Titans. These sleek, fast killing machines are deployed to add extra punch to the Eldar skimmer forces of Jetbikes and Vypers whenever they are raiding or scouting the enemy battle line. Revenants are well armed for their size, normally carrying twin pulse lasers for use against tanks and Titans, plus a missile launcher and a scatter laser for tackling enemy infantry. With the aid of the Revenants, Eldar Jetbikes can sweep aside the opposing forces and launch deep strikes against enemy-held objectives.

To increase the manoeuvrability of the Revenant and enable it to keep up with the skimmers, the Titan is equipped with a highly efficient arrangement of jets powered by gasses siphoned directly from the Titan's plasma reactor. These very powerful jump jets allow the Revenant to make long, powered leaps which can easily carry it over intervening battlefield obstacles such as woods, marshes or buildings.



THE YARANT WARS

When the Eldar fought against the forces of Chaos in the Yarant system, Revenant Titans played a vital role. After a month of gruelling conflict, the prophetic Eldar Farseers determined the location of the headquarters of the Death Guard – the Legion of Traitor Space Marines beloved of the Chaos god Nurgle. On Yarant IV, the Death Guard formed the core of the Chaos resistance and the Farseers believed that an attack against their headquarters would disrupt the whole Chaos battle force. Once this had been achieved, a final all-out offensive would cast the Chaos hordes from Yarant IV once and for all.

The headquarters were sited in the midst of a morass of rotting jungle and swamps near the Timan valley. The camp was shielded against orbital bombardment and the Death Guard garrison entrenched in the festering jungles could easily delay a conventional force long enough to bring in reinforcements. A direct assault against the headquarters with skimmers would invite disaster as the attackers would be cut off from help the moment they passed over the surrounding terrain and entered the treacherous deltas and swamps.

ELDAR ATTACK

To overcome these obstacles, the Eldar launched a series of diversionary raids in the Timan valley while a Wind Rider host and six Revenant Scout Titans moved towards the jungle in great secrecy. Once this force was in position, a full scale attack began in the Timan valley to draw off the Death Guards' reserves. An hour later, in the gathering dusk, the Vypers and Jetbikes screamed down on the Death Guards' forward outposts in the swamp and wiped them out. The Jetbikes swept on, scouting a path through the tangle of stagnant pools and Sekarra groves. Whenever detachments of the Death Guard blocked the way, the Revenants bounded forward and blasted them at close range, overrunning the Plague Marines before they had a chance to form an effective defence.

By using this deadly attack pattern, the combined force broke through to the Death Guard headquarters. Although the surviving warriors of the Death Guard garrison fought with fanatical determination, the Revenants, Vypers and Jetbikes tore through their positions and destroyed the command bunker with minimal Eldar losses. The Eldar continued to strafe the Chaos camp until the arrival of further Chaos reinforcements some hours later forced the attackers to withdraw into the surrounding jungle.

A week after the lightning raid, the forces of Chaos were pushed off Yarant IV altogether by a major Eldar offensive. The clearance of the the swamp had been the turning point in the whole battle.

REVENANT SCOUT TITAN SPECIAL RULES

HOLO FIELDS

Certain Eldar vehicles and troops make use of a sophisticated system of defensive screens known as holo fields. The most well known users of the holo field are Eldar Titans. Holo fields are not designed to block, absorb or shunt aside attacks like Imperial void shields and Ork power fields. Instead the holo field confuses enemy's locating and targeting systems by defracting the subject's image. When a unit protected by a holo field moves, its image seems to explode into a storm of multi-coloured shards. The faster the vehicle or Titan moves, the more scattered the image becomes. When it stops, the cloud appears to coalesce into a solid shape again. Thus the holo field is well suited to the Eldar precepts of speed and mobility over armour and firepower.

Any unit protected by a holo field receives an additional saving throw whenever it takes a hit. Because the effectiveness of the holo field is linked to the speed of movement of the vehicle or Titan, the saving throw varies according to what orders the subject is on. This makes the holo field far more effective when the target is on Charge orders rather than First Fire. The table below summarises what saving throw the vehicle or Titan has on different orders. The saving throw is tied only to the unit's orders and not to the distance the model moves in a turn.

This extra save is always taken first and is not modified by the attacking weapon's armour saving throw modifier – having the power to punch through heavy armour is of no help if the target isn't where it's supposed to be! On the other hand, holo fields are useless against area effect weapons which don't rely on pin-point accuracy to hit. Therefore, the holo field save does not apply against hits from barrages, or any other attack that uses a template of any kind.

HOLO FIELD SAVING THROWS

Orders	Saving Throw
First Fire	4+
Advance	3+
Charge	2+

The Revenant Scout Titan wants to use its jump jets to engage the Orks in close combat. Although the rocks and the Ork building are the same width, the rocky spires are too tall for the Revenant to jump over. This is worked out as follows. The Ork building is less than 5cm tall so the Revenant can make its full jump of 15cm, easily enough to take it over the width of the building and into the Bad Moon Weirdboy Battletower. The rocks, on the other hand, are 10cm high. This is 5cm taller than a normal jump and reduces the horizontal distance of the leap by 10cm. That would leave only 5cm to cover the width of the rocks – nowhere near far enough, so the Giblet Grinda is safe!

JUMP JETS

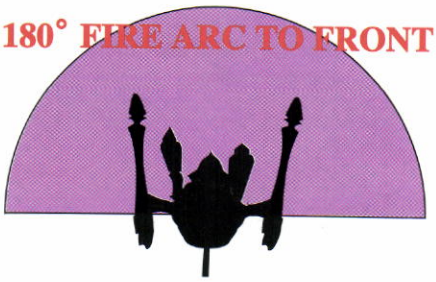
The Revenant is equipped with a pair of powerful jump jets which are powered directly from its plasma reactor. Gravitic drives cut in when the Revenant jumps, neutralising part of its mass to allow it to make long graceful leaps over obstacles and impassable terrain.

The Revenant's jump jets are activated when it dedicates all of its power to movement, hence they may only be used when the Titan is on Charge orders. Using the jump jets allows the Revenant to ignore terrain when it moves. However, the Revenant's movement must be made in a series of leaps, not just one long one.

The maximum distance a Revenant can leap in one go is 15cm, so a Revenant on charge orders can make up to four 15cm leaps. The maximum height of a jump is 5cm, if a Revenant has to jump over a higher obstacle it costs 2cm of its movement for every additional 1cm of height it needs to make it over the obstacle. A Revenant cannot land in or on impassable terrain because of the risk of crippling damage to its legs on impact.

WEAPONS

The Revenant scout Titan is equipped with four weapons systems, making it heavily armed for a Scout Titan. Because of its compact size a Revenant cannot carry weapons designed for the Phantom or Warlock Battle Titans and uses specially designed weaponry instead. All of the Revenant's weapons systems have a 180° fire arc to the front.



Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Pulse Laser	75cm	1	3+	-2	See rules
Missile Launcher	100cm	4 Barrage Points		0	Uses Barrage template
Scatter Laser	25cm	3	5+	0	

PULSE LASERS

Pulse lasers are compact versions of the larger pulsar cannon carried by Eldar Battle Titans. These weapons both consist of a highly sophisticated laser cannon which can fire short volleys of powerful laser bolts. The pulse laser can be fired in one of two ways. When fired at a single foe, the pulse laser can be held steady to ensure several pulses hit the target. Against more numerous opponents the pulse laser can be moved fractionally between each bolt to sweep an area with bursts of laser energy.

A pulse laser is normally mounted in each arm position on a Revenant Scout Titan and though the weapon couplings are interchangeable, the inherent flexibility of the pulse lasers means this weapon fit is seldom varied.

SPECIAL RULES

When you fire a pulse laser you must declare which way you will use it. If you fire against a single target, roll to hit just once. If you hit roll a D6: 1-2 = 1 hit 3-4=2 hits 5-6= 3 hits. Each hit must be saved against separately or will knock down a single void shield or power field on units protected by them. If you decide to sweep an area, take the barrage template and place it over any target point in line of sight and within range of the pulse laser. Roll once to hit each model which is at least half under the template. Note that though this attack uses a barrage template it is not an actual barrage so it cannot be fired indirectly, nor will it damage buildings.

SCATTER LASER

Revenant Scout Titans carry a scatter laser mounted beneath the crew compartment to supply extra short-range anti-infantry firepower and fight off enemy assault squads. The scatter laser is surprisingly deadly for its size. It comprises of six separate laser chambers which can be fired sequentially or simultaneously to lay down a withering hail of fire.

MISSILE LAUNCHER

Revenants mount a set of small missile pods on either side of the head for bombarding infantry, buildings and fortifications. The missiles and their guidance systems are identical to those mounted in the wing weapon hardpoints of Phantom and Warlock Titans.

REVENANT SCOUT TITAN DETACHMENT

Revenants fight as individual units which cannot be broken so they don't have to take morale checks. 3 Victory points are awarded to the opposing player for each Revenant Scout Titan destroyed.

VICTORY POINTS 3

Your opponent gains 3 VPs for each Revenant Scout Titan destroyed.

REVENANT SCOUT TITAN DETACHMENT

A Revenant Scout Titan detachment consists of 2 Revenant Scout Titans.

POINTS VALUE 600

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POINTS VALUE 600

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MAKING YOUR ARMY CARDS

To make your Revenant Scout Titan detachment army cards is simple. First, cut out the cards, but make sure you keep the front and back halves of each card together. Fold each card down the dotted line and glue the front and back together (Citadel PVA glue is ideal). We recommend that you insert a piece of thin card between the two halves before sticking, to make your army cards stronger. All you have to do now is trim off any excess card, and there you have it!

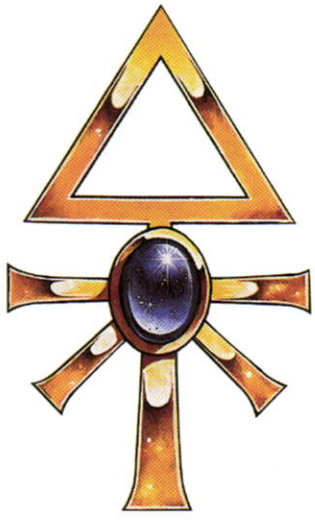
REVENANT SCOUT TITAN

MOVE	CLOSE ASSAULT FACTOR
30cm	+7

The Revenant Scout Titan is protected by a holo field and mounts two pulse lasers, plus a scatter laser and missile launcher.

The Revenant Titan is very fast and extremely agile, so unlike other Titans it can turn as many times as it wants while it is moving.

When a Revenant Titan is on Charge orders opponents have a -1 to hit modifier because the Revenant can dodge incoming fire.



As long as it has Charge orders, the Revenant Titan's jump jets allow it to leap over impassable or difficult terrain up to 15cm wide and 5cm high when it is moving. The Revenant may not use its jump jets to land on top of impassable terrain.

HOLO FIELD SAVING THROWS

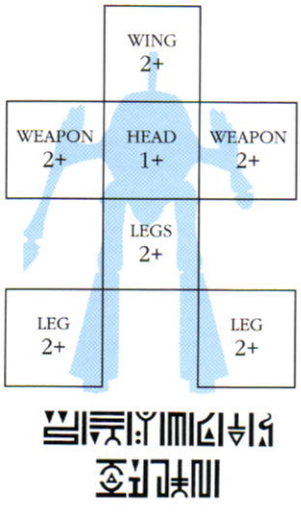
Orders	Save
First Fire	4+
Advance	3+
Charge	2+

Holo field saving throws are unaffected by the attacker's save modifier. Attacks which use a template of any kind (like barrages) always ignore holo fields

WEAPON	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MOD.	NOTES
Pulse Laser	75cm	1	3+	-2	See rules
Missile Launcher	100cm	4 Barrage Points		0	Uses Barrage template
Scatter Laser	25cm	3	5+	0	

HIT LOCATION TEMPLATES

FRONT



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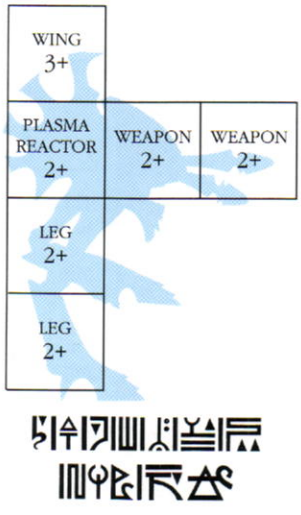
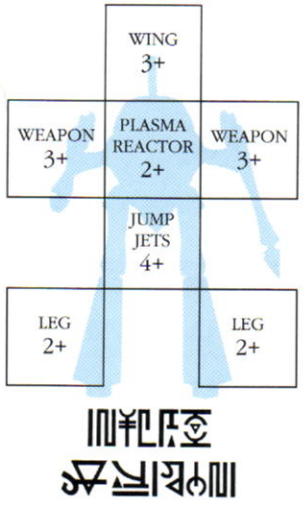


REAR



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REVENANT SCOUT TITAN DAMAGE TABLES

HEAD DAMAGE TABLE – Roll D6

1-2 The Titan's Wraithbone circuits have been damaged. Until the damage is repaired the Titan's CAF is halved and it may only move or fire if you first roll a 4+ on 1D6 (roll the D6 just before you move or fire). Roll a 4+ on 1D6 in the End phase to repair the damage.

3-4 The shot rips through the head and cracks the Spirit stone. The Titan's CAF is halved for the rest of the game, and it may only move or fire if you first roll a 4+ on 1D6 (roll the D6 just before you move or fire).

5-6 The shot rips through the head and triggers massive internal explosions within the Revenant Titan. The Revenant crashes to the ground. Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or stands that are fallen on are destroyed.

WEAPON DAMAGE TABLE – Roll D6

1-2 The weapon has been damaged by the attack, and may not be used again until it is repaired by rolling a 4+ on 1D6 in the End phase.

3-4 The weapon has been destroyed and may not be used again in this battle.

5 The weapon is blown clean off the Scout Titan and scatters 2D6cm in a random direction. Any vehicles or stands underneath the point where it lands must make an unmodified saving throw or be destroyed.

6 The weapon is blown off the Revenant as above, but there is also a flashback to the Titan's hull. Roll a D6 to see what was affected by the flashback:

1-2	Wing
3-4	Reactor
5-6	Head

Then roll the D6 again and refer to the appropriate Damage Table to find out what damage is caused.

JUMP JETS DAMAGE TABLE – Roll D6

1-2 The jump jets have been damaged by the attack and may not be used until they are repaired by rolling a 4+ on 1D6 in the End phase.

3-4 The jets are triggered by the hit, blasting the Titan 2D6cm in a random direction. If the Titan lands in dfficult or impassable terrain it is destroyed.

5-6 The jump jets explode and cause damage to the reactor, causing the Titan to jump as in the result above, and make a roll on the reactor damage tabole

WING DAMAGE TABLE – Roll D6

1-3 The holo field wing has been damaged. The Revanant's holo fields will not work until the damage is repaired by rolling a 4+ on 1D6 in the End phase.

4-6 The wing is totally destroyed and the Revanant Scout Titan's holo fields will not work for the rest of the game.

REACTOR DAMAGE TABLE – Roll D6

1-2 The Titan's plasma reactor has been breached and shuts down. The Titan grinds to a halt and may not move or fire until the damage has been repaired on a D6 roll of 4+ in the End phase. No other damage may be repaired until the plasma reactor is back on line.

3-4 The Titan's plasma reactor has been breached. Attempt to repair the damage in the next repair phase. If you fail there is a reactor meltdown and the Revenant is destroyed (see the next result for the effects of a meltdown). If you succeed the reactor comes back on line and the scout Titan may move and fire as normal.

5-6 The Revenant's plasma reactor has been destroyed, and the Titan is vaporised in a spectacular meltdown. The Revenant Titan is removed from play (replace it with a model crater if you've got one). All units within 2D6 cms suffer an automatic hit, and must make an unmodified saving throw to avoid damage.

LEG DAMAGE TABLE – Roll D6

1-2 The leg is damaged, forcing the Revenant to walk with a pronounced limp. The Titan's movement rates are halved, it may not use its jump jets due to the risk of further damage, and it may not enter difficult terrain.

3-4 The Titan's leg has suffered extensive damage, and it is very likely that it will give way if the Revenant attempts to move. Roll a D6 in each ensuing repair phase, subtracting 2 from the roll if the Revenant has charge orders, or 1 from the roll if it has advance orders. On a roll of 0 or less the leg snaps.

If the leg snaps the Titan will crash to the ground and is destroyed. Decide randomly which way the Titan falls and place it on its side lying in that direction. Any vehicles or stands fallen on are destroyed.

5-6 The leg is blown apart and the Titan collapses to the ground. Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or stands that are fallen on are destroyed

HIT LOCATION

HIT LOCATION/SHOOTING

Roll to hit the Revenant as normal. If you hit, refer to the location templates. Nominate the target area. Roll the pair of **aim dice** and move the location hit as indicated up, down, left or right. If the shot lands in a location area take any appropriate save. If the save fails, refer to the appropriate damage table. If your shot lands on an empty square or outside the grid it has missed the Titan.

CLOSE COMBAT

If beaten in close combat, the enemy chooses a location and damage is rolled on the appropriate damage table. Holo fields have no effect in close combat and saving throws are ignored.

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HEAVY METAL™

IMPERIAL THUNDERBOLTS AND MARAUDERS

IMPERIAL THUNDERBOLT FIGHTER SQUADRON

Swooping down from the skies, the fast-moving Thunderbolt Fighter is a terrifying weapon of war. As the aircraft dives down onto the battlefield it strafes the enemy troops with its devastating autocannons and blasts buildings to rubble with its rocket barrage.

In contrast, the larger and more heavily-armed Marauder Fighter-Bomber soars high above the battlefield. From here it is able to pick out the enemy's super-heavy tanks and Titans and annihilate them with its deadly battlecannon, lascannon and missiles.

IMPERIAL MARAUDER FIGHTER-BOMBER SQUADRON

IMPERIAL MARAUDER FIGHTER-BOMBER SQUADRON

THUNDERBOLT AND MARAUDER SQUADRONS MOVE IN TO SUPPORT THE IMPERIAL ARMOURED ASSAULT

EPIC®

IMPERIAL AIRPOWER

By Andy Chambers

Above the tanks and troops of the Emperor's armies roar waves of Thunderbolt fighters and Marauder fighter-bombers. As the ground forces prepare to attack, the aerial assault smashes a hole in the enemy line, preparing the way for the advance. In this article, Andy Chambers climbs into the cockpit as Imperial flyers take to the air.

THE REDISCOVERY OF FLIGHT

As man tumbled down from the highest peak of his civilisation into the barbarity and darkness of the Age of Strife, the secret of flight was almost completely forgotten. The mighty air armadas of the Warlords on ancient Earth drove each other from the skies, and even the victors became earthbound for want of precious fuel.

The skies were empty for over a millennium while the Warlords continued to war against each other. Finally, the Emperor arose to lead Mankind out of barbarity in the Great Crusade. This was as much a quest for knowledge as a reunification of the scattered fragments of mankind's old confederation and the secret of flight was re-discovered. The Tech-Adepts of Mars had guarded their hidden stores of knowledge well during the Age of Strife, and as the Emperor's forces spread across the galaxy they were overshadowed by the wings of Imperial aircraft.

AIRBORNE ASSAULT

Aircraft are a potent fighting arm on the battlefield. They can bomb and strafe ill-prepared defenders almost with impunity, diving down to strike at them like a bolt of lightning. Roving squadrons of fighter-bombers are able to move quickly to attack enemy breakthroughs or silence artillery behind the foe's front line, as well as directly supporting attacks by ground forces. Fighters are also supremely useful for intercepting enemy flyers and keeping them away from vulnerable positions by engaging them in dogfights. However, aircraft invariably sacrifice protection for speed and most flyers are lightly armoured in comparison to battle tanks. Combat pilots have to be wary about taking too much incoming fire, or their fine craft can quickly turn into a flaming, earth-bound coffin.

ORGANISATION

Within the Imperium there is no single air force. Instead, each fighting arm maintains a number of its own flying machines for the support of its own armies. The Imperial Navy undoubtedly has the largest number of fighters and bombers at its command, and they play a vital role in space battles as well as planetary invasions. The Adeptus Mechanicus' well-supplied Tech-Guard regiments normally have a large number of aircraft at their disposal. The presence of aircraft to support Imperial Guard regiments is largely dependent on the individual commanders – some maintain regimental squadrons while others eschew them in favour of plentiful anti-aircraft guns and more men.

The Space Marines of the Adeptus Astartes use aircraft to protect their Thunderhawk Gunships and to soften up landing zones and spearhead their lightning assaults. These aircraft squadrons usually operate from orbiting Imperial battle barges and are configured to fight in the vacuum of space as well as within planetary atmospheres.

THUNDERBOLT FIGHTER

The Thunderbolt fighter has served the Imperium faithfully for over ten millennia. Squadrons of these blunt, heavy aircraft fought over the Imperial Palace in the Horus Heresy and they continue to do battle in the skies over a thousand different worlds throughout the Imperium to this day. The versatility of the Thunderbolt's design has kept it in service with the Imperial Guard, Space Marine Chapters, the Adeptus Mechanicus' Tech-Guard and the Imperial Navy with only minor modifications for the myriad of different environments it has fought in.

The Thunderbolt is well armed with autocannon and rockets for ground-attack and air-to-air combat, but it is this craft's remarkable durability which has always endeared it to its pilots. The plane itself is powered by two reliable plasma ramjets and its wings and fuselage are comparatively well-armoured with armourplas and ceramite plates.

The Thunderbolt fighter is a flyer and follows the full rules for flyers which can be found in the Titan Legions rulebook. Each Thunderbolt carries several rocket pods but the craft in a squadron are not equipped to fire combined salvoes like artillery. Instead, the Thunderbolts in the squadron fire individually at targets of opportunity. Because of this the fighters in a Thunderbolt squadron do not combine their barrage points together. Each fighter makes its own attack and uses a separate barrage template. Both Imperial Guard and Tech Guard Thunderbolt squadrons are independent and are not subject to the normal chain of command rules.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Thunderbolt	30-60cm	4+	+2	Autocannon	25cm	3	5+	-1	Flyer,
				Rockets	25cm	4 Barrage points		-1	does not combine barrage.

MARAUDER FIGHTER-BOMBER

During the bitter campaigns after the Horus Heresy as the Imperium fought to cleanse itself of the taint of Chaos, the shortcomings of the Thunderbolt became evident. Though the Thunderbolt excelled as an all-purpose machine for close support and dogfighting, it lacked the heavy weaponry to shatter heavy tanks and Titans. The short range of the Thunderbolt's rockets and guns also meant that it had to dive into the heart of the enemy to deliver its strike and this often proved to be a one-way trip for inexperienced pilots.

Various alternative weapon fits were tried on the Thunderbolt airframe to overcome these problems, but none were very successful. It seemed that the Thunderbolt was too well balanced for its standard armament to change it without serious affecting the whole plane. Eventually, newly discovered knowledge enabled the Tech-priests to modify an obsolete STC (Standard Template Construct) fuselage and wing into a lethal new craft – the Marauder fighter-bomber.

The Marauder fighter-bomber is a much heavier plane than the Thunderbolt but its quad ramjets mean it is just as fast when it needs to be. The Marauder is designed for making slower attack passes than the fighters, picking off targets with its longer ranged weaponry. To deal with tanks, the Marauder carries a stripped-down battle cannon as its main armament, and this massive weapon occupies most of the forward fuselage area. The Marauder also carries missile racks slung under its wings, and a lascannon mounted in a turret.

The Marauder fighter-bomber is a flyer and follows the full rules for flyers which can be found in the Titan Legions rule book. The lascannon on the Marauder is turreted so it can fire in any direction, not just into the Marauder's forward fire arc. Each Marauder carries several missiles but the craft in a squadron are not equipped to fire combined salvoes like artillery. Instead, the Marauders in the squadron fire individually at targets of opportunity. Because of this the fighter-bombers in a Marauder squadron do not combine their barrage points together. Each fighter makes its own attack and uses a separate barrage template. Both Imperial Guard and Tech Guard Marauder squadrons are independent and are not subject to the normal chain of command rules.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Marauder	20-60cm	3+	+1	Battlecannon	50cm	1	4+	-2	Flyer,
				Lascannon	50cm	1	5+	-1	does not combine barrage.
				Missiles	50cm	4 Barrage points		-2	

THUNDERBOLT AND MARAUDER EPIC ARMY CARDS

To assemble your new Epic army cards, first cut them out, taking care to keep the front and back of each one together. Then fold each one in half along the dotted line. Finally, spread a thin layer of glue across the back of the card and press the two halves firmly together. To make your army cards more hard wearing, it's a good idea to insert a thin layer of cardboard (cereal packet is ideal) between the two halves before you glue them together.

THUNDERBOLT FIGHTER SQUADRON

Thunderbolt fighters are independent and may be given orders even if they have no chain of command.

BREAK POINT 2: The squadron is broken once it has lost 2 fighters. Once broken the squadron must take a morale check.

MORALE VALUE 3: Imperial Guard fighter squadrons have a morale value of 3. They must roll **3** or more on a D6 to pass their morale check.

VICTORY POINTS 3

Your opponent gains 3 VPs when the squadron is broken.

THUNDERBOLT FIGHTER SQUADRON

A Thunderbolt fighter squadron consists of three Thunderbolt fighters.

POINTS VALUE 250

MARAUDER FIGHTER-BOMBER SQUADRON

Marauder fighter-bombers are independent and may be given orders even if they have no chain of command.

BREAK POINT 2: The squadron is broken once it has lost 2 models. Once broken the squadron must take a morale check.

MORALE VALUE 3: Imperial Guard fighter-bomber squadrons have a morale value of 3. They must roll **3** or more on a D6 to pass their morale check.

VICTORY POINTS 4

Your opponent gains 4 VPs when the squadron is broken.

MARAUDER FIGHTER-BOMBER SQUADRON

A Marauder fighter-bomber squadron consists of three Marauder fighter-bombers.

POINTS VALUE 350

THUNDERBOLT FIGHTER SQUADRON

BREAK POINT 2: The squadron is broken once it has lost 2 fighters. Once broken the squadron must take a morale check.

MORALE VALUE 2: Space Marine fighter squadrons have a morale value of 2. They must roll **2** or more on a D6 to pass their morale check.

VICTORY POINTS 3

Your opponent gains 3 VPs when the squadron is broken.

THUNDERBOLT FIGHTER SQUADRON

A Thunderbolt fighter squadron consists of three Thunderbolt fighters.

POINTS VALUE 250

MARAUDER FIGHTER-BOMBER SQUADRON

BREAK POINT 2: The squadron is broken once it has lost 2 models. Once broken the squadron must take a morale check.

MORALE VALUE 2: Space Marine fighter-bomber squadrons have a morale value of 2. They must roll **2** or more on a D6 to pass their morale check.

VICTORY POINTS 4

Your opponent gains 4 VPs when the squadron is broken.

MARAUDER FIGHTER-BOMBER SQUADRON

A Marauder fighter-bomber squadron consists of three Marauder fighter-bombers.

POINTS VALUE 350

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EPIC®

TITAN LEGIONS™

ABOMINATION!

By Ian Pickstock and Gavin Thorpe

As the Tyranid invasion grows in strength, we take this opportunity to bring you a report on one of our recent Epic games. Can the Imperial forces stop the onrushing alien hordes or will Hive Fleet Kraken engulf the few, brave defenders?

EPIC HIVE WAR

Gavin: Last month, Andy Chambers described how he developed the rules for the new Epic Tyranid army. As the army took shape, Andy led the swarms of the Hive Mind against every conceivable opponent. Ian and I took command of some of those armies, fighting battle after battle against the alien might of the invading Tyranid horde.

When the playtesting was over and the final product was being assembled, fresh projects beckoned and other duties came to hand. After a couple of months, when everything had been printed, Ian and I decided to have another go at fighting with this most alien of alien races. A few battles later, we'd got the hang of the Tyranids' unusual army structure and Ian was putting up a valiant defence against my rampaging Tyranid swarm. As we were having so much fun, Robin suggested that we actually do some work and write up one of these struggles! The result is the battle you see here.

THE BATTLE

At the start of the second Tyrannic war, the vast malevolence of Hive Fleet Kraken struck deep into the Ultima Segmentum, smashing aside the first Imperial attempts at defence. As the Emperor and his servants mobilised to stop this apocalyptic threat, it was left up to the scattered forces of the Imperial Guard, Space Marines and Titan Legions to slow the Tyranid advance. This battle represents just one small incident in this titanic conflict, as the vast might of the Imperium struggles for survival against the alien Tyranid horde.

In this game, a combined Imperial force intercepted a small portion of Hive Fleet *Kraken*. This scouting force was exploring ahead of the main fleet and it was the task of Inquisitor Carrax leading Strike Force *Damacles* to destroy it. Inquisitor Carrax knew he would face horrific strains of Tyranid bio-engineering that had never before been encountered, and his secondary mission was to compile a report of these creatures for the High Lords of Terra. To combat the seemingly ever-changing alien menace the Imperium needs every piece of data it can get. Any clue that might give away a weakness in the Tyranids, or suggest a way to eradicate the threat they posed, was too valuable to miss. The scene was set for a battle to the death!

Inquisitor Carrax stared at the view screen. Tiny red blips were appearing, slowly at first, but then quicker than he could follow. Within minutes they had merged into a solid, glowing mass which flowed over the screen like blood, bathing the Inquisitor's face in an eerie, red light. The Tyranid assault had begun.

With a jarring lurch, Carrax's Rhino ground to a halt. Servos began to crank into operation and the rear door swung open. Daylight flooded in. Inquisitor Carrax stepped out and the troops around him erupted in cheers and shouts of "Praise to the Emperor". Carrax saluted back and the furore died down as the Guardsmen went about their tasks, checking and rechecking their weapons. Many ran to and fro, no doubt scrounging for more ordinance, trying to get their squad extra grenades and special issue equipment. Inevitably, some squads would find their supplies suddenly short, while the older, more wily Guardsmen would be armed to the teeth! Carrax knew his presence had raised their spirits and most men were almost cheerful, knowing that with him present the Emperor was watching them. Even so, fear still shone in their eyes at the thought of the horrors they would soon have to face.

He signalled to the company commanders who began issuing orders down the comm-net. Immediately, the infantry began to form up in ranks, tank crews clamped down their hatches and engines roared into life. In under a minute the company was formed and the advance began.

STRIKE FORCE DAMACLES

By Ian Pickstock

When Robin asked me if I would take part in an Epic battle report, I was happy to oblige. Having fought many battles with the Imperial army, I was ready to take on the alien forces of the Hive Mind.

Firstly, I considered what my enemy was good at and how they win. Tyranids don't get victory points for capturing Objectives – all of their VPs come from killing! They get the normal points when they break a unit, but get also the same value again when they wipe it out! This made it important for me to capture Objectives early in the game while I still had sufficient troops. Many of the Tyranid troops carry deadly short range weapons and have vicious close combat capabilities. My biggest fear was that Gavin would gather all his force together and concentrate his attack on one point of the battlefield. If I was unprepared for this then wave after wave of Tyranids would smash into my line, overwhelming my defenders in a torrent of blood.

Morale tests were another major worry. For a variety of reasons a Tyranid army can force you to take lots of morale tests in quick succession. These range from the the terrifying effect of the Carnifexes and Dominatrix to the Hive Tyrant psychic power *The Horror*. When you are forced to take a large number of morale checks there is a good chance your troops can be wiped out before they even get a chance to fire!

PREPARING FOR COMBAT

I decided to divide my force into two elements. The main bulk of my army would be devoted to speeding forwards to capture as many Objectives as possible. I started with an Inquisitor – any units within 25cm of him would automatically pass their morale tests,which would be invaluable. To bear the brunt of the fighting, I picked a Leman Russ company and an Imperial Guard Tactical company. To give these troops some protection against Mycetic Spores I also included a Hydra detachment. Any beasties that dropped within range would be met by twelve attack dice! Finally, to round off this part of my army I decided to take a Warhound Scout Titan detachment. These fast moving Titans would be ideal to exploit any gaps or weaknesses in Gavin's army, especially if they could move around a flank and get behind the advancing Tyranids!

The rest of my army would comprise a fast, hard-hitting attack force which would charge forward and meet the Tyranids head on. These units would try to bog Gavin's troops down in the middle of the battlefield. Maybe, if the dice were with me, I could even start pushing them back! If this attack started to falter then I could move units from my main force to lend some support. For this attacking force I would need something that had lots of firepower and was relatively good in close combat. This left me to choose between super heavy tanks like Baneblades or some Imperial Knights. I decided to go for the Knights as their shields would also help them weather the storm of bio-cannon fire they would inevitably face. I took a Household of Knights Paladin, a detachment of Knights Lancer and a Baron (who allows nearby Knights to add +1 to their morale tests). To really give the attack force some punch, I supported it with a complete Reaver Titan Battle Group!

INTO BATTLE

Gavin's placement of Objectives 1-4, made it fairly clear that his attack would come down my right flank. Therefore directly opposite this area I deployed my attack force, ready to tackle the Tyranids head-on! To cover the attack force's rear from any Mycetic Spores I decided to place one of my Commissars and an Imperial Guard Tactical detachment on the hill behind them. From this vantage point they would be able to pour fire on any attackers that got too close.

I thought that the area inside the river bend would be an ideal place for the bulk of my army. The river itself would protect my flanks and it would be very unlikely that any Mycetic Spores would drop amongst the mass of buildings or the river itself. This group would charge across the river and then spread out to capture Objective 6 and protect the flank of my attack force. To add some more clout, I detached *Ferratus Primus* from the Reaver Titan Battle Group. Although this would leave the Titan on advance orders for the entire game, this was probably what I would have done anyway. From this supporting position, the Titan could use its barrage missile to crush any Tyranid assaults heading towards the bridge.

STRIKE FORCE DAMACLES (4000 POINT IMPERIAL ARMY)

KNIGHT HOUSEHOLD

A Knight Household consists of a Knight Paladin HQ unit and two detachments of three Knights Paladin each.

Knight Paladin HQ UNIT | Knight Paladin Detachment | Knight Paladin Detachment

POINTS VALUE 550

LEMAN RUSS TANK COMPANY

A Leman Russ tank company consists of a company HQ tank plus 3 Leman Russ squadrons. Each squadron contains 3 Leman Russ tanks including a squadron HQ.

Company HQ UNIT + Squadron 1 | Squadron 2 | Squadron 3

POINTS VALUE 600

IMPERIAL GUARD TACTICAL COMPANY

An Imperial Guard tactical company consists of 1 company HQ unit and 3 tactical platoons. Each platoon comprises 10 tactical stands and includes a section HQ.

Company HQ UNIT + Tactical Platoon 1 | Tactical Platoon 2 | Tactical Platoon 3

POINTS VALUE 600

REAVER TITAN BATTLE GROUP

A Reaver Titan Battle Group consists of three Reaver Battle Titans.

Reaver Titan | Reaver Titan | Reaver Titan

POINTS VALUE 1000

SPECIAL CARD

BARON

POINTS VALUE 150

HYDRA DETACHMENT

A Hydra detachment consists of 3 Hydra AA guns including 1 detachment HQ Hydra.

POINTS VALUE 250

KNIGHT LANCER DETACHMENT

A Knight Lancer detachment consists of 3 Knight Lancers.

POINTS VALUE 250

WARHOUND SCOUT TITAN DETACHMENT

A Warhound Scout Titan detachment consists of two Warhound Scout Titans.

POINTS VALUE 500

SPECIAL CARD

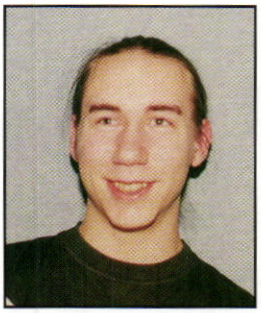
INQUISITOR

An Inquisitor is represented by an Inquisitor stand and a Rhino.

POINTS VALUE 100

TYRANID INVASION!

By Gavin Thorpe



From across the void we came, seeking fresh material for the Tyranid gene-stock. I wasn't totally inexperienced with the Tyranids as I had helped playtest the army during its development. However, I had mainly faced the attacks of the bio-engineered alien hordes, watching their approach over the sights of my trusty Imperial lascannons, Eldar pulse lasers or Squat battlecannons. Now I was in command and it was the time to remember all those intergalactic plans and nasty tricks that had been used against me to great effect by that dastardly super-fiend Andy Chambers.

ORGANISING THE ARMY

Tyranids have a unique command structure which represents the influence of the Tyranid Hive Mind. Basically, there are three types of Tyranid troops: *Commanders*, *Independent Creatures* and *Instinctive Creatures*. Dominatrix and Hive Tyrants are *Commanders* and act like any other command units – they don't need to be given orders and can always move up to their charge rate and shoot in the first fire segment. These creatures also influence the way in which you give orders to the rest of your army.

INDEPENDENCE AND INSTINCTS

Then there are *Independent Creatures* like Tyranid Warriors, Lictors and Genestealers. These creatures are closely linked to the Hive Mind and can be given orders just like normal troops from other races. Finally, we come to the *Instinctive Creatures* which make up the bulk of the Tyranid forces. These creatures need the intervention of the Hive Mind or they will revert to whatever comes naturally to them. If, for a variety of reasons, an instinctive brood or creature has no orders they will follow their instinctive behaviour and either *Nest*, *Hunt* or *Rampage*.

Tyranid broods which *Nest* are naturally inclined to remain where they are, protecting themselves by firing their weapons at the closest enemy target in the first fire phase. Examples of creatures that nest are Dactylis, Exocrines and Biovores, all of which have fairly long-ranged weapons. This type of creature is commonly used to support the advancing troops of the main Tyranid assault.

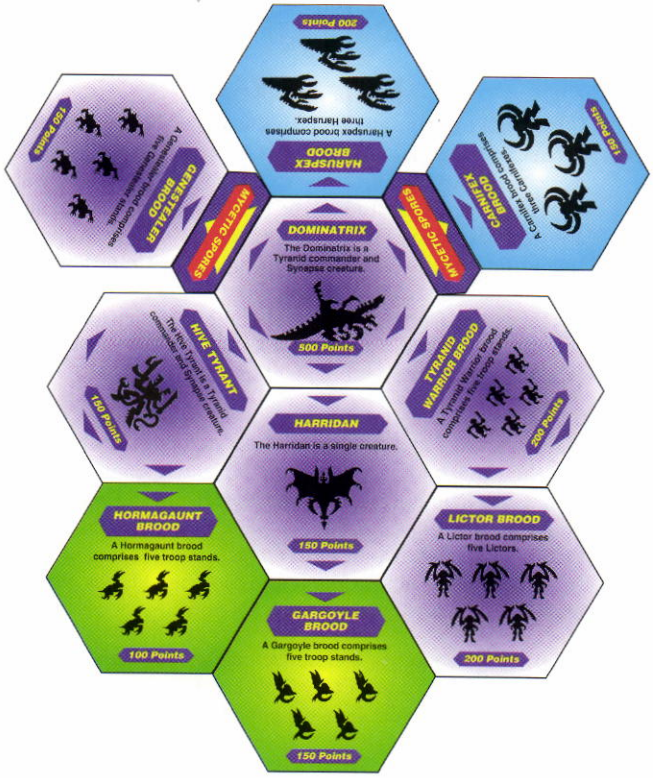
The instinct to *Hunt* will force Tyranid creatures to seek out the nearest enemy and attack them. This behaviour means the creature will move up to its normal movement allowance towards the nearest enemy. If this takes the creature into close combat it will fight, if it doesn't the creature will fire at the hunted target in the advance fire segment. Hormagaunts, Gargoyles and Termagants are all creatures which *Hunt*.

Tyranid troops which *Rampage* are driven to close with the enemy as soon as possible, filled with a desperate need for combat. A rampaging Tyranid will move at double its normal movement rate towards the closest opposition and attempt to bring it into close combat. A rampaging creature pays no heed to the terrain it crashes through and can end up killing itself if it moves into terrain which is normally impassable (though there is a chance it will just keep going, despite the difficulties of the obstacle!). Carnifexes, Haruspex and other vicious close combat opponents are all creatures which *Rampage*.

GIVING ORDERS

At the start of the game and in every psychic phase, the Tyranid player gains a number of Hive Mind cards. These cards all represent some aspect of the Hive Mind's power. Some allow you to change the Tyranid creatures in your force so that they have *Acid Blood* or are filled with an *Adrenaline Surge*. Most of the cards are *Orders* cards though, which you need to give orders to your *Instinctive Creatures*. Each card allows you to place one, two or three order counters, and the units these are given to will follow those orders normally. Also, broods within 10cm of the Harridan or Tyranid Warriors can copy their orders. This meant that I could give non-independent broods the same orders as the brood or creature they were copying. For example, if a Tyranid Warriors brood had advance orders, any other troops within 10cm would be allowed advance orders as well, irrespective of their instinctive behaviour or my Hive Mind cards.

TYRANID HIVE SWARM (4000 POINT TYRANID ARMY)



EVOLVED TO KILL!

The most noticeable thing about the Tyranids is their specialisation. The Tyranids evolve their creatures for one purpose, and they perform that purpose excellently. For example, Exocrines can hurl the acidic ammunition of their bio-cannon tremendous distances, while Genestealers have no ranged weapons but are devastating in close combat. Whatever task you set yourself, the Tyranid army has a creature to fill the place.

Tyranids get no victory points at all for capturing Objectives – they only get them for breaking and wiping out enemy formations. This means that you have to break or destroy almost the entirety of the enemy army to win! This is not as difficult as it seems because the Tyranids have totally lethal troops at their disposal. You can't ignore Objectives altogether though, otherwise your enemy will snatch them all and beat you before you've even started to dent his army. So, I needed to deny Objectives to Ian's army and inflict as many casualties as possible.

Tyranid creatures range from cheap troops like Termagants to the expensive but powerful Dominatrix and the size of your army will vary considerably, depending on what you pick. I decided to go for a really hard, compact force that was made up mostly of expensive troops. In a previous game against Ian I had spread my small army across the whole battlefield and hadn't done very well. This time I would concentrate on a single part of the tabletop and would, with a bit of luck, utterly crush whatever opposed me.

THE SWARMS

With this simple premise in mind I chose my forces. Firstly, I took both the Dominatrix I was allowed with a 4000 point army. Each would form the central nexus of a swarm and although they cost 500 points each, the greater resilience of multiple swarms is really worthwhile. Around my Dominatrix clustered two Hive Tyrants and two Tyranid Warrior broods. These would allow me to attach more swarm cards to each of my Dominatrix.

Even with their unusual organisation and command structure, Tyranid creatures can still be defined as assault, tactical or support units. Exocrines and Dactylis provide support in the form of long range firepower, while Hormagaunts and Genestealers are most definitely assault troops. I decided that one of my swarms would be assault orientated, while the other would contain mainly long ranged support creatures. The Dactylis and Exocrine broods would cover my Genestealers, Hormagaunts and Gargoyles as they scuttled towards the enemy. While this happened the Tyranid Warriors, Hive Tyrants and Dominatrix would provide more mobile firepower. Then I discovered a lone Harridan lurking in the figure cabinets, and had the idea of launching a lightning-fast aerial assault…

AERIAL ATTACK!

My Gargoyles and Harridan would get stuck straight in and bog down Ian's army while the rest of my force scuttled into position. As an added diversion I placed a brood each of Genestealers and Carnifexes in Mycetic Spores, which would allow me to drop them right on top of the Imperial defenders. During playtesting Andy Chambers had made extensive use of such surprise attacks to devastating effect. Hopefully it would do the same for me.

Mycetic Spores are similar to Space Marine Drop Pods and allow you to land some of your broods from the sky. This is not totally without risk as a well prepared enemy can shoot a lot of them to bits as they come down, but they do allow your deadliest troops to get stuck in from the very outset.

THE DETAILS

I now had to iron out the wrinkles in my plan. When Ian revealed that his Titans were on a *Capture* Titan Mission this made it slightly easier for me to deploy. Since I knew where his Titans would most likely be heading, I could position my army to meet them. For this reason the major part of my army lined up opposite the *Capture* objective. Hopefully Ian's Titans would march straight into my trap. In case Ian decided to ignore his Titan Mission and deploy further towards the centre of the table, I placed a Dominatrix and an Exocrine brood to protect the right flank of my army.

Speed would be my main weapon. If I could get stuck in really quickly I could start racking up those victory points before Ian had the chance to grab too many Objective counters. Speed would also help me to snatch the Objectives and deny Ian the points he would need. I felt confident that if I could stop him getting more than two or three Objectives, and prevented him from succeeding in his *Capture* mission, my broods would be resilient enough to break through his army.

Finally, astute gamers will notice that some of the models we used in this battle aren't available yet. That's because the 'Eavy Metal team had already painted up some pre-production samples and we just couldn't keep our sweaty paws off them!

DEPLOYMENT MAP
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'EAVY METAL™

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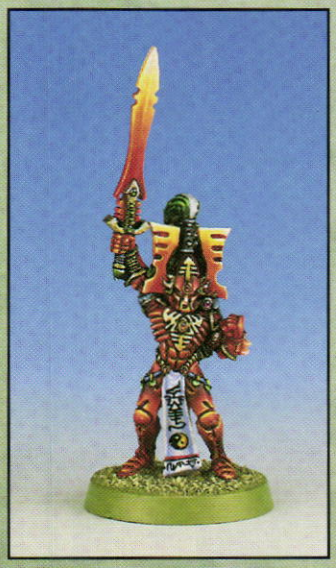


ELDAR AVATAR

ELDAR WAR WALKERS FROM THE ALAITOC CRAFTWORLD

ELDAR WAR WALKERS FROM THE IYANDEN CRAFTWORLD

IMPERIAL CHIMERA DETACHMENT

IMPERIAL

AN AVATAR LEADS THE ELDAR HOST AGAINST IMPERIAL FORCES

'EAVY METAL™

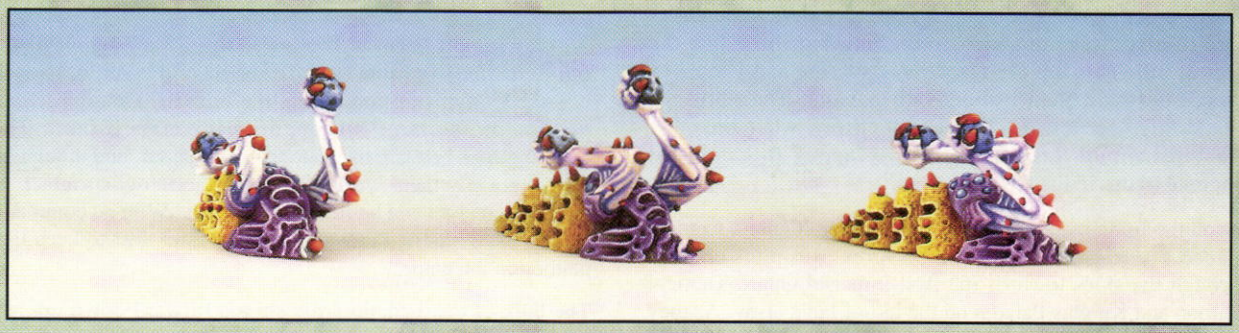
TYRANID BROODS

Tyranid creatures are incredibly variable in their overall appearance and colouration. However, swarms often have similar markings and colouration with their genetic brothers, even though the evolutionary purpose of such solidarity has long since been rendered obsolete by the unifying influence of the hive mind. The colours exhibited by Tyranid creatures tend towards the red portion of the spectrum, possibly indicating they were first spawned beneath an older, redder star than Sol and that their visual perception remains mostly in the infrared band.

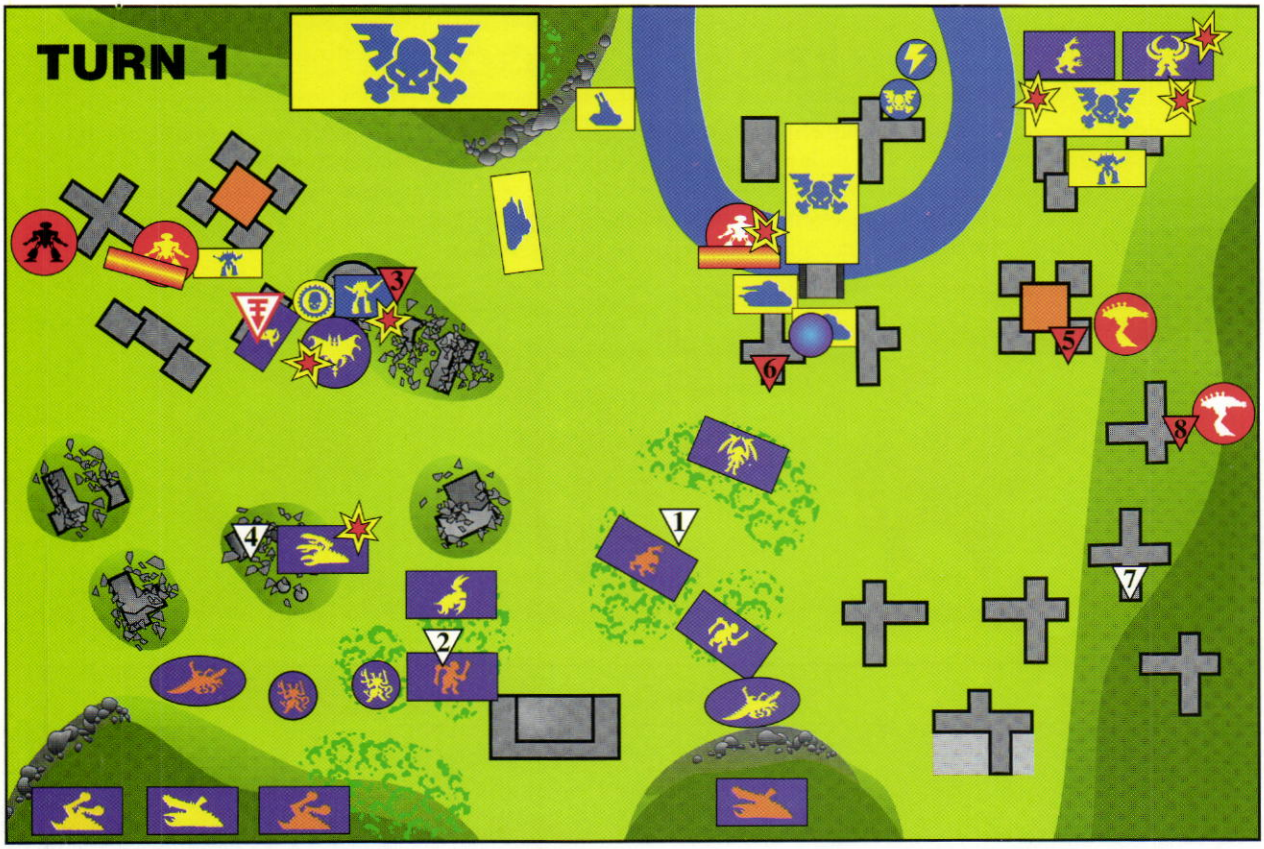
A CARNIFEX BROOD

A ZOANTHROPE BROOD

A HARUSPEX BROOD



A DACTYLIS BROOD



STRIKE FORCE DAMACLES

Battlegroup Ferratus

- *Ferratus Primus*
- *Ferratus Secundus*
- *Ferratus Tertius*
- Leman Russ Squadron

Tactical Company

- Commander
- Tactical Platoon
- Inquisitor Carrax
- Hydra battery

Squadron Mordax

- *Mordax Alpha*
- *Mordax Beta*
- Knights Paladin
- Knights Lancer

TYRANID HIVE SWARM

- Dominatrix
- Hive Tyrants
- Harridan
- Tyranid Warriors
- Genestealer Broods
- Exocrine Broods
- Dactylis Broods
- Hormagaunts
- Carnifexes
- Gargoyle Brood
- Haruspex
- Lictors

TURN ONE

Gavin: After both armies had been set up, I had one last trick up my sleeve before we started – both the Harridan and Lictor brood can sneak further onto the battlefield after deployment. The Harridan swooped over to end up next to the building the Reaver Battle Group was trying to *Capture*, while the Lictors stalked forwards into the woods around Objective 1.

First of all I placed orders for my *Independent Creatures* and those broods that were sharing orders with my Tyranid Warriors and Harridan. I then used my only Hive Mind *Order* card to give first fire orders to the Exocrine brood on the central hill. This left the Dactylis, Exocrine and Haruspex broods to follow their instinctive behaviour. The Haruspex would *Rampage* towards the nearest enemy, while the other creatures would *Nest*, firing their weapons at the closest Imperial troops in the first fire phase.

I won the Initiative and as soon as the order counters were all placed I unleashed my Mycetic Spores. Bio-pods crashed through the skies towards the first Imperial Guard Tactical platoon and Knights Paladin on the left of Ian's army. As they plummeted to the ground, the Imperial Hydra battery unleashed its deadly salvo. Fortunately for the Tyranids, only two of the Mycetic Spores were destroyed by the anti-aircraft fire, the Genestealers inside being blasted apart before they even saw the enemy.

To keep Ian off-balance, I followed this assault by playing a *Bio-Assassin* Hive Mind card. The target of this surprise attack was the Commissar controlling the Imperial Guard Tactical platoon on the large hill opposite my main assault. The mutating *Bio-Assassin* tore into the Commissar, and though he fought bravely there was no stopping the ferocious attack of the alien creature and he was torn to pieces! With no command unit to issue orders, Ian would have to think fast to keep this platoon in the game.

The bulk of the Tyranid army surged forward down my left flank, leaping, slithering and scuttling through the woods and

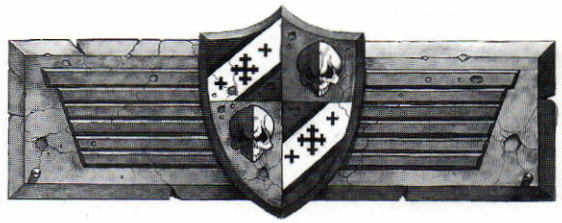
The Baron leads a detachment of Knights Lancer into deadly close combat with the Harridan.

ruins in front of them. Ahead of this advance, the Harridan released its cargo of Gargoyles who swooped down from the skies to occupy the building which Ian's Titans were trying to *Capture*. In the centre, the Lictors stalked past Objective 1, followed by Tyranid Warrior and Genestealer broods. The Dominatrix thundered towards the right, bringing the Reaver Titan *Ferratus Secundus* into range of its lethal bio-cannon.

With their instincts taking over, the Carnifexes burst from their Mycetic Spores and began to *Rampage* towards the nearest enemy. Two of the huge creatures crashed into hapless Imperial Guard stands, but the third spied the large form of a Warhound Titan and went straight for the immense machine!

Ian: The Imperial army responded quickly to this battlefield-wide onslaught, and closed in. The Baron and Knights Lancer charged the swooping form of the Harridan, their power lances crackling with barely suppressed energy. The Knights Paladin on my right moved into the plaza in front of them, accompanied by *Ferratus Secundus* who hoped to capture the building that was the Battle Group's objective. *Ferratus Tertius* swept around on my far right flank, and made its way towards the side of the Tyranid horde.

In the centre, the two Leman Russ squadrons beyond the river rolled across the bridge and took cover behind the nearby buildings. The Tactical stands of the second Imperial Guard platoon also advanced, taking up positions on the bridge itself. To their right *Ferratus Primus* stepped into the river, its massive legs making easy work of the strong currents. The Princeps ordered its weapons to be powered up as the Titan prepared to duel with the nearest Dominatrix. Surrounded by aliens falling from the skies, the infantry stands of the first Imperial Guard Tactical platoon tried to get as far away as possible from their fearsome enemies. The Knights Paladin deployed with the platoon circled round and brought their weapons to bear on the Genestealers and Carnifexes. Ignoring the aerial attack, the Warhound Titans raced forward to capture Objectives 5 and 8. A similar move next turn would capture Objective 7 and bring them behind the Tyranid line.



Gavin: I played a Hive Mind card, and the Tyranid Hive Fleet orbiting the planet unleashed a *Psychic Barrage* on one of the Leman Russ squadrons near the bridge. One of the Imperial battle tanks was torn apart by the blast and smouldering pieces of wreckage showered down on the rest of the squadron. Both Dominatrix made their first attacks in the form of psychic *Energy Pulses*. The Reaver *Ferratus Secundus* lost all of its void shields and had its multiple rocket launcher smashed into a nearby building by the warp-generated pulse. *Ferratus Primus* was more fortunate and only lost a single void shield to the psychic attack, but the Dominatrix were already proving that they are fully worth their 500 points!

With the psychic attacks over it was time for the more traditional combat. In the centre of my side of the battlefield the Dominatrix fired its bio-cannon at *Ferratus Secundus* but the six attack dice only managed to strip away a single void shield. Ian had few troops on first fire orders and so his command Leman Russ fired at the Exocrines directly opposite

the bridge. The commander's aim was off, however, and the shots strayed harmlessly past the creatures. The Exocrines replied to this attack, hurling their acidic ammunition at *Ferratus Secundus*, which knocked down the last of the Reaver Titan's void shields in a flare of incandescent light. As the command Knight Paladin brought his weapons to bear on the Carnifexes I played the *Energy Immunity* Hive Mind card. This would give them an extra unmodified 4+ saving throw for the rest of the turn. I needn't have worried though, as Ian's dice rolls were awful and the commander's shots all went astray.

As the hissing spasms of bio-weapons and roar of battlecannon died down it came down to Tyranid tooth and claw against Imperial power lances and chainswords. I played a Hive Mind card which stimulated the Harridan to produce *Acid Blood*, which would spew out over the Knights if the flying creature was killed in close combat. Thanks to the presence of the Inquisitor the Imperial Guard locked in near-suicidal combat with the Carnifexes automatically passed their morale test.

Surrounded by Imperial Knights, the Harridan was badly wounded as their power lances tore into its body. Then the Baron charged in and opened up another gaping tear in its flesh, sending it tumbling to the ground. As it fell, the *Acid Blood* fountained across the Knights Lancer. One collapsed, its armoured shell melting and hissing as the concentrated bio-acid ate through to the unfortunate pilot inside. At the other end of the battlefield, the combat between the Carnifexes and Genestealers and the Imperial Guard was predictably one-sided, all four Imperial Guard stands being torn apart with ease by the hideously efficient Tyranid creatures.

Despite its *Energy Immunity*, one of the Carnifexes was knocked to the ground by the Knights Paladin firing everything they could at the scythe-armed monstrosities. I wasn't too worried though, as the Carnifexes can *Regenerate*, and would be able to fight on if I could roll a 4, 5 or 6 in the end phase...

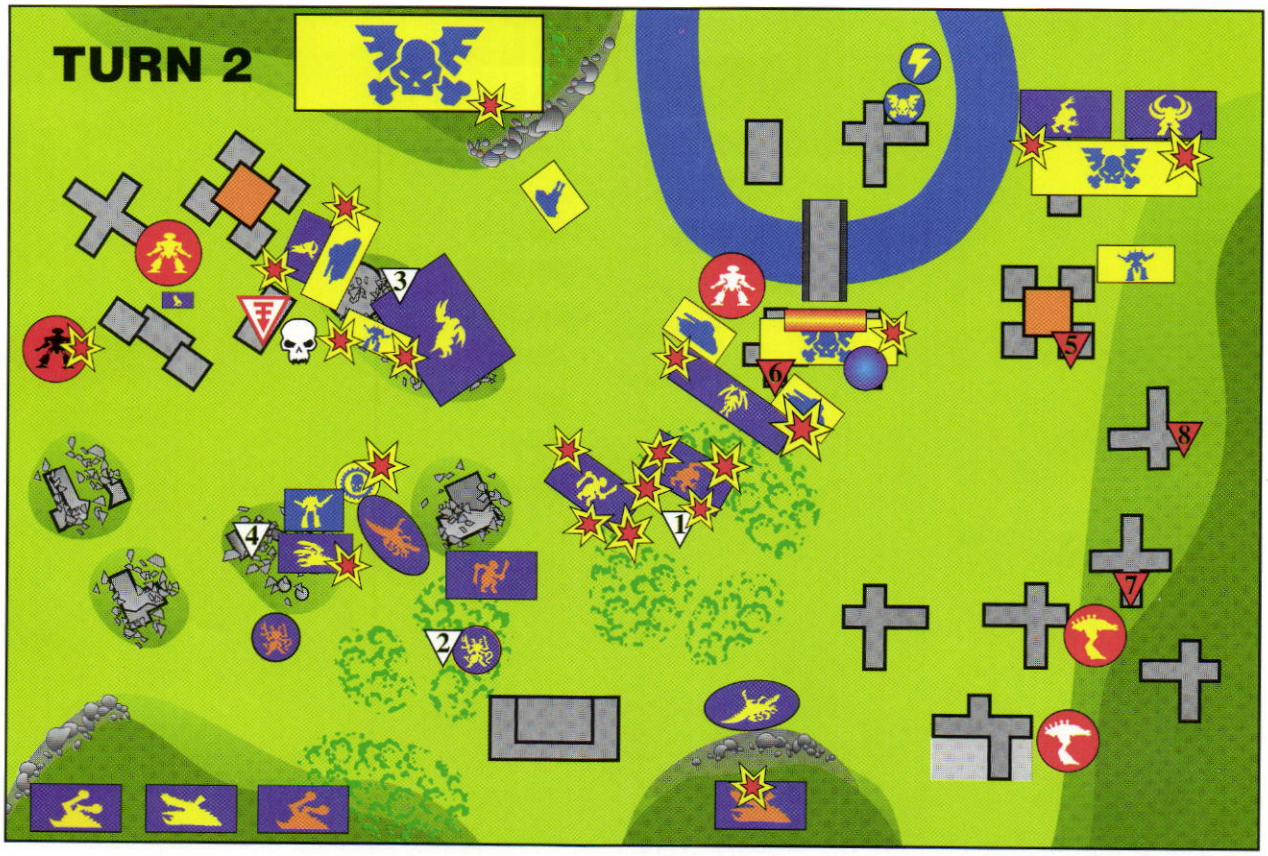
Sure enough, the wounded Carnifex clambered to its feet with a piercing howl of anger, much to the horror of the watching Imperial Guardsmen. The princeps of *Ferratus Secundus* managed to restore two of his lost void shields, but *Ferratus Primus*' generators had obviously been too seriously overloaded. The Reaver Titan would face the next turn with no void shields at all, and the Dominatrix was watching the clunky metal machine with ancient, alien malice in its eyes...

TURN 1 VICTORY POINTS

IMPERIAL: 22 POINTS

TYRANIDS: 0 POINTS

Carnifexes and Genestealers burst from their Mycetic Spores to rampage amongst the Imperial Guard.



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- Gargoyle Brood
- Haruspex
- Lictors

TURN TWO

Gavin: Once again I went through the painful process of trying to decide which of my Tyranid broods should be given orders, and which were best left to their instincts. I had only one Hive Mind *Orders* card again, this time it allowed me to place two order counters. After consideration, I let the Haruspex brood continue on their *Rampage*, and left the Gargoyles to *Hunt* down the enemy. The Carnifexes were too far away from a Synapse creature (a Dominatrix or Hive Tyrant) and so I had no option but to let them get on with whatever they felt like doing (safe in the knowledge that it would be something suitably psychopathic!). Finally, I decided to give both Exocrine broods first fire orders, as I was pretty sure the closest targets to them would not be the best thing for them to shoot at. The Dactylis settled down to *Nest* once more, and the Hormagaunts again copied the Tyranid Warriors close to them.With the death of their Commissar, the second Imperial Guard Tactical Platoon was outside Ian's chain of command and could not be given orders this turn.

Ian: This time I won the initiative and decided to move first. The Reaver Titan, *Ferratus Tertius* continued its advance around the flank, while *Ferratus Secundus* settled down in the plaza to deal with the approaching Tyranids. The nearby Leman Russ squadron crunched forwards over the rubble, their battlecannons trained on the Gargoyles. The Hydras too trundled forward, joining the general advance on my right wing. *Ferratus Primus* splashed out of the river and ducked behind a building, its Princeps cursing the ineptitude of the Tech-Priests trying to restore the Reaver Titan's void shields.

The Warhound Titans of Squadron Mordax raced even further across the battlefield, keeping to the cover of the scattered buildings. Behind them the Knights Paladin continued to withdraw from the Carnifexes, keeping their weapons targeted on the huge creatures. Just in front of the Imperial Knights, the remains of the first Tactical platoon spread out in a screen, sacrificing themselves so that their companions could get away. Back on the right flank, the Knight Lancers, buoyed up by the destruction of the Harridan, followed their Baron and charged into the Haruspex. Behind this stirring sight the rest of the Knights Paladin advanced to secure Objective 3.

The Tyranid broods launch a mass assault on the bridge.

The Tyranid horde charged forward undeterred, bounding and darting through the cover of the woods. One of the Dominatrix let out an ear-splitting scream of challenge and hurled itself at the Baron. Hearing this, The Tyranids flung themselves at the enemy with alien determination. Lictors leapt amongst the Leman Russ tanks near the bridge, while the Hormagaunt brood swarmed around the Knights Paladin holding Objective 4. Behind the Lictors, Tyranid Warriors and Genestealers continued to close with my beleaguered defenders.

Gavin: Again I played a *Psychic Barrage* from my hand of Hive Mind cards. This time the Hive Fleet unleashed its potent blast of energy at the Imperial Guard near the bridge, destroying one of their stands as the troopers' nervous systems collapsed. The Dominatrix in combat with the Baron took no chances, bringing up a shimmering *Warp Field* to protect herself. This would give her a 3+ unmodified saving throw against any damage she suffered for the rest of the turn, including hits in close combat. The other Dominatrix let the warp energy flood out in another *Energy Pulse*, directed this time at the two buildings flanking the Tyranid side of the bridge. One of the buildings shook as the psychic energy pulsed through it, but it remained intact. Even so, the thick walls offered no protection against the attack and another stand of Imperial Guard succumbed to the Tyranid psychic assault.

From the rear of my army, the Dactylis flung their bile pods at *Ferratus Tertius*, the nearest enemy model. The barrage landed right on target and another void shield flickered and failed. Meanwhile, the Leman Russ command tank fired again at the Exocrines opposite the bridge, its battlecannon shells tore into one of the brood and sent it tumbling down the hillside in a spray of blood and ichor. The rest of the Exocrine brood split their fire between the unengaged Leman Russ and Tactical stands in front of the bridge but the Imperial troops all survived the acidic fusillade unscathed.

The fight for Objective 4 was in the balance and the Exocrine brood nearest the conflict turned their attentions to the Knights Paladin and the Reaver Titan *Ferratus Secundus*. My only hit against the Knights was turned aside by the pilot's skilful use of his directional power field, while *Ferratus Secundus* remained completely untouched. Then one of the Hive Tyrants let out a hoarse roar and pointed its venom cannon at the tall war machines. The hail of biological ammunition tore through one of the Knights Paladin, ripping it to pieces.

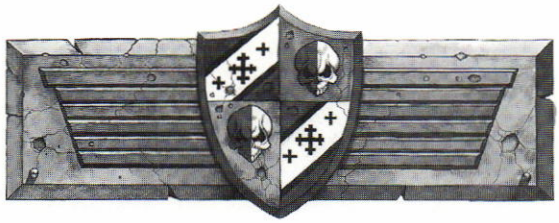
The Carnifexes continued to shred their way through the ranks of the first Imperial Guard Tactical platoon, but the Genestealers did not fare so well. Ian rolled a double six for one his stands and the clawed monstrosities were destroyed by the Imperial soldiers they were fighting. This was only a temporary setback as the other Genestealers ripped apart their opponents, leaving the Imperial Guard detachment badly mauled. The Gargoyles fighting the Leman Russ tanks scrabbled over to destroy the bulky metal machines. After a close fought combat, only a single tank remained intact. Bounding onto their opponents, claws scissoring with deadly

intent, the Lictors charged into hand-to-hand combat. One Leman Russ managed to shake off the attacking creature, but the others had no such luck and Ian lost another three Leman Russ tanks and a stand from the second Tactical Platoon to the stalking Lictors.

Leaping at his foe, the Baron's power lance sent a pulse of deadly energy into the Dominatrix, but the lethal charge was dispersed by the Tyranid queen's *Warp Field*. Screeching in triumph the Dominatrix struck back. Her head snaked out and ripped through the Baron's metal skin, tearing it asunder. The other Knight Lancer in combat with a Haruspex duelled with the bio-creature but neither combatant could gain the upper hand and the fight was drawn. Around Objective 3 dozens of Hormagaunts swarmed over a lone Knight Paladin who was toppled to the ground by the sheer weight of numbers.

Ian: Seeing the Tyranids scuttling forwards all over the battlefield, the Princeps of *Ferratus Primus* ordered the barrage missile launcher to target the Tyranid Warriors and Genestealers surrounding Objective 1. I rolled a five for the number of extra barrages and the fiery plasma engulfed the woods like a small star. All five Tyranid Warrior stands were engulfed in the blazing death, but Gavin made the 6+ fixed saving throw for two of them and they leapt from the inferno unharmed! Two stands of Genestealers also succumbed to the fiery barrage, but devastating as it seems, the overall effect had been less than either of us had expected. The Titan's vulcan mega-bolter then let out a grinding roar and spat out its hail of shells but the remaining Tyranid Warriors and Genestealers were just out of range. The victorious Dominatrix which was trampling over the shattered shell of my Baron was next to be targeted and was knocked sideways by a shot from *Ferratus Tertius*' plasma blastgun. Despite this she escaped unharmed, saved again by her *Warp Field*!

My sole remaining Leman Russ near the ruins fired at the Gargoyle brood, and managed to pick off one stand of the creatures skulking in the cover of the rubble. The orderless third Tactical platoon fired wildly at the terrifying forms of the Tyranid Warriors advancing towards them. However, the sudden and unnerving death of their Commissar made them shaky and the criss-cross of lasgun beams only managed to take down a single stand of the Tyranid Warriors. The Tyranid brood returning fire with their deathspitters were luckier and two of the Imperial Guard stands were killed by the spattering slime. Near the bridge and Objective 6, my Tactical troops fired at the Lictors, but despite their best efforts only one of the elusive creatures died.



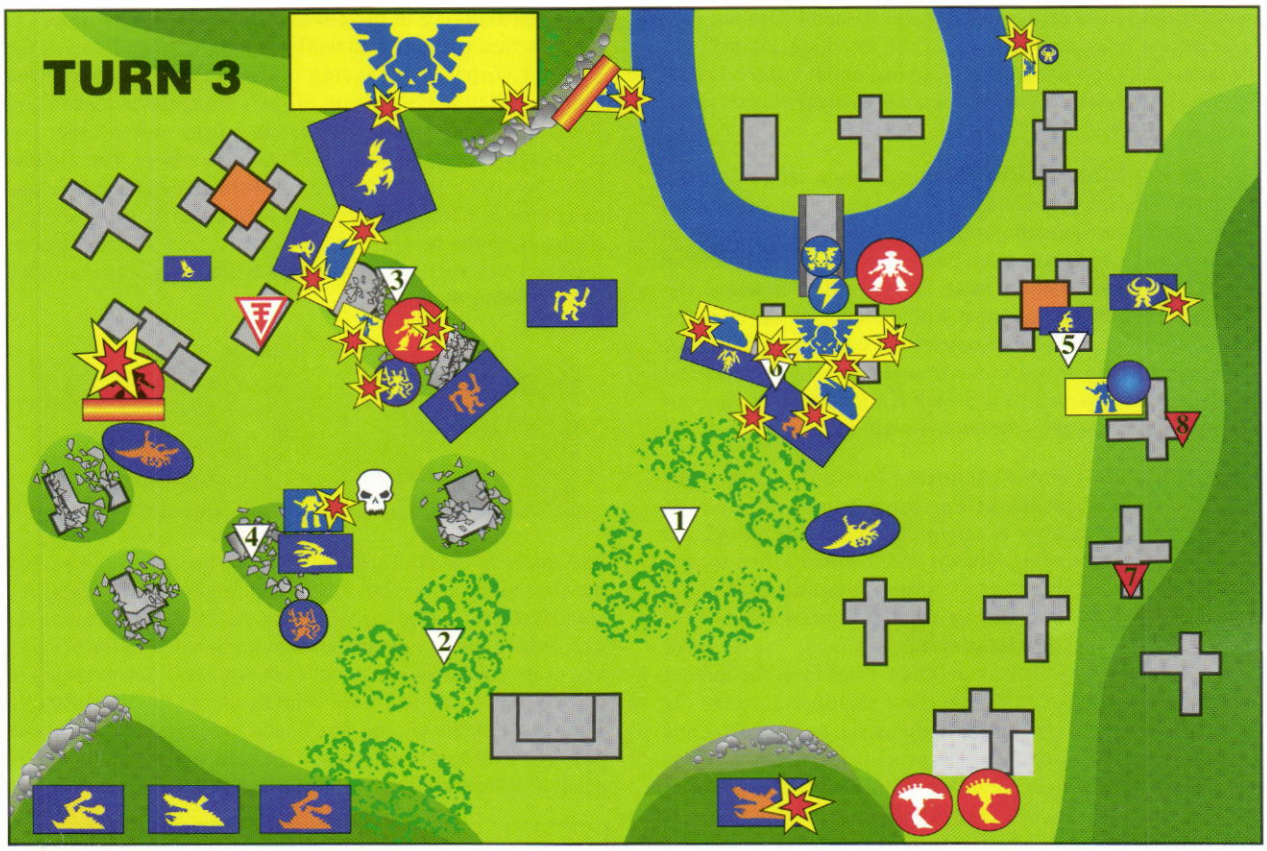
The Imperial Guard Tactical Company had been broken, but the presence of the Inquisitor ensured that they remained steadfast and automatically passed their morale check. *Ferratus Primus* continued to have trouble and failed to bring any of its void shield back up. *Ferratus Secundus* managed to recover one of its lost void shields, as did the third Reaver Titan in the Battle Group. The Titans were in a very precarious position, with hardly any protection against the threat posed by a hail of Exocrine fire next turn!

TURN 2 VICTORY POINTS

IMPERIAL: 28 POINTS

TYRANIDS: 10 POINTS

A Tyranid Dominatrix charges into combat with the Imperial Baron



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- Haruspex
- Lictors

TURN 3

Gavin: This turn the Hive Mind cards in my hand allowed me to place three order counters, so I gave charge orders to my Hormagaunts and first fire orders to both of my Exocrine broods. This would allow me to choose who they attacked rather than letting their instincts dictate my plan. I won the initiative again this turn and elected to move first.

Seeing how the destruction of the Baron had opened up a gap in the Imperial Knights, I charged a Dominatrix forwards, but was not quite able to bring the *Ferratus Tertius* into close combat. The Hormagaunts infesting the ruins around Objective 3 followed my plan and charged across to engage the third Tactical platoon. Like the Dominatrix, my guess had been slightly out and only one of them managed to get into close combat. Behind the Hormagaunts a Hive Tyrant and a brood of Tyranid Warriors took up position so that they were protecting the Objective recently vacated by the bounding Hormagaunts. My second Hive Tyrant closed in on the Knight Lancer ahead of it, and levelled its menacing venom cannon at the human machine. To support the Hormagaunt attack against the Imperial Guard on my left, my second brood of Tyranid Warriors scuttled out from the inferno left by the barrage missile and stalked towards the humans.

The battle for the bridge was joined by a Dominatrix and the remains of the Genestealer brood from the woods surrounding Objective 1. Together they attacked the Imperial Guard squads and machines near the bridge, whilst a single Lictor leaped into the nearest building and snatched the Objective from right under the guns of the Imperial Guardsmen!

The Carnifexes that had dropped down in Mycetic Spores now divided their attentions. The first one chased after the single stand that remained of the first Tactical platoon. The other two were closer to the Knights Paladin, but were still unable to close the distance the Imperial war machines had put between themselves and the lethal bio-warriors. While distracted by this, the pilots of the Imperial Knights failed to see the small and fast Genestealers of the drop force race past them to deny the Imperial army yet another Objective!

Ian: In response to the surge of Tyranid creatures converging on the bridge, Inquisitor Carrax ordered his driver to steer for the approaching Lictors. As the yellow lightning strike of Carrax's banner fluttered across the bridge the Princeps of *Ferratus Primus* once again moved away, putting a building between himself and the huge Tyranid Dominatrix. I moved my Hydras away from the approaching Tyranids in a bid to make it as difficult as possible for Gavin to kill them all.

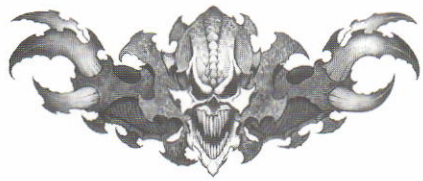
Ferratus Secundus lumbered towards the ruins behind the Battle group's objective, and crashed into the Hive Tyrant skulking there. Back at the other end of the battle the Warhound Titans of Squadron Mordax carried on their relentless sweep around the flank, but this time they were slower and their weapons were primed for firing.

Gavin: Using the eyes of the Carnifexes I unleashed yet another *Psychic Barrage*. Devastating waves of energy ripped into the Knights Paladin, sending one of them crashing to the ground as a piece of twisted and smoking scrap. The two Dominatrix spewed forth their *Energy Pulses*, one of them directed at the retreating Hydra battery while the other focused its malignant willpower on *Ferratus Tertius*. One of the anti-aircraft guns was engulfed by crackling forks of devastating energy while the other psychic attack coruscated across the *Ferratus Tertius*' void shields, overloading the banks of generators in swift succession. With its shields stripped bare the Reaver Titan was suddenly very exposed to the three broods of supporting Tyranid bio-weapons on the hill opposite.

The Princeps' fears were realised as a brood of Exocrines coughed forward their acidic ammunition, inflicting three hits on the unprotected metal giant. Seizing my opportunity, I then played the *Pathogenic Slime* Hive Mind card. This turned one of the bio-cannon hits into D6 hits, and I was lucky enough to roll a 6! An Exocrine bio-cannon adds +1 to each Titan damage roll, and so eight hits spelt almost certain death for the towering war machine. As gout after acidic gout splashed into *Ferratus Tertius* its legs were blasted almost to nothing, but despite this devastating assault it stayed upright! Then one final missile struck the Titan, smashing the crippled Reaver's head and knocking the Titan to the ground. As internal explosions wracked its shattered body the broken machine twitched spasmodically in its death throes.

The brood of Exocrines that occupied the central hill fired at the Leman Russ command tank near the bridge, hurling its smouldering wreckage backwards with the deadly accurate salvo. Around the bridge the Imperial Guard stands fired at my approaching Genestealers and Lictors, and managed to kill a single stand of 'stealers before they were engulfed in a tide of rippling claws and bared fangs. The valuable battery of Hydras was targeted by one of my Dominatrix, which also directed two of its bio-cannon shots at the third Tactical platoon. At the back of Ian's lines, the Hydras managed to pass through the torrent of corrosive slime unscathed, but a squad of Imperial Guardsmen was destroyed.

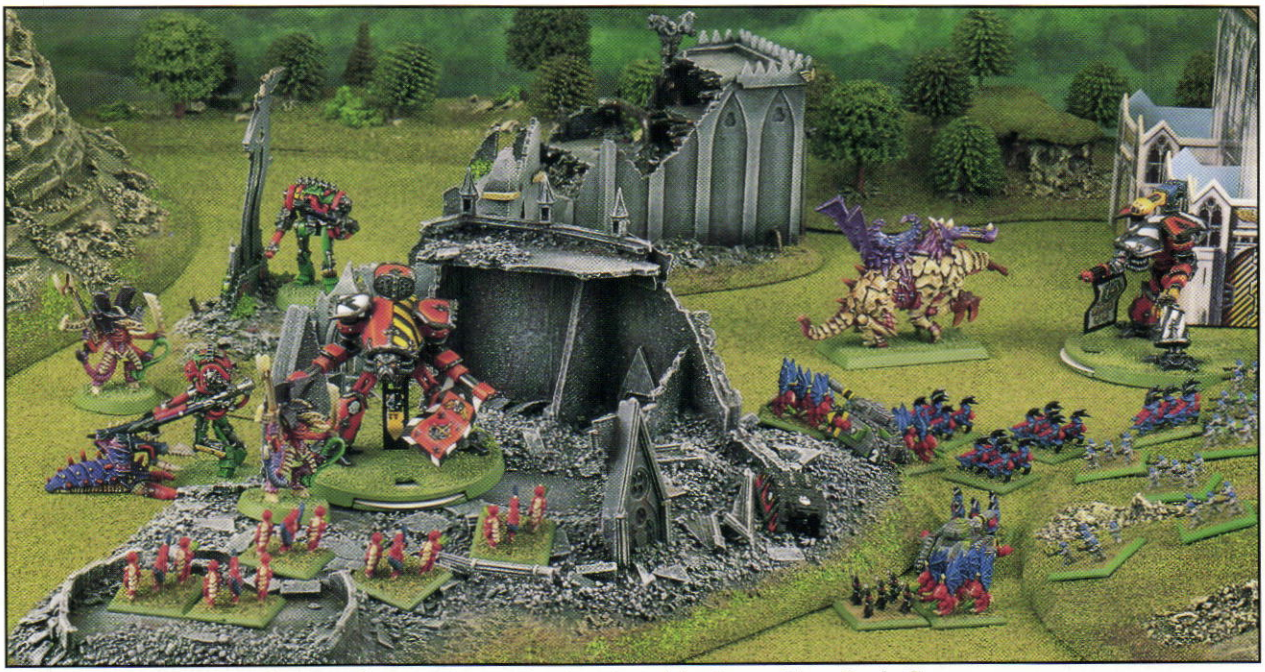
The commander of the Knights Paladin fired at the Exocrines that had destroyed *Ferratus Tertius* but could not get his aim on target. In reply, the broods of Dactylis next to the Exocrines all fired, their arms snapping forward in a deadly wave. Their twin barrages landed amongst the Knights Paladin and one of the Imperial warriors was destroyed in the blasts.



A sprawling combat had broken out in and around the ruins of Objective 3. Gargoyles and Hormagaunts stalked through the debris seeking out the Imperial Guard troops, Leman Russ tanks and the newly arrived Commissar with his Rhino. In a maelstrom of death, tanks skidded and overturned, Gargoyles screeched and Hormagaunts ripped through human flesh with their deadly claws. Of the Imperial forces, only a single Tactical stand remained alive at the end of the combat! In the fight for the bridge the last of the Leman Russ company was torn into tangled wreckage by a Lictor, and the Genestealers totally overran the desperate Imperial Guardsmen.

As the shadow of *Ferratus Secundus* fell across the Hive Tyrant it threw back its armoured head and let out an ferocious battle howl. The Tyranid creature leapt at the Reaver Titan but before his attack could connect, the Princeps of the war machine brought a massive foot down on the bio-commander. With a hideous sound of shattering chitin and cracking bone the Titan drove its leg down further. Down but not yet dead,

Genestealers and Lictors finally overrun the valiant defenders of the bridge.



Raging conflict breaks out between the Hive Tyrant, Dominatrix and the Reaver Titan Battle Group.

the Hive Tyrant had suffered four wounds and would have to regenerate three of them in the End phase if it was to survive. As the victorious Reaver Titan stood upright, its void shields flickered and died, knocked down by the nearby Tyranid Warriors. On my right, the Warhound Titans finally fired, with Mordax Alpha blasting away with its turbo-laser destructor at the nearest Exocrines. Two beams cut through the creatures, spilling the purplish ichor of their blood across the hill. The other brood of Tyranids Warriors followed their biologically engineered cousins and fired their deathspitters at the Reaver Titan who was busy grinding the Hive Tyrant into wet ruin. Unfortunately, their aim proved to be off and *Ferratus Secundus* survived for another turn. As the Imperial force gave up the field the last shot was from the Knights Paladin, desperately hoping to cut through the Carnifexes that blocked their line of retreat. Their battlecannon shells proved insufficient for the task, but a lucky bolter round managed to knock one of the bulky screamer-killers to the floor.

In the End phase, the Hive Tyrant failed to regenerate any wounds, but the Carnifex shrugged off its bolter hit with ease, regaining its feet to stand between the Imperial Knights and escape. I had won, but among the Tyranid swarm there were no cheers or celebrations of victory – only the implacable alien advance as the Imperial force fled to fight another day.

TURN 3 VICTORY POINTS

IMPERIAL: 30 POINTS

TYRANIDS: 47 POINTS

I REGRET TO REPORT...

Ian: It was a close-fought battle, but in the end I just couldn't stop them! Maybe next time I'll take an Imperator Titan and see how those Tyranid hordes like a taste of Plasma Annihilator and Hellstorm Cannon! In the end though, I think that my overall strategy was sound, but a combination of my lack of attention to detail, simple bad luck and Gavin's good generalship cost me the battle.

This defeat raises an important lesson for fighting against Tyranids (and Chaos for that matter). Don't get distracted by special cards and concentrate more upon the army's actual forces. After all, the cards are random and neither you or your opponent's plans can really rely on them. The most important part of my strategy was to stop the Tyranids' main assault, and I still hold by this notion. However, the next time I meet the Tyranids I'll use a different selection of troops! Warlord Titans, or even the awesome might of an Imperator may be worth trying. Certainly the Emperor class Titans are enough to make any opponent nervous. At the other end of the scale, lots of cheap infantry would also have been useful. They would have been able to get in the way of his attacking swarm and also form a cheap target for Gavin's nesting creatures.

In battle, the Tyranid army operates rather like a single, giant, many-limbed creature. What I think I should've done is tried to chop off its head (the Dominatrix). In the battle I never really tried to kill these monstrous creatures and I think that this was probably a mistake. In lots of ways they hold the Tyranid army together, and if I could've destroyed them then Gavin wouldn't have had as many Hive Mind cards. What I did was allow myself to get distracted by the most immediate threats, failed to concentrate my fire and lost sight of my plan. As it was, I did damage some of the swarms but...

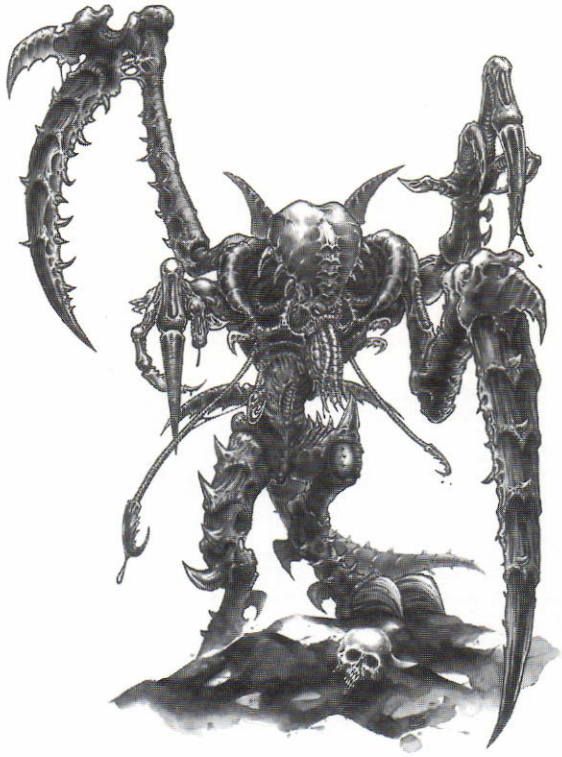
It's very hard to fight the Tyranids because they have a very wide variety of stuff. You don't know whether you'll be fighting against an assault based army, or loads of bio-artillery, bio-titans or Mycetic Spores. What you really need to do is come up with your own plan and stick to it, no matter what!

DIGEST AND SURVIVE

Gavin: "How good are the new Epic Tyranids, then?" Brilliant! They are a really different army with lots of exciting (and powerful) new abilities. The Hive Mind cards are a great way of representing the unique command system of the Tyranids, as are the swarm cards. The use of these two things alone means that they behave in a way which is totally unique. Added to this is the way that Tyranids gain victory points, which ensures that you have to annihilate the enemy to win. This is really good fun! Killing off three or five models from a support card is quite straightforward, but by no means simple. Trying to wipe out thirty stands of an Imperial Guard Tactical company is another matter altogether!

In this game I did have some really good luck, but there were times when it didn't seem like it. I held my best hand of Hive Mind cards at the end of the game, when I had three Hive Mind *Orders* cards. Until then I had few of these and lots of the more extravagant cards. Although *Psychic Barrages* and *Bio-Assassins* can be a serious pain in the enemy's side, if you can't place orders for your troops you'll find it difficult to get them acting as you want. A good example is when the Hormagaunts 'borrowed' the charge orders of some Tyranid Warriors so that they could snatch an Objective from Ian's Knights Paladin. If the Hormagaunts had been following their *Hunt* instincts there would not have been able to steal those 5 victory points.

A similar situation arose when my Gargoyles moved from the building that Ian was trying to *Capture*. This left it wide open for *Ferratus Secundus* to take, but Ian decided to go for one of my Hive Tyrants instead. A mistake on his part, I think. My execution of the plan was by no means perfect, but the dice turned out to be rather forgiving for a change. If you can't be a brilliant commander, at least be a lucky one!



The Tyranids are a superb army which provides a massive range of new challenges, both for their commander and their opponent. Not only do they play well, but Dave Andrews' new models look really great on the battlefield! Now I'm going to dust off my Epic Ork army and see what the greenskins make of Epic Hive War.

With a blood-curdling scream the Lictor charged, ripping through the line of tanks and Imperial Guardsmen with ease. Its razor claws scraped along the side of a Leman Russ, sending sparks flying in all directions until it reached one of the tracks and snapped it like a piece of wire. The damaged tank swerved wildly, spewing track-links and twisted metal in a wide arc. One link embedded itself in the back of a Guardsman as he turned to run, cutting short his terrified screams and knocking his broken body into the mud.

Inquisitor Carrax's guard ran forward to protect him, chainswords held aloft, bolt pistols firing shot after shot into the approaching creature. To their horror, the explosive shells pattered harmlessly off the Lictor's chitinous armour and the hideous beast kept coming!

"No you fools, to me!" shouted Carrax, but his order was drowned out by the chattering of bolters. With a triumphant cry the Lictor ploughed into the Guardsmen. Fleshy hooks erupted from the creature's rib cage, pinioning the unfortunate troopers who convulsed in a macabre dance of death as alien toxins coursed through their veins.

The Lictor still came on, it was among his personal guard now, its razor-edged claws a blur, lost in a mist of blood and gore as it made quick work of his paralysed men. In moments the squad had been slaughtered, the poisons which dripped from the Lictor's talons leaving even those with minor wounds hideously crippled!

Rage boiled up inside Carrax. Suddenly he was charging, power sword drawn and servos grinding within his Terminator armour as he propelled himself toward the abomination. It was still feeding on the remains of his men, but raised its bloodied head and hissed at him as he closed. Fear slid across Carrax's mind briefly, but then it was gone – suppressed by his rigid training. As he charged Carrax wondered whether the creature recognised a worthy opponent or merely registered him as another meal. It didn't matter. He would kill it whatever it thought!

Slicing claws closed in from both sides. Carrax was on the ground and into a roll as his battle-honed reflexes saved him. Raising his power sword to parry, he barely realised his mistake before he heard the shattering of plasteel as the monomolecular edge of the flesh hooks sliced through his arm. Blood fountained, burning pain lanced through his body and he roared in agony. In an effort to save him, the Terminator armour pumped pain-numbing drugs into his body. Everything seemed to slow down, but he couldn't move – his mind raced but his body was transfixed!

In complete horror the Inquisitor watched the Lictor brace itself for the killing blow. Muscles rippled under its chitinous armour as it moved. Venomed talons shone in the light with their hideous toxins. Fresh blood glistened on the creature's barbed flesh hooks which twitched nervously – eager to slaughter. There was no escape...

EPIC®

TITAN LEGIONS™

STOMP AN' SMASH!

By Gavin Thorpe and Adrian Wood

Across the Imperium, the armies of the Emperor fight a never-ending battle against countless hordes of Orks. This month's battle report represents just one of these conflicts, a glimpse of the bitter struggle which engulfs the war-torn future of the 41st millennium.

The huge blast doors rolled back with a screech of tortured metal. The guard winced, but Princeps Culluch found the noise comforting. It proved that he was still alive and was about to board another Titan under his command. Both had been in the balance over the last few days thanks to an early catastrophe during the Gehenna pacification which had seen the other two Titan's in Culluch's battle group, Carnivore and Castigator, destroyed by Ork Mega-Gargants in a maelstrom of fire. He'd barely survived himself, his Reaver Titan Clavigera fighting on by sheer willpower alone. As he and his crew limped back to the transport, Culluch was sure he'd be lucky to command a scout buggy after the Adjutant Assessors finished their investigation.

However, he had lived, and the inquiry had absolved him of any guilt. He'd been sent back to the front, and no sooner had he rejoined his unit than they had boarded the transport ship Invictorium and the orders had come through for immediate warp-jump. The Legio Metalica was going to war.

Culluch snapped back from his reverie as the screeching of the blast doors stopped and the huge expanse of the fourth hold spread out before him. Most of the massive chamber was hidden in darkness, power expenditure being kept to a minimum to allow the warp engines to force the city-sized transport ship through the immaterium of warp-space. Here and there a spotlight illuminated the bulky forms of Titans. Adeptus Mechanicus repair crews swarmed over the inert machines, sparks drifting to the floor as replacement armour was attached, conduits were re-established and power lines secured. Many of the spare parts would probably have been cannibalised from Clavigera which, when he had last seen it, had been a shattered wreck, unable to complete the last few hundred yards to board the Invictorium under its own power. As the Reaver Titan had been loaded aboard by the massive hoists and cranes of the recovery platforms, Culluch had almost wept. He had lost his Titan, his home and his family. Everything his life had revolved around from the time he had first been inducted into training at the Academia of the Legio Metalica.

He gave his assignment slip to Captain Harro, the officer on watch. He and Harro were old friends, but now the grey-haired veteran looked impassively past his shoulder and spoke in a clipped tone.

"Bay Epsilon ninety-eight."

Pondering the deck officer's strange mood, Culluch commandeered a passing transcoot and set off for the storage bay where his new Titan awaited him. Epsilon segment was the repair section of the hold and Culluch suspected that he'd been given some trashed pile of junk. He'd be seconded to the Reservists, fit only for mopping up what the bulk of the Legion couldn't be bothered to finish off.

As he entered Epsilon ninety-eight, the bulk of a Titan blocked out the faint pinpricks of light that shone from the end of the bay, nearly three-quarters of a mile away. As he approached the dormant Titan the hairs on the back of his neck rose up – a premonition. At least they had given him another Reaver, he thought as he peered up towards the command centre in the massive head. He took a pace in the direction of the mounting gantry and paused. There was something familiar about this machine, they way it settled more on its left hip than the right, the slight angle of its right weapon hardpoint...

The full lights blazed on, blinding the Princeps. As he shielded his eyes against the harsh light he saw his crew emerging from the shadows. The Moderati, already kitted out in combat interface suits, Tech-Priest Uldante who had been responsible for saving his hide so many times.

Astride the docking ramp, Clavigera stood like an ancient god of war. The many scars of past battles were proudly displayed like tokens of bravery and defiance, and a new battle honour had been added to its banner – a full credit for the Gehenna victory. Princeps Culluch whispered a prayer of gratitude to the divine Emperor and tears of pride rolled down his cheeks. It was good to be back.

THE BATTLE

Gavin: Back in White Dwarf 179, Andy Chambers and Jervis Johnson re-fought part of the Gehenna campaign in a battle report called *Inferno*. In this, the Orks were victorious and halted the Titans of the Legio Metalica shortly after they had landed on the planet. This was a complete reversal of the 'historical' result (described in the *Fires of Gehenna* book from Titan Legions) and so we decided to carry on the campaign to see what might have happened next. Could the Legio Metalica reverse the situation it found itself in at the end of *Inferno*? In the following weeks we fought several more battles and, after a long and bitter struggle, the Legio Metalica finally drove the Ork horde from Gehenna. However, this was not the end of the matter.

WAAAGH! GODRATZ!

News of the Ork invasion of Gehenna had spread quickly to the Ork Warlords on neighbouring worlds, and as the rumours grew so did the ambitions of the Orks. On a hundred worlds, more Gargants were built and space hulks caught in great traktor beams to transport them. During this time the Legio Metalica eventually managed to crush the Gehenna invasion, but the impetus of the Waaagh! had gripped the Ork domains!

One of the most threatening gatherings was on Godratz' Wurld, where a number of Ork Warbosses had submitted to the leadership of Warlord Godratz. The construction of the Gargants had started just as the Mega-Gargants on Gehenna were being destroyed. This alarming news reached the Adeptus Terra as the Legio Metalica boarded their massive transport barges. With no time to return to their forge world, the Titan Legion was dispatched for Godratz' Wurld with all haste. Their task was simple: destroy the Gargants and stop the Waaagh! before it started.

The main Ork settlement was situated in a deep valley, built upon the ruins of an Imperial research station. The major construction site was some miles from the town, and the Legio Metalica quickly captured the rambling Ork buildings. As the roar of interstellar engines passed over him, Godratz mobilised his forces. His second in command, Goff Warboss Daggrit, was still awaiting the completion of his Mega-Gargant and, desperate to protect his investment, urged Godratz to storm the town as fast as possible. So it was that the Gargants of Waaagh! Godratz, accompanied by all the Boyz he could muster and a horde of smaller vehicles, rumbled down the valley towards the Legio Metalica, who were consolidating their position within the Ork settlement.

THE LEGIO METALICA
by Adrian Wood

Adrian: With all the new Epic Imperial vehicles released over the last few months, this army was one of the easiest I've ever picked! Everyone wanted me to use an Imperator Titan because of its immense firepower and I didn't take much persuading. It's the perfect nemesis for Mega-Gargants, and I knew that Gavin would be bound to take at least one the best Gargants a Mekboy can build. My only worry was the amount of plasma I would get each turn to power the Imperator – I usually roll quite low! I also took a Titan Defence company to fill the Imperator's Bastions in order to make it less vulnerable to close assault by the marauding Orks.

As well as the Imperator, I decided to take a Reaver Titan battle group because they would entitle me to a second Titan mission Card. Titan missions are a great way to win extra victory points! I like my Titans to be quite fast moving like Warhounds, but still pack a punch like a Warlord. Reaver Titans are the ideal compromise. They're fast enough to achieve a mission like *Take and Hold*, for example, where they have to rush over and grab a building or objective. But they're also quite heavily armed, able to carry three weapons, and are cheaper than Warlords. Our Studio army has a superbly-armed battle group for fighting Orks, with plenty of multiple shot weapons like the vulcan mega-bolter. One of them also has my favourite one shot weapon – the barrage missile launcher, which fires two to seven barrage templates and can wipe out an entire clan (if you're lucky!).

The rest of my army was quite straightforward for me to choose. I insist on using an Artillery Company when fighting Orks as the Basilisks' two barrage templates can easily pound a clan into the ground. To add even more firepower, I took an extra Manticore detachment with its ability to fire three linked barrage templates every other turn, as well as an Inquisitor Special card to strengthen the Imperial Guard morale.

I also wanted to try out the new Tech-Guard Mechanised Assault Company with all the latest Chimera variants. Troops are great for capturing objectives, and Assault troops are particularly fast moving. Finally, I added a detachment each of the new Thunderbolt Fighters and the Marauder Fighter-Bombers. I'd been on the receiving end of these deadly flyers when Gavin and I playtested them and I knew they were really powerful. However, they are a bit vulnerable to enemy fire unless they are flying high (because this adds 25cms to the range when the enemy fires at them), so I'd have to remember to keep them aloft for as long as possible.

THE PLAN

After we had set out the battlefield we placed objective counters and I chose the edge with the most cover and the most objectives nearby! We then picked Titan Missions. My Imperator Titan got *Engage and Destroy* so it would be hunting Gargants, with double victory points for each one destroyed! The Reavers got *Blitzkrieg,* a fast moving mission in which the battle group had to get into the enemy half of the table in order to score ten victory points.

I settled on a simple plan. Gavin's *Grabbit* mission meant I was fairly certain where his Big Mob would deploy. With the Imperator standing behind the central Ork building it had a clear view to the *Grabbit* mission objective. Any Gargant attempting to capture it would be a sitting duck!

I split the battlefield into two zones with the Reaver battle group controlling the left hand side of the board, in a position to grab all the nearby objectives in the first turn. They would then charge into Gavin's half of the battlefield and claim ten more victory points for completing their *Blitzkrieg*. I just hoped they weren't facing the dreaded Mega-Gargant!

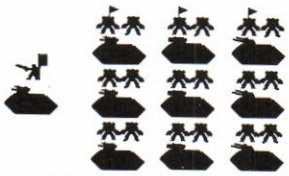
The Tech-Guard, escorted by the flyers, would grab the objectives on the right hand side of the battlefield and dig in for the duration. The flyers would then sweep on to attack the Orks' line in the second turn. I placed the Manticores, under the command of the Commissar, in support of the Tech-Guard on a hill overlooking the battlefield. The Artillery company I put behind the half-constructed Mega-Gargant with one detachment of Basilisks on the central hill in order to fire directly on the enemy. I then waited to see how Gavin had deployed his greenskins.

LEGIO METALICA (6000 points)

TECH-GUARD MECHANISED ASSAULT COMPANY

A Tech-Guard mechanised assault company consists of one company HQ unit with a Chimera assault vehicle and three assault platoons in Chimera assault vehicles. Each assault platoon comprises six assault stands, including a section HQ, in Chimera assault vehicles.

Company HQ UNIT + Platoon 1 | Platoon 2 | Platoon 3

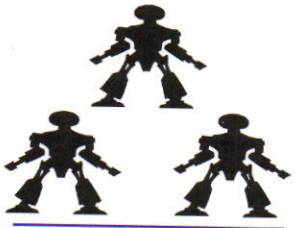


POINTS VALUE 850

REAVER TITAN BATTLE GROUP

A Reaver Titan Battle Group consists of three Reaver Battle Titans.

Reaver Titan | Reaver Titan | Reaver Titan



POINTS VALUE 1000

TECH-GUARD TITAN DEFENCE COMPANY

A Tech-guard Titan Defence Company consists of one company HQ unit and three tactical platoons. Each platoon comprises six tactical stands and includes a section HQ.

Company HQ UNIT + Platoon 1 | Platoon 2 | Platoon 3

POINTS VALUE 400

IMPERIAL GUARD ARTILLERY COMPANY

An Imperial Guard Artillery company consists of 1 company HQ unit plus 3 artillery batteries.

Company HQ UNIT + Battery 1 | Battery 2 | Battery 3

POINTS VALUE 600

SPECIAL CARD

IMPERATOR EMPEROR CLASS TITAN

POINTS VALUE 2250

SPECIAL CARD

INQUISITOR

The Inquisitor is represented by an Inquisitor stand and a Rhino transport.

POINTS VALUE 100

MANTICORE BATTERY

A Manticore battery consists of three Manticores.

POINTS VALUE 200

THUNDERBOLT FIGHTER SQUADRON

A Thunderbolt fighter squadron consists of three Thunderbolt fighters.

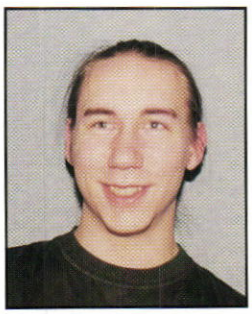
POINTS VALUE 250

MARAUDER FIGHTER-BOMBER SQUADRON

A Marauder fighter-bomber squadron consists of three Marauder fighter-bombers.

POINTS VALUE 350

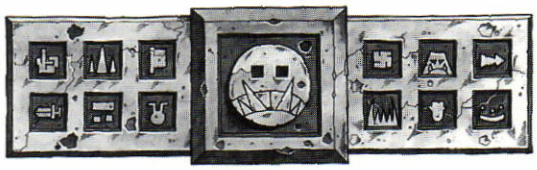
GIVE 'EM SUM BOOT LEVVER!
by Gavin Thorpe



Gavin: For the first time since playtesting Titan Legions, I was to be in command of an Ork force (I've been playing with Tyranids and Eldar a lot lately). After reading through Ork and Squat Warlords for a reminder ("Oh, that's what a Super Lifta Droppa does!") I felt confident I knew what I was doing. The secret to success with Orks is patience. You don't have many long ranged weapons and, unlike Space Marines, transport vehicles are not widely available for your infantry. For this reason you're unlikely to get more than a few shots off in the first turn (because you should be on charge orders). In the later turns you start getting your own back!

Whenever I command the Orks I like to take as many Gargants as feasibly possible. When we agreed to fight a battle with 6000 points in each army, I immediately decided to take a Mega-Gargant and a Gargant Big Mob. The Mega-Gargant is just dead shooty, while three Gargants armed with Gutbuster Mega-Cannon are enough to send most people running for the hills! However, Gargants alone don't make an Ork army. For a start they aren't that good at capturing objectives, so for this reason I took a Goff Clan.

I always take a Goff Clan (and I mean always) because they are really dangerous at close range, and they come with eight Nobz stands. Their massed short-ranged firepower, together with their better than average close assault factor, means that Goffs are excellent for storming through the opposing line, capturing objectives in buildings and other cover. Even if they encounter determined opposition, the size of the Clan means they can take a lot of punishment, forcing enemy units to plough more and more shots into them in a desperate attempt to break them. To add a bit of weight to their attack, I gave the Goffs a squadron each of Lungburstas and Gutrippas. These tanks are only used by Goffs, and their cannons are backed up with a suitably impressive close assault factor. This means they can get stuck in with the rest of da Boyz!



Next on my mental list of 'must have' troops was a Kult of Speed. Not only do the fast and mobile Nobz Bikes and Buggies have an uncanny ability to snatch objectives or gang up in close combat, but the Kult of Speed would allow me to take loads of Mekboy vehicles. I normally take a Renegade Mekboyz Special card, but the Studio army doesn't contain the right vehicles for me to do this. Instead I took a Rokkit Speedsta, a Kannon Speedsta and a battery of Pulsa Rokkits. These powerful but unreliable weapons can be devastating if you get lucky dice rolls. I've even seen a Kannon Speedsta cut down a fully shielded Reaver Titan in one turn!

I still had quite a few points left, so I decided to add another clan to my army – Snakebites to be precise. This is my second favourite of the six Ork clans and is another common sight in my armies. I particularly like them because the Snakebites are almost as hard as Goffs in close combat, and their Boarboyz are speedy enough to capture distant objectives, even if it is held by enemy troops.

In order to protect my Goffs as they charged across the battlefield, one of their Meks cobbled together a Dragster from bits of broken battlewagon and the Warboss' fungus beer distillery! When this ingenious contraption was complete it threw a 12cm wide force field over the Goffs, making them almost impervious to harm. Having taken this precaution, I was confident that my Boyz would get across the battlefield and into combat with only light casualties, enabling them to bring their full weight of numbers to bear on any particularly tough opponents.

As I said previously, Orks are a close-range army, but they still have a few vehicles which can pack a punch at ranges over 50cm. One of these is the awesome Bad Moon Weirdboy Battletower. Since one of the Mega-Gargants in the Studio miniature cabinets is painted in Bad Moon colours, I was able to take the Weirdboy Battletower as a support card. I also took another Mekboy Speedsta, this time armed with the quirky but effective Lifta Droppa. I strongly expected Adrian to take at least one Stormblade, Shadowsword or other super heavy tank (or even a whole company of them!), and these make prime targets for a Lifta Droppa Speedsta. My next choice was a Doom Diver Magna-Cannon. When the new Imperial Thunderbolts and Marauders had arrived at the Studio, Adrian had shown great interest and I was certain he would pick these as part of his force. The Magna-Cannon's ability to snap-fire in the movement phase, and kill a flyer just by hitting it, was bound to clip their wings.

GODRATZ' HORDE (6000 points)

MEGA GARGANT

POINTS VALUE 1400

MEKBOY DRAGSTER

One Mekboy Dragster.

POINTS VALUE 100

MEKBOY SPEEDSTA

One Mekboy Speedsta.

POINTS VALUE 100

MEKBOY PULSA ROKKIT BATTERY

The Mekboy Pulsa Rokkit Battery consists of three Pulsa Rokkits.

POINTS VALUE 250

SPECIAL CARD
FREEBOOTERZ

Freebooterz are treacherous Ork renegades who roam the fringes of Ork territory as pirates and mercenaries for hire. Any Warboss can hire Freebooterz easily enough by promising them a share of the spoils of victory.

A Freebooterz Mob consists of 1 Freebooterz Nobz stand – the Kaptin – and four Ork Freebooterz Boyz stands.

POINTS VALUE FREE

SPECIAL CARD
ORK GARGANT BIG MOB

A Gargant Big Mob consists of a Boss Gargant and two other Gargants. The Gargants can be any mixture of Slasher Gargants or Great Gargants.

POINTS VALUE 1700

BAD MOON WEIRDBOY BATTLE TOWER

One Weirdboy Battle Tower.

POINTS VALUE 100

MEKBOY DOOMDIVER MAGNA KANNON

One Mekboy Doomdiver Magna-Kannon

POINTS VALUE 50

SNAKEBITE CLAN

The Snakebite Clan consists of 1 command unit of 4 Nobz stands, 1 Boarboyz mob of 5 Boarboyz stands, plus 1 Boyz mob of 15 Boyz stands.

COMMAND UNIT | BOARBOYZ MOB | BOYZ MOB

POINTS VALUE 600

MEKBOY LIFTA DROPPA SPEEDSTA

One Mekboy Likta Droppa Speedsta

POINTS VALUE 100

GOFF GUTRIPPA SQUADRON

A Goff Gutrippa Squadron consists of three Gutrippas.

POINTS VALUE 100

KULT OF SPEED

An Ork Kult of Speed consists of 1 command unit of five Nobz Warbikes, plus two War Buggy Mobz of five War Buggies each.

NOBZ WARBIKES | WAR BUGGIES

POINTS VALUE 400

SPECIAL CARD
ORK WARBOSS

The Ork Warboss is a mighty leader of the clans – a Boss Ork commanding many warriors and machines. The Warboss and his bodyguard are represented by a single unit consisting of a Warboss and 5 Nobz with 2 Battlewagons. A Battlewagon can carry up to 3 stands.

ORK WARBOSS | ORK NOBZ | BATTLEWAGONS

POINTS VALUE 250

MADBOYZ MOB

A MAdboyz Mob consists of four 'Madboyz stands.

FREE

GOFF CLAN

The Goff Clan consists of 1 command unit of 8 Nobz stands plus 1 Boyz Mob of 15 Boyz stands.

COMMAND UNIT | BOYZ MOB

POINTS VALUE 650

MEKBOY SPEEDSTA

One Mekboy Speedsta

POINTS VALUE 100

GOFF LUNGBURSTA SQUADRON

The Lunbursta Squadron consists of three Lunburstas.

POINTS VALUE 100

One of my favourite tactics is using a Warboss as an 'artillery kaptin'. Orks who are more than 10cm from a command stand revert to their instinctive behaviour, which generally means they head towards the enemy. This isn't usually what you want your artillery to be doing – it should be shooting at them, not charging! To counter this I would normally have to keep an entire clan at the back, just so their Nobz could issue orders to my Pulsa Rokkits and other precious long-range firepower. With a Warboss, you can send your clans forward as normal while he stays within shouting range of the artillery. The Warboss and his Nobz also provide good protection against troops landing in Thunderhawk Gunships, or other flyers which often streak across the battlefield at high speed to pick off my artillery. Finally, I took a Freebooterz special card and some Madboyz. These are totally free and their independence allows them to capture an objective far out to the sides or to hang back and cover an objective placed near your deployment zone.

One of the main reasons I like to take lots of Mekboy support cards is the added benefit of Mekboy Repair cards. With the force I had picked I was allowed twelve Mekboy Repair cards! After assigning these cards to the various mobz and vehicle squadrons it was time to set up the battlefield and draw Gargant missions.

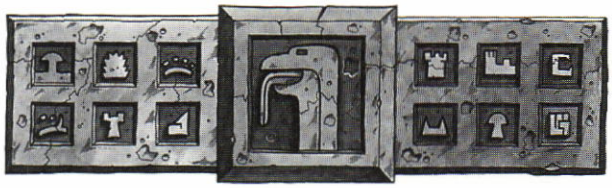
TWO-PRONGED ASSAULT

With my first look at the battlefield, I decided to make a determined push through the centre, between the two large Ork buildings. These massive constructions would shield the bulk of my force from Adrian's fire, which I thought particularly important considering Adrian's favourite tactic of taking an Imperial Guard Artillery company and pounding everything in sight!

The two Gargant missions I drew were *Stomp an' Smash* and *Grabbit!* The *Stomp an' Smash* mission meant that I would get double victory points for every enemy Titan destroyed, a task kustom-made for Mega-Gargants. *Grabbit* was bit more difficult, but after rolling a D6 we discovered that the objective the Big Mob had to capture was number 6 – right where I wanted to go anyway!

Adrian had already tried to frighten me by saying he was taking an Imperator Emperor Class Titan, but I wasn't worried. The way I see it, there were two places for him to deploy such a massive piece of hardware. Either directly opposite my main assault on the hill, or to my right in the open ground around the remains of the Imperial town. With this in mind I placed my Mega-Gargant between these two areas, a move which would allow the massive war machine to turn left or right to face the Imperator. If the Mega-Gargant could down such a valuable enemy I would net a massive 46 victory points. This alone would probably win me the game! The bulk of my army, the Goffs and Gargant Big Mob, set up in the centre ready to trundle forward past objective 6. Depending on where Adrian deployed, this portion of my army could then move onto objectives 3 or 1 to counter any moves made to capture the big Ork buildings.

My Snakebites, with attendant Madboyz and Freebooterz, deployed on my far left, ready to attack objective 5, and possibly to capture objective 7. Although objective 7 was deep in Adrian's territory I felt confident the Boarboyz could reach it within three turns. I had also given my Madboyz the *Flight Packs* Mekboy card. If I was lucky enough to get them charging for two turns they would be able to cover the distance to the small Ork settlement along with the Boarboyz.

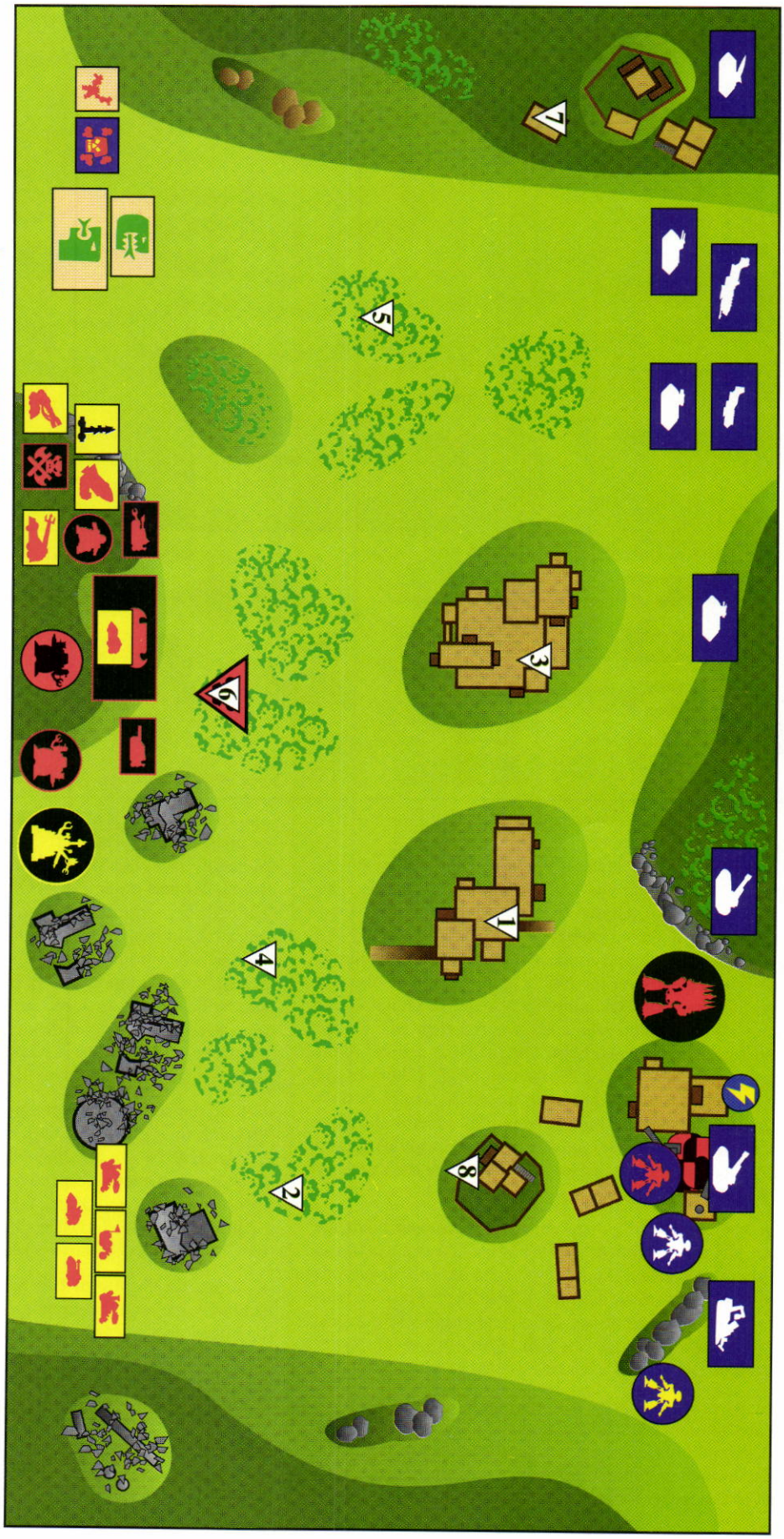


Over on the far right of the battlefield, the Kult of Speed revved their engines. The plan for them was to storm forward and swamp objectives 2 and 4, and perhaps to snatch objective 8 from underneath Adrian's nose. On the second turn, provided they hadn't been destroyed by a storm of fire from Adrian's Imperator, they would carry on into the ruins on the Imperial side of the table.

Without anything disastrous happening, I could foresee my troops capturing, or at least contesting, objectives 2, 4, 5, 6 and 8 by the end of the first turn. On the second turn they could either consolidate their position (in other words pick on anybody still nearby) or carry on sweeping forward towards objectives 1, 3 and 7. In the past I have captured objectives early on in a battle, only to lose them in a later turn to a swift Rough Rider or Bike Company. This time, however, I was sure the firepower of my Gargants would stop Adrian pulling such a shameless trick, or make him wish he hadn't tried.

With my strategy devised and my mind set on victory I broke out the toasted Squigs and fungus beer, and set about putting my simple plan into action…

DEPLOYMENT MAP



LEGIO METALICA

Cassius Belli
Clavigera
Confractus
Cruciatus
Inquisitor

Marauder Squadron
Chimerax Squadron
Chimedon Squadron
Chimerro Squadron

Bombard Battery
Manticore Battery
Thunderbolt Squadron
Basilisk Battery

Titan Defence Company

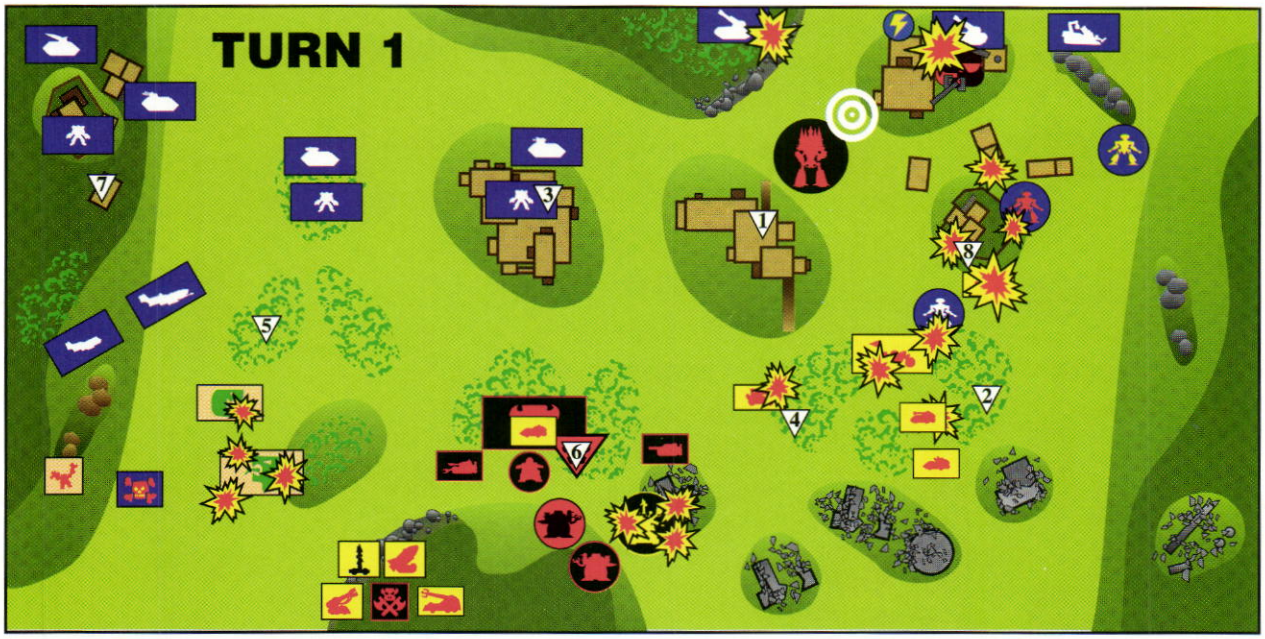
GODRAT'Z' HORDE

Big Killa
Skinnyslasha
Scumstompa
Humie Splitta
Weirdboy Battletower
Warboss

Goff Boyz
Gutrippa Squadron
Lungbursta Squadron
Dragster
Grabbit objective

Snakebite Boyz
Boarboyz
Madboyz
Freebooterz
Buggies

Magna Kannon
Pulsa Rokkits
Lifta Droppa
Kannon Speedsta
Nobz Bikes
Rokkit Speedsta



LEGIO METALICA

Cassus Belli
Clavigera
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Cruciatus
Inquisitor
Chimedon Squadron
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Buggies
Snakebite Boyz
Freebooterz
Nobz Bikes
Rokkit Speedsta
Lifta Droppa
Pulsa Rokkits
Magna Kannon
Boarboyz
Kannon Speedsta

TURN 1

A steady rumble reverberated through the Ork settlement as the Imperial Titans and Ork Gargants closed for battle. The Plasma Annihilator of Cassus Belli crackled with raw energy as the Princeps diverted power to the weapon. Across the battlefield, the mechanised company roared forward, while the Reaver Titans strode over the rubble of the destroyed research facility, their weapons scanning the horizon in search of the foul greenskins. Then the Gargants appeared, their heavy tread and the rumbling of massive tracks causing a discordant shaking which set whole buildings trembling. Like a living green tide the Ork mobz appeared, the crude shapes of their tanks bouncing over the rough terrain with gleeful abandon. This was a battle that would prove whether the technology and tactics of the Emperor's finest could overcome the savagery and raw courage of the Orks.

Gavin: Just before setting up I rolled up the power fields for my Gargants and determined that the Mega-Gargant had only a single shouting counter. At the start of the battle Scumstompa had twelve power fields, since it was the boss Gargant. Skinnyslasha had five power fields and Humie Splitta had eight. My Mega-Gargant, Big Killa, had only seven power fields as I has only rolled a one, not a good start!

Adrian won the initiative for the first turn and, after a moment's thought, he decided to make me move first so he could see how I reacted to his set up. Since Adrian had rolled ten plasma counters for the Imperator, I was worried about the amount of fire the towering machine would be able to unleash on my Mega-Gargant. The bulk of my horde surged forwards on charge orders. The Goffs, protected by the crackling dome of energy from the Mekboy Dragster, rushed forwards to the woods around objective 6. On my right the Kult of Speed gunned their engines and screamed forward, capturing the objectives in front of them – for now at least! Over on my left, the Snakebites mirrored this assault, racing towards objective 5, with the snorting Boarboyz edging out in front of the Boyz and Nobz. On my extreme left flank the Madboyz had gone onto advance orders, but luckily their *Flight Packs* meant that they kept up with the rest of my force. The Freebooterz followed them, running onto the ridge along the valley side.

Behind the advancing Goffs my Gargant Big Mob thundered forward, their enormous bulk making the ground tremble as they pounded down the slope. Skinnyslasha caught up with the Goff Boyz to capture objective 6, the target of their Gargant mission. My two Great Gargants, Humie Splitta and Scumstompa, edged towards the right, keeping the large Ork building that was objective 1 between them and the Imperator.

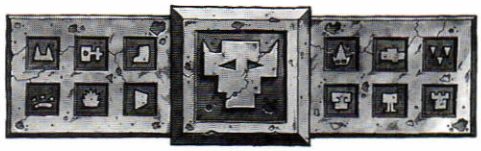
Godratz, the Kaptin of Big Killa, yelled out 'Battle speed, starbud turn!' and the monolithic war machine's tracks threw up huge gouts of earth as the Mega-Gargant slewed round to intercept the Reaver Titans. I was sure that the Reavers would be coming on as fast as possible, since their mission was to get into my half of the battlefield. This suited me fine as they would get the warm welcome of eight gun decks and five gun turrets if they came too close! As they saw their Warlord making straight for the enemy Titans, the rest of the army began to chant "'ere we go, 'ere we go, 'ere we go..."

Adrian: Like a howling green wave the Orks poured across the battlefield towards my line. Undeterred, my brave troops responded. The Princeps of Cruciatus put full power to the legs of his Reaver Titan and charged into the Kult of Speed, ending up in close combat with one of the Nobz Warbikes. Clavigera and Confractus followed on advance orders, their weapons trained on the speeding Bikes and Buggies swarming through the woods and ruins.

Cassus Belli, the famous Imperator Titan which had smashed the Orks on Gehenna, plunged forward with its huge engines charged with plasma. I was content to let the large Ork building to my front shield the Imperator from the Gargant Big Mob whose weapons would soon be trained on my Titan. From the Ork lines, only the Towers and Sensorium Dome could be seen above the crude construction.

My Tech-Guard Mechanised Assault Company ploughed forwards towards their respective objectives. The Assault troops carried within the hulls of the transports leapt out and dashed for cover, making huge leaps with their jump packs. From this position I could either dig in next turn or continue my advance. To my right the scream of ramjets filled the air as the two squadrons of flyers pulled into a steep climb and jinked left and right to avoid the incoming fire. As the Marauder Fighter-Bombers moved into position a weird humming filled the air. Gavin had snap fired his Doom Diver Magna-Cannon at one of the Marauders! Magna-Cannons are particularly deadly since a hit automatically causes a flyer to end up pointing downward, leading to a spectacular crash – in other words certain death. Luckily the massive force beam projected by the Ork anti-aircraft vehicle missed and the Marauders continued their ascent unaffected.

Gavin: Before we did any more shooting I rolled for Big Killa's Mega-Weapons. My gunners and Meks scored top marks for effort and I could fire three this turn. Taking this rare opportunity the weirdboy tower unleashed a salvo of brain-burstin' zaps during the Psychic phase, but proved to be out of range of the Cassus Belli!



Adrian: In return for this pre-emptive strike, my Imperator Titan opened up with everything it had. The main battery, two of the gun towers, the defence laser and the Plasma Annihilator all unleashed a torrent of fire at the Mega-Gargant. As power field after power field flickered and died, the scanners on board the Imperator Titan detected a weakness in the Mega-Gargant's defences. This data was passed down to the Moderatus who controlled the Plasma Annihilator and the next shot passed through the power fields to slam into the ammunition storage area of Big Killa. Although I only rolled a one on the Ammo damage table, the resulting fire and roll on the Fire Table sent gouts of flames rushing through the Ork machine, killing two of the Boyz stands within the Boiler Room. This loss would slow the Mega-Gargant down, probably stopping it getting all its gun decks and turrets into range of my army next turn.

The secondary weapons' fire was split between the two Buggy squadrons from the Kult of Speed, smashing two of the racing vehicles into shards of twisted metal. Angling towards the dark

Cassus Belli covers the Imperial advance as the Reaver Battle Group attack the Kult of Speed.

skies the Hellstorm cannon loosed off a salvo of fire with a deafening roar. The shells screamed through the air towards the Snakebites but unfortunately this indirect fire scattered badly and the four ammunition counters I had used up only succeeded in killing five Boyz stands. Still, I could have missed totally and done no damage at all!

The Slasher Gargant proved to be out of range of my remaining two gun towers and that finished off the opening salvo. Gavin sat stunned by the close call his Mega-Gargant had had. If I had rolled higher on the Mega-Gargant's ammo damage table he could have been looking at a smoking wreck before the battle had really started!

Gavin: That Emperor Titan had to go! I scanned the battlefield to see what would be the most suitable weapon to fire first and settled on unleashing a Pulsa Rocket. Sighting down the length of a crude fin, one of my Mekboyz prepared to fire at the Cassus Belli. After 'finkin' fer a bit' I decided to put as much fuel as possible into the Rocket. As I rolled the dice I realised what an oversight I had made. The distance you roll on the dice is added to 50cm – that was my lack of recent battle experience with the Orks showing through. However, my decision turned out to be alright as the Pulsa Rocket corkscrewed down just behind the Imperator. Rolling a six on the pulse table, the field generator exploded straight away, stripping off the first of the Imperator's shields. Even so, I would have preferred to have rolled a five since this would have left the pulse template in place to cause more damage in subsequent turns.

Adrian: The rest of the first fire segment was pretty dismal for both of us. Gavin's repeated attempts to shoot down my flyers were thwarted by the additional 25cm range from their flying high, while my entire Artillery company couldn't hit a thing! I decided that the biggest threat to my plan was the Mega Gargant so I directed all the artillery fire at the Mega-Gargant. Unfortunately, I only succeeded in overloading its last power field. In retaliation, Gavin's Nobz Bikes managed to knock down one void shield from the Reaver Titan Cruciatus.

Unsurprisingly, Cruciatus crushed the Nobz Warbike with its armoured foot in the close combat segment, and it was time for the advance fire. This is when I expected the Orks to start evening the odds a little…

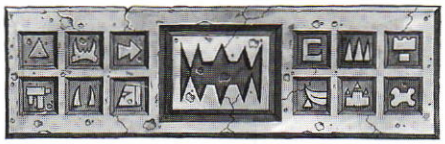
The Reaver Titan Confractus opened fire at the Kult of Speed with everything it had. Four War Buggies and a Nobz Warbike fell to the combined fire of its plasma blastgun, inferno gun and vulcan mega-bolter. This wasn't as devastating as I'd hoped, but the number of visible targets was limited. The Kult of Speed's Kannon Speedsta fired back, but Gavin only rolled a 2 on the artillery dice – obviously the Mekboy had run into a few teething troubles with his new machine. However, both shots struck home, knocking another two void shields off Cruciatus. Clavigera then opened fire with its vulcan mega-bolter, and the ground around the two Mekboy Speedstas erupted in a storm of fire. The Rokkit Speedsta was hit twice but made both of its saving throws, though the Kannon Speedsta was torn apart as a shot thudded through its hull and detonated its engines in a loud explosion. The barrage missile fired off a total of four barrage templates and landed amongst the Kult of Speed, immolating three Nobz Bikes and a Buggy in the blazing inferno.

Gavin: In reply to Adrian's assault, the scratched and dented Rokkit Speedsta launched a barrage towards the Basilisks on the central hill, destroying one of them as the high explosives set off the vehicle's ammo in a spectacular chain reaction. Our attention switched to the other end of the battlefield as the Thunderbolts made their attack run on the Snakebites. Three Boyz and one Boarboyz stands succumbed to the combined cannon and rocket fire. A lucky escape for the traditional-minded Orks when you consider how much firepower a single squadron of Thunderbolts can bring to bear.

Big Killa struck back, but most of its fire was out of range or missed. The Big Lobba shell that landed amongst the Bombards failed to destroy the siege engines despite the fact I rolled six barrage points. A krooz missul screamed off into the distance, the Kaptin peering intently at the teevee screen in front of him. Spying the Inquisitor skulking behind the Gargant workshop, the Kaptin pulled hard on the joystick. Unfortunately, the Kaptin was so excited by his brilliant new example of Ork Mekboy ingenuity that his aim was off and the massive missul impacted amongst the Basilisks, blasting one of them to pieces.

Adrian: After the disappointing round of fire from the Thunderbolts, it was up to the Marauder squadron to do some serious damage to the Snakebites. I wasn't disappointed. The

missiles combined with the lascannon and battle cannon fire killed a total of four Boyz Stands, two Boarboyz and a Nobz stand. That should give the Orks something else to think about!



Humie Splitta's crew swivelled their enormous Magnum Mega-Cannon towards the Marauders, following instructions shouted down from the observation turret. However, all this was for nothing as the high-flying Fighter-Bombers proved to be out of range even for their long-distance armour piercing shell. The gutbuster belched a thick cloud of smoke and launched a massive ball round at Confractus. The huge metal sphere skidded aside and smashed through two Ork buildings instead, reducing them to rubble. The final blow was struck by the Chimerax detachment, who managed to cut down yet another Boarboyz stand with their combined fire.

Gavin: As the sound of gunfire faded, the krew of Big Killa managed to put out the fire on board, while Adrian's Reaver Titan Cruciatus managed to get one of its void shields back on line. Unfortunately, both the Snakebites and the Kult of Speed had been broken, and the resulting morale checks forced the Rokkit Speedsta and Snakebite Boyz onto fall back orders. The Orks were badly mauled but all my Gargants were still intact and would no doubt give Adrian a hard time next turn.

Adrian: In almost every Epic battle I've played, I've aimed to win in either the first or second turn. I try to grab as many objectives as possible and break a company or three into the bargain and usually this is enough to win outright. If I was to win this game I had to do it next turn! If the game lasted any longer the Orks would be in a much better position to pound my Imperator and overrun the objectives I had managed to capture so swiftly. As I thought about how many victory points I had won this turn, I realised I only needed to make 14 more victory points to win! If I could keep hold of all my objectives *and* get the Reaver battle group into the Orks' half of the battlefield *and* grab objective 1 with the Titan Defence troops inside the Imperator Titan, then I would win the battle without even firing a shot!

I felt much more confident of my position as I wouldn't have to rely on destroying either the Mega-Gargant, the Great Gargants or the Goffs to win. If I did succeeded in destroying anything then I would just increase my lead even more! With this plan of attack for Turn 2 firmly in mind, I set about choosing my targets.

TURN 1 VICTORY POINTS

IMPERIAL: 41 POINTS

ORKS: 20 POINTS

The Ork army surges forward as the Imperial forces outflank them!

LEGIO METALICA

Cassus Belli
Clavigera
Confractus
Cruciatus
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Chimedon Squadron
Chimerro Squadron
Chimerax Squadron
Titan Defence Company
Thunderbolt Squadron
Marauder Squadron
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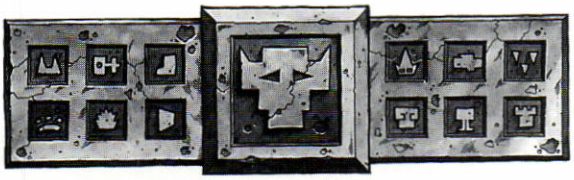
Buggies
Snakebite Boyz
Freebooterz
Nobz Bikes
Rokkit Speedsta
Lifta Droppa
Pulsa Rokkits
Magna Kannon
Boarboyz
Kannon Speedsta

TURN 2

Gavin: Once again Adrian won the initiative roll and forced me to move first, thereby giving him the chance to get out of my Gargants' fire arcs, or out of range. My Mega-Gargant edged forward, having had its movement slowed by 7cms because of the damage to the boiler. Using my only Shouting Counter, *Full Speed Ahead*, Big Killa rumbled forwards towards the Cassus Belli, hoping to get its awesome number of gun decks and turrets into range.



The Snakebites Nobz and remaining Boarboyz stand continued their relentless charge across towards the Mechanised company, with the boar-riding Orks finishing their move slap-bang on objective 5. If Adrian wanted this piece of ground he'd have to fight me for it nose-to-nose! Titan Legions contains an expanded terrain table, and details separate movement restrictions for cavalry, knights and walkers, instead of dividing everything into infantry, vehicles and Titans. Boarboyz are a type of cavalry, with a half movement rate penalty if they enter woods (instead of not being able to enter them at all). Unfortunately for him, Adrian seemed to have overlooked this and was horrified to see my Boarboyz capture this objective.

The scattered remnants of my Kult of Speed charged headlong into the Imperial Artillery company opposite, bringing a Bombard and two Basilisks into close combat. I wasn't concerned about the result of the combat, I just wanted to reduce the number of things firing at my Gargants! The Goffs also surged towards objective 1 but would be unable to reach it until next turn. So far Adrian hadn't even bothered firing at them because of the force field projected by the Dragster.

My Slasha Gargant, Skinnyslasha plodded past objective 6 and turned to face the Cassus Belli. The two Great Gargants peeled off to my right to confront the Reavers that were bound to make a break for their *Blitzkrieg*. If Adrian left it later than this turn my Gargants could get in really close and annihilate his battle group with little difficulty.

Adrian: My troops continued their steady advance, as Cassus Belli rolled up nine plasma counters this turn. Good news indeed! Cruciatus advanced whilst Clavigera and Confractus charged into Gavin's half of the table to claim their ten victory points. Meanwhile, the Thunderbolts swooped on Gavin's Pulsa Rockets and Warboss and the Marauder fighter-bombers banked right to engage the Freebooterz and Madboyz on the hill. The Magna-Cannon once again snap fired, but as before the deadly pulse of energy failed to lock onto the Marauder fighter-bomber it was directed towards. The Marauders finished their move above the Boarboy who was now deep inside the woods on objective 5. It was then I realised to my horror that I was unable to target the Orks as they were protected by the canopy of the trees. Now I would have to destroy the Mega-Gargant in order to win!

Cassus Belli stepped forward, and as it did so a Titan Defence detachment poured from one of its Bastions. They quickly captured objective 1, taking up strong positions within the Ork buildings. The Chimera detachments strengthened their hold on the objectives within their control, and the Chimedon squadron advanced around the woods towards the lone Boarboyz stand covering objective 5. Unfortunately they too, like the Marauders, wouldn't be able to target the Boarboyz. The Inquisitor charged into combat with an Ork Buggy hoping to save at least one of the Basilisks from the close assault.

Gavin: I rolled up three mega-weapons again this turn, and in the Psychic phase the weirdboy tower managed to knock three void shields off the Imperator Titan's defences. My Weirdboy Battletower had insufficient range to hit the Thunderbolts he let loose at, mainly because the measly psychic attack was powered by just the Warboss' artillery.

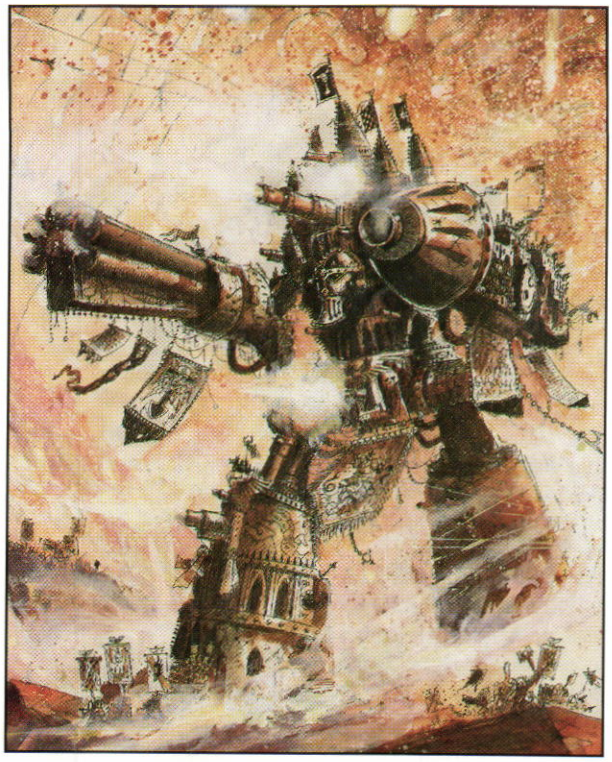
Adrian: Continuing where it left off last turn, Cassus Belli poured shot after shot into the buckling frame of the Mega-Gargant. Many shells bounced off its thick armour, but as the thunderous fusillade continued fires broke out all over the Ork machine. Huge smoking rents were blasted in the Gargant's hull and one of the gun decks was left a smouldering ruin. Many of my shots at the ammo went wide and destroyed the already defunct power field generators. That would have been okay last turn, but I needed to get that metal heap blazing from tracks to weirdboy tower! With numerous fires blazing and further hits on the ammo, Gavin was unable to fire any more mega-weapons this turn and all his shots would be at a further -1 to hit because of the clouds of billowing smoke that now enveloped the stricken Big Killa.

Almost as an aside, two of the gun towers and the Hellstorm Cannon targeted the Slasher Gargant, Skinnyslasha, and knocked down a shield. Once again the indirect fire of the Hellstorm went wildly off target and ended up only destroying a single Gutrippa.

With almost supernatural accuracy, Gavin sent another Pulsa Rocket towards the Imperator Titan, which clanged off the towers and landed on the ground between its legs! Rolling a feeble 2 Gavin knocked down two more of the void shields, leaving the Cassus Belli with six left and the firing had just started. However, the pulse field would increase next turn and could seriously damage the Cassus Belli. I had to do something about that Mega-Gargant! Despite having a direct line of sight to the towering machine, my two unengaged Bombards missed the Mega-Gargant completely (I rolled a 1!).

Gavin fired back, trapping a Thunderbolt fighter with the Lifta Droppa Speedsta and then flinging it sideways at one of his wingmen. Luckily for me, Gavin rolled a scatter and I only lost one of the planes instead of two. The two Basilisks on the hill sent their rapid-firing barrages soaring towards the Mega-

As the Orks charge, the Imperial flyers sweep forward to the attack.



Gargant with the characteristic double-thud of explosions as they impacted on its armoured hull. Although this indirect fire scattered, Big Killa was such a large target it was hit anyway! Again I was lucky and the arm toting the Skullcrusha Cannon was damaged, rendering the big gun useless.

Gavin gritted his teeth at this set back, and opened fire with his Snakebite Nobz at my Marauder fighter-bombers. Despite this hail of fire, the Imperial flyers were unharmed – saved by their heavily armoured sides. The Chimerax squadron fired at the Freebooterz again and managed to pick off another of the Boyz stands. In reply the Ork Freebooterz Kaptin loosed off two wild shots which hit the Marauders, sending one of them tumbling from the sky trailing a burning cloud of oily smoke.

Gavin: In the close combat segment, Adrian's Inquisitor easily destroyed the War Buggy which threatened his artillery. Even so, a Basilisk and Bombard fell prey to the remaining Nobz Bike and Buggy of the Kult of Speed. Then Adrian's Chimedons fired at the Freebooterz, killing one of them with their battle cannons. It was now time for my Gargants to open fire. I had been patiently waiting for this moment for the last turn and a half and I had my plan all worked out. I started off with Skinnyslasha. With a great roar the gutbuster sent a ball round bouncing off the top of the Ork building, which then smashed down the Imperator's void shields in swift succession and ricocheted off the armour of the left bastion! With no void shields left the Emperor class Titan was a sitting duck! However, my luck continued to be awful with two shots from the ripper fist clanging off the towers and the slasha attack gun turning out to be out of range.

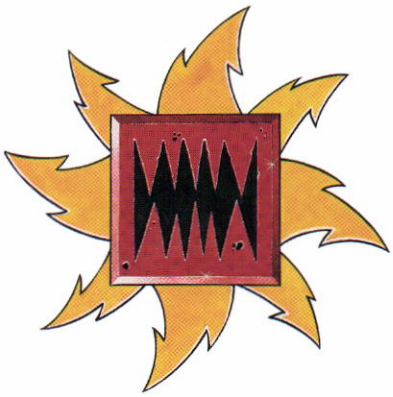
To Skinnyslasha's left the remaining Freebooterz were torn apart by the Marauder squadron's missiles, battle cannon and lascannon. Now it was time for Big Killa to show what a Mega-Gargant can do! Unfortunately, it could only show what a Mega-Gargant can do while blazing with fires, unable to fire its mega-weapons and skullcrusha, with a -2 to hit penalty for moving and smoke…

So, I opened up the salvo against Cassus Belli with the deth ray, which missed. Then I scored quite a few *very* lucky hits with the remaining gun turrets and gun decks, forcing Adrian to make saving throws for his reactor, head and mind impulse units. Although there were weaker locations, I didn't expect Big Killa to survive for long and I *needed* a lucky kill to earn me those 44 victory points. Unfortunately I didn't get one.

Adrian's return fire from the Thunderbolts was equally ineffective, as the Pulsa Rockets and Warboss were just out of range. My next Gargant to fire was Humie Splitta, the second Great Gargant in my Big Mob. The magnum mega-cannon fired an armour-piercing round at Cassus Belli but, true to form, this sailed past harmlessly. With a squeal of rusty gears the head of the Great Gargant turned towards Confractus. With a fizzing hum the Gaze of Gork was switched on. As the traktor beams locked onto the Reaver Titan it looked like something was going my way, but Adrian easily passed the enormous machine's saving throw and threw off the effects of the energy weapon.

Adrian: Pulling his pistol from its holster, my Imperial Guard commander cracked off a shot at the nearby Nobz Warbike, blasting the driver from his seat and causing the bike to slew sideways into its companion. Both bikes erupted into smoke-blanketed fireballs as their fuel tanks exploded. Struck by a primal fear of the swooping forms above them, the Madboyz loosed off a wild volley at the Marauders, amazingly getting two hits, which bounced off the plasteel plating of the huge fighter-bombers.

Cruciatus opened up on the Mega-Gargant with both its turbo laser destructors and its multiple rocket launcher. As the rockets and energy beams criss-crossed Big Killa's massive frame the Mega-Gargant suffered another point of hull damage and yet one more fire sprang up in the bowels of its inner workings. That made a total of eight fires on board! The last shots were fired by Gavin's Gutrippa squadron but it was too little, too late.



Gavin: As the crackling of flames and billowing smoke flooded through the narrow corridors and ducts of Big Killa, mad teams of Riggerz and Boyz dashed wildly about, flinging buckets of water over the blazing machine. The harsh shouts of the Nobz echoed through the miles of steam and smoke filled corridors, exhorting the krew to their utmost. The whole interior of the massive Ork war machine was lit by flickering red light, bathing the sweating Orks and Gretchin in a ruddy glow that turned the Boiler Room and Gun Decks into a scene from hell. Although they managed to extinguish one fire the hard-pressed krew still had another seven to contend with! The fires rapidly burned out of control and engulfed more and more of the Mega-Gargant in their burning embrace.

Realising all was lost the Kaptin, Warlord Godratz, issued his final command before preparing to go down with his Mega-Gargant. His voice reverberated down the shoutin' tubes.

"All 'ands! All 'ands! Abandon Gargant! Dat's roight, abandon Garg...KERBOOOOOOM" The explosion tore the Mega-Gargant apart from the inside, engulfing half of the Goff clan and the Lungburstas in a massive column of fire that stretched towards the skies. Pieces of debris rained down with deadly results, killing even more Boyz as tank-sized chunks of towers and gantries crashed amongst them. The Goffs emerged bloodied but unbroken, but it was over. The Waaagh! had been stopped and despite having a virtually unscathed Big Mob still in the fight, the Orks had lost. Quite badly as it turned out.

TURN 2 VICTORY POINTS

IMPERIAL: 72 POINTS

ORKS: 25 POINTS

The Mega-Gargant Big Killa is caught in a fatal crossfire between Cassus Belli and the Reaver Titan battle group.

OUCH!

Gavin: I sit here writing this conclusion with the uneasy feeling that I've just run into a brick wall. A brick wall with guns on! Looking back, my plan was doomed to fail from the start. Am I being too harsh on myself? Well, read on…

Firstly, I was totally wrong-footed by Adrian's unorthodox deployment. I would normally expect the Chimera Assault company to support Adrian's Titans, not to be deployed on the other end of the battlefield! This meant I had to either split my force or decide who I wanted to kill most. Although Adrian's Reaver battle group didn't appear to cause all that much damage in the battle, they did score a few hits on the Mega-Gargant and destroy the Kult of Speed, as well as achieving their Titan Mission and capturing two objectives!

The demise of my Speed Freaks was a hard blow, and I was determined to exact a small measure of vengeance. Unfortunately the early loss of my boiler krew crippled the Mega-Gargant's chances of getting anywhere near close enough to use the gun decks and turrets, while a headlong charge towards the Reavers would have left the Gargant's side completely exposed to the Imperator's fire. Getting only seven power fields and one Shouting Counter didn't start me off well, and perhaps I should have been more cautious. Then again, being cautious isn't want Orks are about – you just steam in shooting and hope you survive!

Another mistake was not equipping my Goffs with transport vehicles. I normally take two Skullhammas to carry the Nobz and Battlewagons for the Boyz. Having to leg it across the entire width of the battlefield is nigh on impossible. In retrospect, and against Adrian who kept his army near his deployment zone, it's obvious that they'd never achieve much.

Thirdly, my Great Gargant's weren't equipped for the job. In my own Ork army the Gargants are equipped with no-nonsense, lots of attack dice weapons like battle cannon and gatling cannons. In this battle what would have served me best was a Gargant that could just pour a torrent of shots into the Imperator or Reavers, because the more dice you roll, the more hits you get. Super lifta droppas are fine in their place, but personally I prefer to leave the wacky stuff to the Mekboy Gargants and Speedstas.

I should never have sent the Kult of Speed in against the Reavers Titans. Quite what I could do with them I'm not sure, but unsupported by heavier vehicles the Buggies were simply blown away!

Lastly, though not as major as the points above, was my decision to keep the Weirdboy Battletower at the back. What was I thinking? Battletowers have to accompany da Boyz to build up Waaagh! power. The Weirdboy would have been much more useful accompanying the Snakebites or Goffs, where its ability to fire in the psychic phase could have eliminated the Chimera Assault detachments or even taken a few shots at the Imperator's Towers and Sensorium Dome (the only bit visible over the Ork building).

The only good thing for me in the battle was the unerring accuracy of the Pulsa Rokkits. I usually take two batteries of these, and in future I'm going to continue doing so. The ball round which knocked down the Imperator's shields was a blessing, but even this took me two shots to achieve. Even so, my lack of solid long range firepower (especially the loss of the Mega-Gargant's Skullcrusha) meant that this was worth little in the end.

Looking at the other side of the battlefield, I commend Adrian as highly as possible. There are only two aspects of his plan which I might have done differently. In many respects Adrian wasted his all-powerful barrage missile launcher by blowing up the already broken Kult of Speed. What I was dreading was an attack on my Warboss and his artillery. The unlimited range and direct line of sight of the barrage missile launcher would have meant the balls of burning plasma could have engulfed everything on the hill in incandescent death!

Adrian's second mistake, in my tarnished opinion, was his use of the flyers. Flying high worked brilliantly, keeping them out of range for the whole of my first turn of firing. However, I think the Thunderbolts would have been better used attacking the Freebooterz and Madboyz, while the extra weapon range of the Marauders would have meant my artillery and Warboss retinue could have been pounded badly.

Despite my abysmal performance it was a fun battle. If only I had rolled a 1 or 2 on that fateful fire table, the Mega-Gargant would have survived for another turn. If only the Basilisks hadn't stopped the skullcrusha firing. If only…

VICTORY

Adrian: As the smoke from the wrecked Mega-Gargant fills the air, victory is mine. Phew! In some respects the dice were very kind to me in this game. Winning the initiative every turn and rolling a very high number of plasma counters for my Imperator, allowed me to do anything I wanted each turn. However, I think that I won the battle with my set up.

Due to their initial positioning, the Reavers only had the Kult of Speed to deal with and were able to achieve their Titan mission with ease. I was surprised that Gavin didn't try to grab objectives 2 and 8 off me instead of trying to destroy the Artillery Company in the second turn. However, as he had to move first the objectives were a bit of an open target and my Reavers could have easily wasted the lot of them and still achieved the *Blitzkrieg*. Anyway, Gavin certainly reduced the effectiveness of my artillery barrage during the second turn.

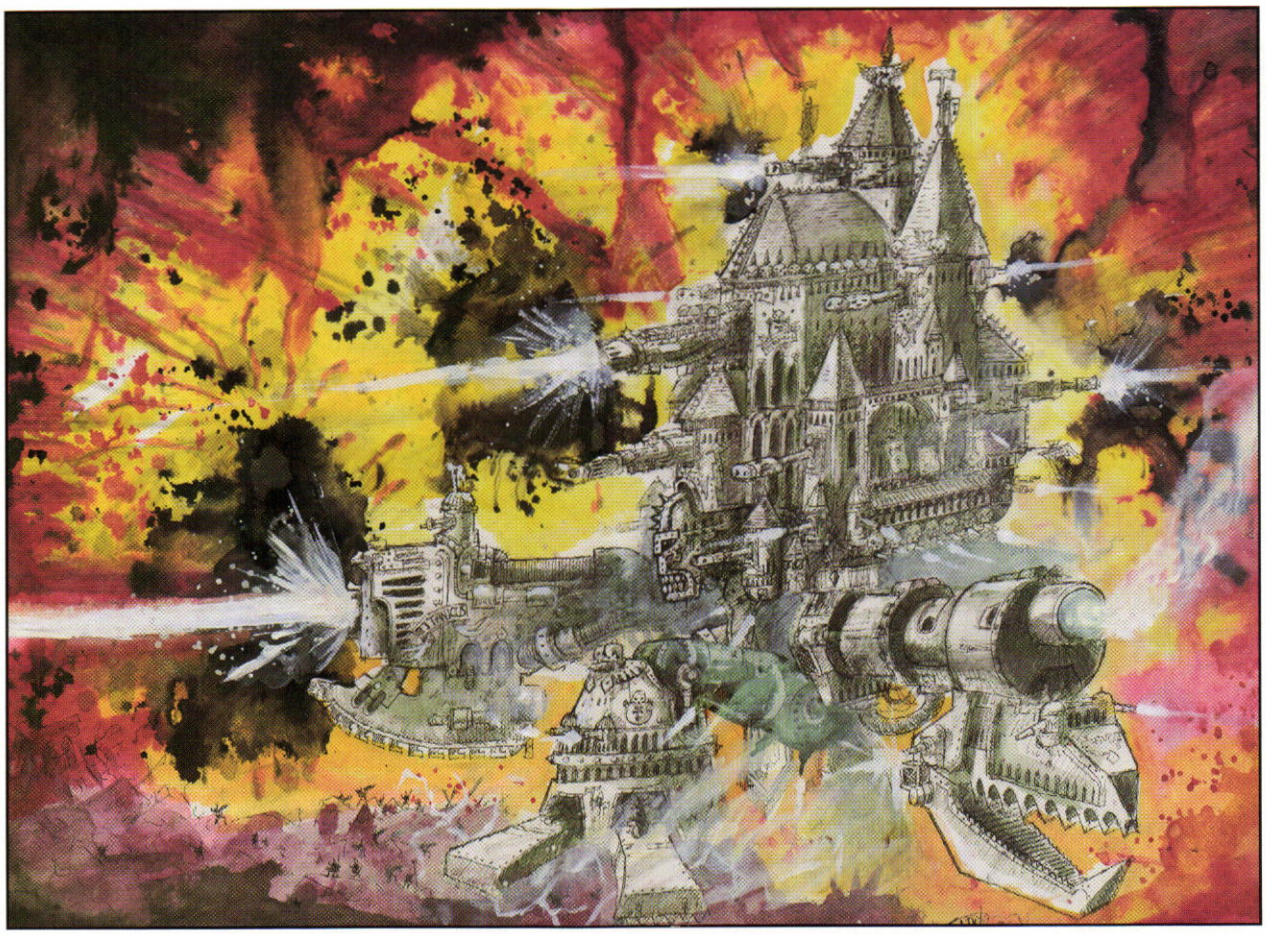
The Imperator was well protected from all Gavin's heavy fire from the Gargant mob and the Mega-Gargant by staying out of sight behind the Ork building. This meant that it was able to attack the Mega-Gargant in relative safety. Speaking of the Mega-Gargant, I really had to destroy it, not only because it had effectively the same mission as the Imperator but also because it was an excellent source of victory points. As it only had seven power fields it was too tempting a target to resist!

On the other side of the battlefield, Gavin got the drop on me with the Boarboyz on objective 5. I completely forgot that he would be safe from gunfire in the woods and paid for my mistake by loosing control of an objective and almost having to fight another turn.

The flyers were excellent. Their ability to fly high saved them from destruction in the first turn although they were very lucky not to be wiped out in the second. All those successful saves! I must admit that I didn't really know what I was doing with them and will need a lot more practice to use them to the best of their potential. Even so, they were really good.

On Gavin's side, I have to say that his small clans were very easy to break. Perhaps he would have done better taking two big clans instead of three smaller ones. The high break points that a clan can build up can make them unbreakable without expending a huge amount of artillery against them. I was able to break the Kult of Speed and the Snakebites with sheer gunfire alone, with the artillery company instead being able to pound the Mega-Gargant.

Overall the plan worked like clockwork. I had a number of things I wanted to do, not a lot of time to do them in, and I'm well aware that I was fighting against time as much as against Gavin. If the Mega-Gargant hadn't blown up, if Gavin had managed to destroy the Imperator or if we had gone to a third turn, it would have been a very different story.



EPIC®

PLAGUE ENGINES OF NURGLE

By Gavin Thorpe

Spreading like a living tide of corruption and decay, the followers of the Chaos God Nurgle attack the Imperium from the Eye of Terror. Among the hideous machines they send to war are the Plague Towers and Contagion Plague Engines, built with the single purpose of spreading suffering and death amongst all who oppose the might of Chaos.

THE ARMY OF NURGLE

Nurgle is the Chaos god of decay and pestilence. The followers of this foul deity revel in the destruction of the universe and the continual ruination that is part of existence. Nurgle himself plans for the time when the universe dies, and he sends his armies of followers out to speed this time of ultimate victory.

In his role as god of pestilence, it is Nurgle and his followers who spread disease and despair throughout the galaxy. Cultists of Nurgle poison entire Hive Worlds by releasing terrifying toxins into the water and air filtration systems. Entire planets have been swept bare of all life by the Death Guard – Chaos Space Marines of Nurgle, who kill with infection and disease as well as missile launcher and boltgun.

CAVALCADE OF PESTILENCE

When a Chaos host gathers for war the followers of Nurgle congregate together, performing depraved ceremonies for their diseased master. The rituals echo across the warp, their dark chants reverberating through the army like the ache of an insistent tumour, gradually building in malignancy and power. When their performance reaches its crescendo, the adepts of Nurgle are gripped with unholy ecstasy. They cavort around altars of skulls and heaps of disease-ridden flesh which writhe with maggots. Huge swarms of flies gather, buzzing around the macabre festivities, covering the supplicants in a living mass of small black bodies. The air crackles with energy and the daemons of Nurgle appear. Through the tear in reality a tide of tiny Nurglings surge, followed by the energetic Beasts of Nurgle. Then, in solemn procession, march the victims of Nurgle's Rot – the Plaguebearers of Nurgle. Finally, as the ceremony reaches its climax, the Great Unclean Ones enter, their huge, bloated bodies spilling filth in their wake.

With the arrival of the daemons, the construction of massive engines of war begins. Overseen by the Nurgle acolytes, thousands of twisted and corrupted slaves toil to build the awesome machines of destruction that will spread the plague of Nurgle to a hundred worlds. Massive Plague Towers are erected, the Chaos Magi binding souls of dead slaves into them to power their engines. The festering altars are used to provide ammunition for the disgusting Contagion Plague Engines. And all throughout this frenzied activity the constant buzz of insects and the stench of rotting bodies permeates the air.

TIDE OF DESPAIR

When the war machines of Nurgle are ready, the pestilent Chaos army sets forth upon its dark crusade. Like a terrible, cancerous growth the armies spread from world to world, from star system to star system, corrupting and destroying everything in their path. It is at these times that the Imperium is hardest pressed, when the Space Marines, Imperial Guard and Titan Legions must fight together with all their strength and are counted among the fortunate merely to survive the terrifying onslaught.

PLAGUE TOWER

As a Chaos Army surges towards the enemy lines, the massive Plague Towers thunder forward amongst the Beastmen and Chaos Marines. The Plague Tower itself is driven along by the power of trapped souls, the victims of some hideous disease. These unfortunate beings are imprisoned within the bowels of the Plague Tower and their raw agony and terror feeds its arcane engines, sending it rumbling across the battlefield to grind the bodies of the dead beneath its gigantic wheels.

Inside the Plague Tower are hundreds of Chaos worshippers, who whip themselves into a killing frenzy and howl with delight at the prospect of the slaughter to come. When the massive drawbridges are finally thrown down a horde of screaming, fanatical warriors pours across to swarm around the enemy in a swirling mass of corruption and death.

At the heart of each Plague Tower lurks the very essence of Nurgle – a Great Unclean One, disgusting Greater Daemon of Nurgle. The Plague Tower acts as a focus of power for Chaos in the same way as other Greater Daemons and is treated as one in the game. Like any other Greater Daemon you add three Chaos cards to your hand if your force includes a Plague Tower, and you can expend Chaos cards to keep a Plague Tower functioning if it is destroyed. Although it is a Greater Daemon, a Plague Tower must be given orders as normal.

The massive size of the Plague Tower enables it to crush smaller foes under its huge wheels, or shunt them aside with no pause in its inexorable progress. The Plague Tower is a super heavy vehicle and so can only be pinned in close combat by other super heavy vehicles and Titans. The Plague Tower is equally well armoured all around its vast bulk, so its saving throw of 1+ is not modified by shots from the side or rear. This means that troops with no saving throw modifier cannot harm the Plague Tower at all.

The Plague Tower is a transport vehicle and can carry up to eleven stands. This enables the Plague Tower to carry an entire Beastman or Minotaur warband, two detachments of Chaos Marines led by a Greater Daemon, or any other tactically advantageous combination. A Plague Tower's huge size allows it to transport units of daemons, or even a Greater Daemon, which are too big to fit into any non-super heavy transport vehicle.

The Plague Tower is cunningly designed to allow troops to disembark quickly and easily. For this reason, troops still inside the Plague Tower when it is destroyed have a chance of escaping, unlike other transport vehicles. If the Plague Tower is destroyed, by whatever means, roll a D6 for each stand still on board. On a roll of 1, 2 or 3 the stand is destroyed. On a roll of 4, 5 or 6 the troops manage to throw themselves clear as the Plague Tower topples over or collapses in on itself. Place the stand on the table next to the stricken Plague Tower.

BOARDING ACTIONS

Attacking from the Plague Tower has many advantages, most importantly the benefit of assaulting large foes from a higher position. If the Plague Tower is in contact with an occupied building, Titan or super heavy vehicle at the start of the Close Combat segment, the troops inside may disembark and make a boarding action. This is resolved as a normal close combat, but the Chaos troops gain an extra D6 in the first turn to represent the benefits of attacking from the Plague Tower. In subsequent turns of combat there are no benefits as the troops will have disembarked and lose any advantage they may have had.

Troops may not attempt to board any other type of enemy, and must disembark normally (with no bonus) if they wish to attack vehicles or infantry on the ground in close combat.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Plague Tower	15cm	1+ all round	+8	Rot Cannon	50cm	8 Barrage Points		-4	Carries eleven stands.
				Cannon	25cm	2	4+	-2	Stands escape on 4+.
				Plague Mortar	25cm	4 Barrage Points		-1	+D6 when boarding
				Bolters	15cm	8	6+	0	

CONTAGION PLAGUE ENGINE

As the worshippers of Nurgle advance across the battlefield, the terrifying scream of plague catapults fills the air. Behind the mad headlong charge of the Chaos followers, rows of Contagion Plague Engines launch their pestilent ammunition at the opposing army. The main weapon of the Contagion is the plague catapult, a huge armament which bombards the enemy with chunks of Chaos-saturated stone, clusters of decaying corpses and other disease-infested filth.

When these vile bombs impact they spray ichor and infected debris across a wide area. The pestilential aura that surrounds the site of these bombardments fills the air with corruption and the malaise of Nurgle's Rot spreads across the battlefield. Those who survive the initial attack soon contract a variety of virulent diseases. Their wounds turn gangrenous and they die swiftly, wracked with pain.

The Contagions fire their plague catapults like any other barrage and may fire indirectly. Each Contagion has two barrage points, roll to hit and make saving throws as normal. However, any infantry stand killed should not be removed. Instead they should be turned upside down and left in place for the rest of the battle to mark a pile of plague-ridden corpses.

At the start of each subsequent Orders phase (before orders are placed), place a barrage marker centred on each inverted stand, representing the miasma of infection surrounding the heap of bodies. Any model touched by the template is a potential victim and may contract a variety of debilitating infections. Models which are followers of Nurgle (minions which are attached to a Nurgle Greater Daemon) are not affected by this plague. Roll a dice for each model, on a roll of 6 (not modified by cover) it must make an unmodified saving throw or be destroyed.

Infantry stands destroyed by this secondary effect should also be upturned, and from the start of the next turn will also spread the plague as described above. In this way it is possible for the plague to rapidly spread across the battlefield, contaminating wide areas with a miasmic pestilence.

The Contagion Plague Engine also mounts a vomit cannon for attacking targets that approach too close. The vomit cannon sprays a gout of disgusting filth and disease for a short distance, which surges over walls, around trees and through windows. Consequently, the Contagion ignores to hit modifiers for cover when firing its vomit cannon.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Contagion	15cm	4+	+3	Plague Catapult	75cm	2 Barrage points		0	Spreads Plague
				Vomit Cannon	25cm	1	4+	-1	Ignores cover

A Nurgle Plague Tower smashes into an Eldar Revenant Scout Titan, while the frenzied troops inside prepare to board!

PLAGUE TOWER AND CONTAGION EPIC ARMY CARDS

To assemble your new Epic army cards first cut them out, taking care to keep the front and back of each one together. Then fold each one in half along the dotted line. Spread a thin layer of glue across the back of the card and press the two halves firmly together. To make your army cards more hard wearing, it's a good idea to insert a thin layer of cardboard (cereal packet is ideal) between the two halves before you glue them together. Finally, trim off any excess material. Your army cards are now ready to use!

PLAGUE TOWER

Within the pitted and corroded shell of the Plague Tower dwells a hideous apparition. In the bowels of this daemon engine the very essence of Nurgle lies, a Greater Daemon hungering for the death of its master's enemies. As the Plague Tower rumbles across countless worlds, crushing all beneath its gigantic wheels, its guns belch forth death and decay.

Carried inside are the frenzied hordes of Nurgle: Beastmen, Trolls and Chaos Space Marines who are transported across the battlefield within the safety of the Plague Tower's armoured body. When the Plague Tower reaches the enemy lines this warband pours from the Plague Tower in a frenzy of ecstatic blood-letting.

Any of the Plague Tower's minions with a line of sight to it automatically pass any morale check they are required to make. If the Plague Tower is destroyed its minions must pass an immediate morale test or be placed on Fall Back orders.

The Plague Tower can never be broken and does not need to test morale. Victory points are awarded when it is destroyed.

VICTORY POINTS 4

Your opponent gains 4 VPs when the Plague Tower is destroyed

PLAGUE TOWER

The Plague Tower is a massive, pestilent engine of war which houses the corrupted spirit of a Great Unclean One – Greater Daemon of Nurgle.

POINTS VALUE 400

CONTAGION PLAGUE ENGINES

BREAK POINT 2: The detachment is broken once it has lost 2 models. Once broken the Contagion detachment must take a morale check.

MORALE VALUE 1: Contagion detachments have a morale value of 1. They must roll **1** or more on a D6 to pass their morale check. Contagions with a line of sight to their Greater Daemon pass any morale checks automatically.

VICTORY POINTS 2

Your opponent gains 2 VPs when the detachment is broken.

CONTAGION PLAGUE ENGINES

There are three Contagion Plague Engines in a detachment.

POINTS VALUE 200

CONTAGION PLAGUE ENGINES

BREAK POINT 2: The detachment is broken once it has lost 2 models. Once broken the Contagion detachment must take a morale check.

MORALE VALUE 1: Contagion detachments have a morale value of 1. They must roll **1** or more on a D6 to pass their morale check. Contagions with a line of sight to their Greater Daemon pass any morale checks automatically.

VICTORY POINTS 2

Your opponent gains 2 VPs when the detachment is broken.

CONTAGION PLAGUE ENGINES

There are three Contagion Plague Engines in a detachment.

POINTS VALUE 200

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HEAVY METAL™

CHIMERA ASSAULT TROOP CARRIERS

IMPERIAL CHIMERRO ASSAULT SQUADRON

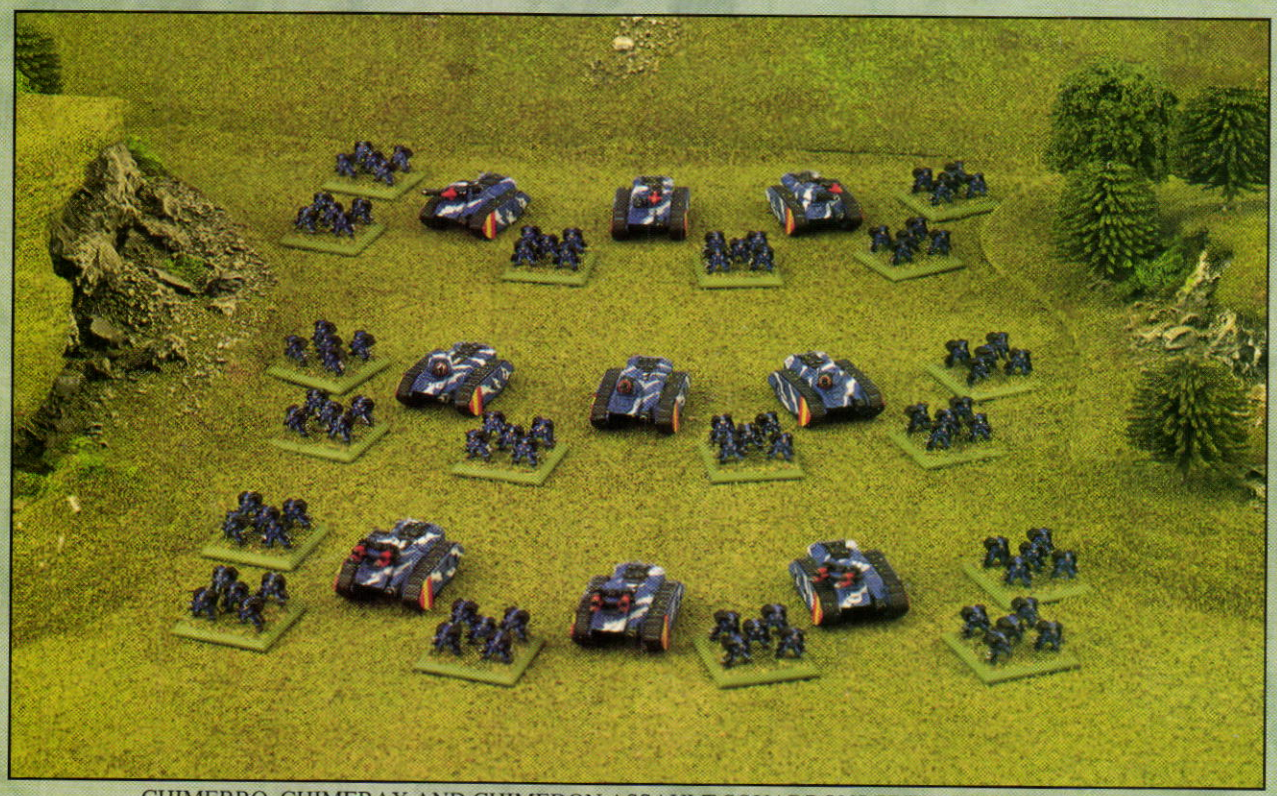
The Chimera is a highly adaptable vehicle used by both Imperial Guard and Tech-Guard regiments across the Imperium. Of the many Chimera variants the Chimerro is the most basic, with a hunter missile system adding long-range firepower to its standard multi-laser.

The Chimerax is a more heavily modified assault version of the basic Chimera troop carrier. As the Imperial assault rolls forward, the Chimerax' four autocannons provide protection against enemy counterattacks from both flyers and troops.

IMPERIAL CHIMERAX ASSAULT SQUADRON

IMPERIAL CHIMEDON ASSAULT SQUADRON

With a huge battle cannon replacing its multi-laser, the Chimedon is the most heavily armed of the Chimera assault variants. After its troops have disembarked the Chimedon covers their advance, destroying any vehicles which stand in their way.



CHIMERRO, CHIMERAX AND CHIMEDON ASSAULT SQUADRONS PREPARE FOR BATTLE

EPIC®

CHIMERA ASSAULT!

By Andy Chambers

CHIMERA ASSAULT TROOP CARRIERS

The highly adaptable Chimera troop carrier has spawned innumerable variant designs as a result of the constant modification and experimentation which takes place in the research weaponshops of the Adeptus Mechanicus. The most popular of these have been the Chimera assault variants which replace or upgrade the vehicle's turret mounted multi-laser armament with more powerful weaponry. In all cases the variants have retained their full troop carrying capacity so they can be used to replace ordinary Chimeras on a one for one basis in unit organisations. Assault Chimeras are used to attack strongly fortified positions, to aggressively seize vital objectives and to give heavy fire support to armoured attacks and their accompanying infantry. To date, three variants of the assault Chimera have been combat tested and approved by veteran regiments of the Imperial Guard and the Tech-Guard.

CHIMERAX

Chimerax assault vehicles are easily recognisable because their turret has been upgraded to mount four light autocannon. These multiple autocannon allow the Chimerax to lay down a ferocious curtain of fire. This is highly effective for keeping enemy infantry, light skimmers and flyers at bay even though the Chimerax is not equipped with complex tracking and ranging sensors like its larger cousin, the Hydra self propelled anti-aircraft gun.

CHIMEDON

Chimedon assault vehicles have had their turret strengthened to mount a short barrelled battle cannon similar to those carried by Stormhammer super-heavy tanks (though Stormhammers bristle with four such weapons). The battle cannon's powerful armour-piercing shells can easily smash opposing tanks and Titans at medium range, giving it tremendous tactical flexibility when combined with the Chimera's sturdy and manoeuvrable hull. The Chimedon's only real failing is its lack of bolters, which means that it can be vulnerable to infantry assaults. Because of this, Chimedons are seldom used as tanks to spearhead attacks (though they can do so), instead they provide supporting fire for platoons of infantry which are facing enemy armour or dug-in infantry.

CHIMERRO

Chimerro assault vehicles are the least modified of all the Chimera assault variants, mounting a standard hunter missile tube with an autoload system on the side of the existing Chimera turret. The addition of this missile system gives the Chimerro a longer range weapon which is powerful enough to destroy enemy tanks or Titans. The multi-laser is still retained, enabling the Chimerro to mow down marauding enemy infantry and support its own dismounted troops.

NEW ARMY CARDS

On the following page we've included army cards for you to use in your Epic battles. If you don't want to cut up your copy of White Dwarf, or need several copies of a single card, feel free to photocopy the army cards. To assemble them, first cut them out, taking care to keep the front and back of each one together. Then fold each one in half along the dotted line. Finally, spread a thin layer of glue across the back of the card and press the two halves firmly together. If you want to make your army cards a little more hard wearing, it's a good idea to insert a thin layer of cardboard (cereal packet is ideal) between the two halves before you glue them together.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Chimerax	20cm	3+	+1	Autocannon	50cm	2	5+	0	Carries 2 troop stands
Chimedon	20cm	3+	+1	Battlecannon	50cm	1	4+	-2	Carries 2 troop stands
Chimerro	20cm	3+	+1	Multi-laser Hunter missile	25cm 50cm	1 1	4+ 5+	0 -2	Carries 2 troop stands

TECH-GUARD MECHANISED ASSAULT COMPANY

Any combination of Chimerax, Chimedon and/or Chimerro assault vehicles may be chosen to transport the assault company.

BREAK POINT 15: The Tech-Guard mechanised assault company is broken once it has lost **15** models, either Guard stands, HQ stands or Chimera assault vehicles. Once the company is broken each platoon must take an individual morale check.

MORALE VALUE 3: Tech-Guard have a morale value of **3**. They must roll 3 or more on a D6 to pass their morale check.

For a platoon to receive orders it must be within 25cm of a company HQ at the start of the Orders phase. The same also applies to any support units allocated to the company. If troops are unable to receive orders they cannot move but they may fire in the advance fire segment of the combat phase in the same way as other troops with no orders.

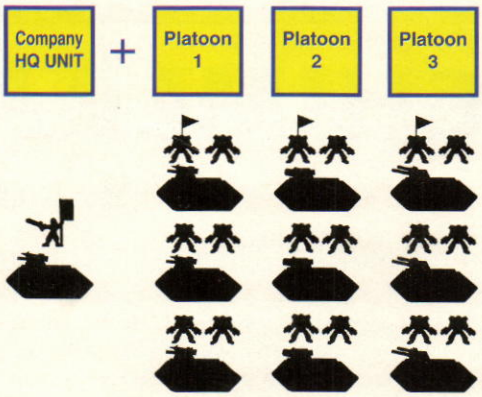
The company HQ is a command unit. It does not therefore need orders and there is no need for the unit to check morale.

VICTORY POINTS 9

Your opponent gains 9 VPs when the unit is broken.

TECH-GUARD MECHANISED ASSAULT COMPANY

A Tech-Guard mechanised assault company consists of one company HQ unit with a Chimera assault vehicle and three assault platoons in Chimera assault vehicles. Each assault platoon comprises six assault stands, including a section HQ, in Chimera assault vehicles.



POINTS VALUE 850

CHIMERAX ASSAULT SQUADRON

A Chimerax assault squadron is added to an infantry detachment to give it transport vehicles. The assault squadron becomes part of the infantry detachment and is subject to the same orders and command restrictions. The Chimerax squadron adds +2 to its parent detachment or company's break point, and +2 to the victory points awarded to your opponent for breaking the infantry detachment or company.

VICTORY POINTS +2

Your opponent gains +2 VPs when the unit is broken.

CHIMERAX ASSAULT SQUADRON

A Chimerax Assault Squadron consists of 3 Chimerax assault troop carriers.

POINTS VALUE 150

CHIMEDON ASSAULT SQUADRON

A Chimedon assault squadron is added to an infantry detachment to give it transport vehicles. The assault squadron becomes part of the infantry detachment and is subject to the same orders and command restrictions. The Chimedon squadron adds +2 to its parent detachment or company's break point, and +2 to the victory points awarded to your opponent for breaking the infantry detachment or company.

VICTORY POINTS +2

Your opponent gains +2 VPs when the unit is broken.

CHIMEDON ASSAULT SQUADRON

A Chimedon Assault Squadron consists of 3 Chimedon assault troop carriers.

POINTS VALUE 150

CHIMERRO ASSAULT SQUADRON

A Chimerro assault squadron is added to an infantry detachment to give it transport vehicles. The assault squadron becomes part of the infantry detachment and is subject to the same orders and command restrictions. The Chimerro squadron adds +2 to its parent detachment or company's break point, and +2 to the victory points awarded to your opponent for breaking the infantry detachment or company.

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A Chimerro Assault Squadron consists of 3 Chimerro assault troop carriers.

POINTS VALUE 150

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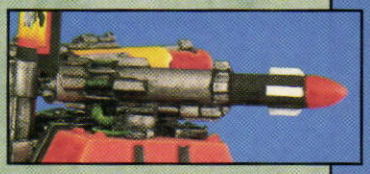
HEAVY METAL™

IMPERIAL WARLORD TITAN™



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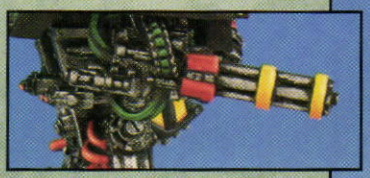
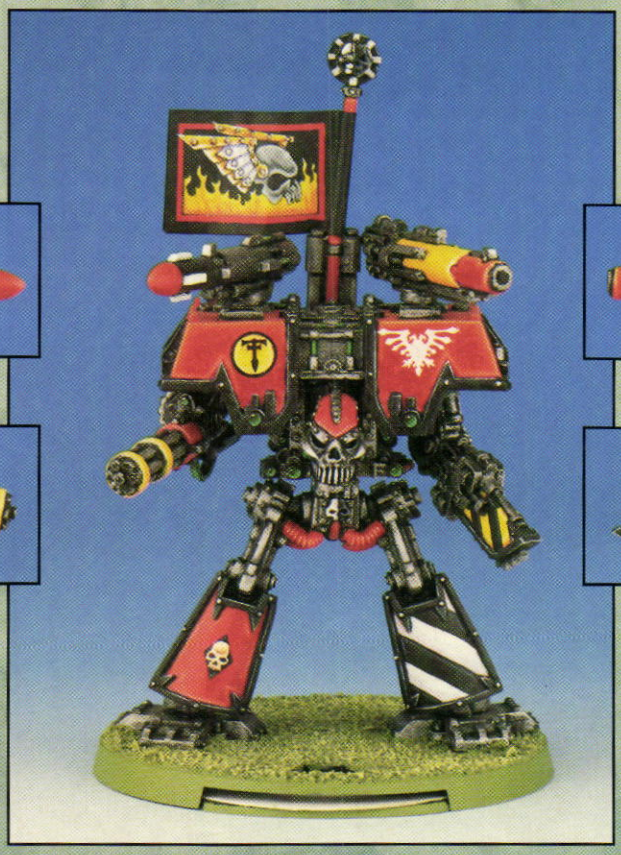
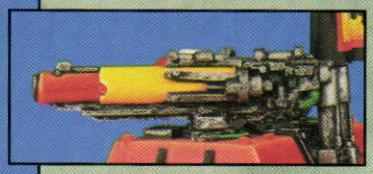
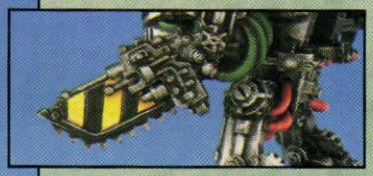


GATLING BLASTER





QUAKE CANNON



CHAIN FIST

A MIGHTY WARLORD TITAN LEADS THE ATTACK AGAINST AN ORK STRONGHOLD

IRRESISTIBLE ONSLAUGHT

By Gavin Thorpe

Towering above the battlefield, the Hierophant and Hierodule bio-Titans are both impressive and terrifying. They stalk across the war zone spitting death and destruction, cutting down their foes with massive bio-weapons. Even enemy Titans are torn apart by the Hierophant and Hierodule's powerful razor claws and deadly ripper tentacles!

THE HIVE FLEET

As all Tyranid players know, the armies of the hive mind have one purpose – to destroy all other life and absorb every shred of genetic material in the universe. This means that whoever they're fighting against they will be trying to completely wipe out the opposing army! With the release of the Hierophant and Hierodule bio-Titans, Tyranid players can now add another terrfiying and deadly dimension to their swarm. Bio-Titans have awesome abilities which greatly enhance your chances of utterly destroying your foes, from smashing enemy Titans to tearing apart infantry and tank formations. When Tyranid bio-Titans are used properly few can withstand their awesome destructive power.

BIO-TITANS

Both the Hierophant and Hierodule have a number of common features, probably the most important of which are the bonuses and limitations of their unique damage system. Generally Titans are protected by shields of some kind, but bio-Titans have no such defence and can be vulnerable to even the lowliest infantry stand. Imperial Titan void shields and Ork Gargant power fields can only be knocked down by weapons with a saving throw modifier of at least -1 which means that an Imperial Guard tactical stand, for example, has no chance at all of inflicting damage until the fields are removed. A bio-Titan, on the other hand, has an overall armour save of 2+ at best, which means attackers with no saving throw modifier still stand a chance (however slim) of inflicting some kind of injury. The critical damage roll also ignores saving throw modifiers, meaning that a bolt gun is just as effective at inflicting crippling injuries as a lascannon!

The reasons given above are also, strangely enough, the benefits of the overall armour save and critical hits system. An unshielded Imperial Titan or Ork Gargant targeted by a volcano cannon or the Squat Cyclops' Hellfury Cannon is in serious trouble. The massive saving throw modifiers and damage bonuses of these weapons are very likely to destroy their enemy with one shot. Bio-Titans, however, are just as likely to take a single wound from these weapons as they are from a bolter or missile launcher. The critical damage roll is totally unaffected by saving throw modifiers, so for example, a Squat player will still have to roll a 6 to critically damage a Hierophant even if he is firing a Hellfury Cannon!

While I'm on the subject of enemy weapons and their effects on bio-Titans, I have been asked to clear up a matter which has concerned many Tyranid players. This deals with the awesome Eldar Doomweavers, and their ability to kill a bio-Titan with a single shot. This unnerving situation comes about because a Doomweaver destroys a target that has a saving throw of 2+ or more. Other kinds of Titans are unlikely to be affected, but the bio-Titans' critical damage system does not take this kind of

unique weapon into account. To better represent the regenerative abilities of a bio-Titan, the following rules apply to hits from Doomweavers. If the bio-Titan does not evade the monofilament cloud, it will automatically suffer one wound. In addition, the location the Doomweaver template covers may suffer a critical hit (if the template covers more than one location then randomly decide which one is affected). Use the normal rules to determine if the location suffers critical damage (ie roll its critical damage value or more) and apply any results normally.

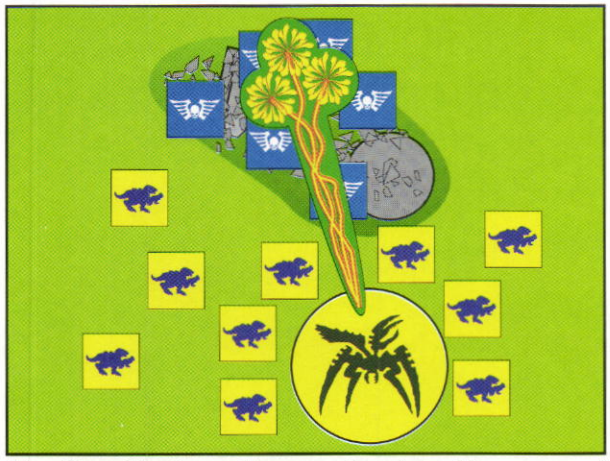
TERROR TACTICS

Hierodule and Hierophant bio-Titans are terrifying creatures to face in battle – living creatures simply shouldn't grow to such an enormous size, and be armed with such massive weapons! To represent this, troops facing bio-Titans in close combat have to take a morale check. If they fail, they'll be on fall back orders and will fight with -2 to their Close Assault Factor (CAF). When you're fighting against super heavy vehicles with a high CAF, this terrifying ability can mean the difference between winning and losing (especially against Imperial Guard tanks which are tough but have low morale).

One of the problems facing Tyranids is the difficulty of wiping out large units like Imperial Guard companies and Ork clans. However, with a bio-Titan it's much easier – if you manage to break them then you can finish the job with a charging Hierophant or Hierodule. Orks and Imperial Guard have a 4+ morale value, and broken troops in combat with a bio-Titan will have to take two morale tests – one for the terrifying bio-Titan and another for being broken while fighting in close combat! If either of these tests is failed the unit will be wiped out without any fighting at all! This is especially great for killing Orks as they fight in one big mob, instead of forming up in three separate detachments like an Imperial Guard company.

HIERODULE

Although the smaller of the two bio-Titans, the Hierodule still towers over the battlefield. The Hierodule's main benefit over the Hierophant is its smaller size. The positioning of the hit location boxes on the Hierodule template means that if any shot deviates from its target, it's very likely to miss altogether. For example, when firing at the Hierodule's legs from the front, you would have to get a combination of UP *and* LEFT, or DOWN *and* RIGHT to hit another location! Being smaller (though still huge), the Hierodule can also make better use of cover, sneaking between buildings, scuttling past outcrops and behind hills without being seen.



The Tyranid player leaves a break in his screen of Termagants, so the Hierodule can fire its pyro-acid spray.

RAPID ASSAULT

These characteristics make the Hierodule more suited to a close range role, getting into position before unleashing a salvo of cluster spines and clearing out buildings with its pyro-acid spray. This is especially effective when used in conjunction with the other broods in your army. An almost solid screen of Tyranid troops surrounding the Hierodule will prevent a mass of enemy stands from moving into close combat with the Bio-titan and overwhelming it by sheer weight of numbers. The special shape of the pyro-acid spray template means that only a small gap needs to be left in its shield of ablative infantry for it to fire. This is demonstrated in the diagram above.

HIEROPHANT

The Hierophant is the larger of the two bio-Titans and can be used in a variety of ways. When equipped with a pyro-acid spray, cluster spines and ripper tentacles, the Hierophant can stride into the middle of the enemy infantry and light vehicles, mowing down swathes of the enemy with its deadly weaponry. The ripper tentacles prevent the infantry having much chance of overcoming the Hierophant in close combat, and the only thing left to worry about is heavier enemy fire from support weapons at the rear of the opposing army. This tactic has an additional advantage – it leaves the Hierophant in the midst of the enemy, ready to attack in close combat and employ the terror tactics described earlier.

OVERRUN ATTACK

Hierophants are also the ultimate tank and Titan hunters. If you arm your Hierophant with a bio-cannon it can be extremely effective at taking out enemy super heavy tanks such as are found in the Imperial Guard and Squat armies. A close combat weapon of some kind will enable the bio-Titan to take on Warlord Titans, Ork Great Gargants and other large enemies. This last option can be devastating if you combine it with the Hierophant's ability to transport troops. A Hierophant carrying a brood of Genestealers, armed with a razor claw and ripper tentacles can even take down a colossal enemy such as an Ork Mega-Gargant or Imperator Emperor class Titan!

This is possible because of the bonuses for secondary attackers. Although your Genestealers are likely to get wiped out, by the time the Hierophant attacks with its razor claw and ripper tentacles it will be rolling seven dice. The average for 7D6+14 (the close combat roll you will get) is 38, against an average of only 29 (2D6+22) for an Imperator Titan!

It is even possible for the last stand or two of Genestealers to get a hit if you roll quite well and your opponent has a bit of poor luck. If you don't trust your dice rolling, you can really swing the odds in your favour by using a Harridan to drop some Gargoyles on the Imperator as well, giving you yet another five secondary attackers! You should use the ripper tentacles on the Plasma Annihilator or Hellstorm Cannon and the razor claw on the Imperator's head. Even if the razor claw fails to damage (which is unlikely), the ripper tentacles stand a good chance of causing the primary weapons to explode, wrecking all the nearby locations in the process! This kind of whole-hearted assault is the watchword for Tyranids. If you attack, do so with overwhelming odds so you cannot lose!

A small force of brave Eldar prepare to go down fighting as the unstoppable might of the Tyranid swarm approaches.

BIO-TITAN BROODS

So you can't decide whether you want your Hierophant to go on Gargant-killing duty or to break a few Ork mobz. The answer is easy – broods! For the points cost of two bio-Titans, you get a third absolutely free! You can arm one of the group for a specific role (Titan-killing, for example) and the other two members of the brood can be equipped for dealing with a mass of infantry and light vehicles.

HIVE MIND CARDS

One of the best aspects of fighting with a Tyranid army is the Hive Mind cards. Most of these allow you to give orders to your instinctive broods, but a fair few of them represent evolutionary enhancements and intervention from the hive mind itself. Bio-Titans can have their performance considerably enhanced by the timely use of one of these cards.

Imagine, if you will, a Hierophant armed with ripper tentacles, razor claw and an abdomen full of Genestealers. With the *Overdrive* card you can get this awesome Titan-killer to charge 75cm across the battlefield! The additional benefit of this manoeuvre is the surprise value. Your opponent is most likely to think his Imperator or Mega-Gargant is safe, and will not have given its crew charge orders. This will prevent them piling out of the doomed machine to combat the Genestealers and cut down your secondary attacker bonus.

Overrun Assault is of similar value. This allows you to fight in the movement phase, and then move an unengaged model another 5cm as a follow up. The big bonus is that troops who are on first fire orders, but can't *snap fire*, are not allowed to shoot at your bio-Titan as it charges in. Once again, the Imperator Titan or Warlord can do nothing as you close in with the ripper tentacles swaying and razor claw snapping!

A Hierodule with a pyro-acid spray and cluster spines benefits greatly from the *Adrenaline Surge* which will allow it to move as if on charge orders, and fire in the first fire segment of the combat phase. This is really handy for getting into the middle of that Ork Clan or Space Marine assault detachment and blasting them to bits! Remember that infantry and vehicles can't pin a Titan, so they can charge into close combat and still fire their weapons!

INVADE AND DESTROY

So there you have it, a brief guide to getting the most out of your bio-Titans. This article is by no means exhaustive and there are still lots for you to work out yourself. For example, if you're a fan of massive Mycetic Spore attacks, how can your bio-Titans best help this? How does a Hierodule fit in with your twelve broods of Exocrines? Each person has their own favourite troops and tactics and it's lots of fun working out what's best for you. Remember though, that bio-Titans are the most powerful creatures you can send into battle and whether thay're supporting your broods with bio-cannon and other long range fire or leading the assault with ripper tenatacles and razor claw, Hierophants and Hierodules will give your opponent a tremendously hard time.

Finally, I have one last piece of advice: *Don't be afraid!* Your bio-Titans will survive horrendous amounts of damage before they finally collapse, so don't cower at the back – get stuck in!

EPIC®

SLAANESH WAR MACHINES

By Gavin Thorpe

Surrounded by a magical aura of power, the Daemon Knights and Scout Titans of Slaanesh march into battle. Their glittering eyes sparkle with malign intelligence as they gracefully stride across the battlefield. In a sudden blaze of violence they open fire, cutting down everything in their path with a torrent of shells and bolts of incandescent energy.

THE BATTLE OF MOLECH

During the Horus Heresy, in the thirtieth millennium, the galaxy was gripped by the most bitter civil war humanity has ever seen. Space Marines fought Space Marines, Titans fought Titans and Imperial Knights fought Imperial Knights. In those dark days nobody was to be trusted and treachery was as much a part of warfare as bolter shells, Volcano Cannons and Drop Pods. One of the most horrific betrayals of the war occurred on the planet of Molech, only a few light years from the Terran star system.

As the Warmaster Horus led his armies to Terra, he left a trail of destruction in his wake, hundreds of light years wide. His forces seemed unstoppable as garrison after garrison fell before his might, or changed allegiance and sided with the traitorous commander. It was on the planet of Molech that one of the most determined stands was to be made. Three Titan Legions and over a hundred Imperial Guard regiments and Knight Households stood ready to bear the brunt of the Warmaster's attack. When it came it was like a hurricane unleashed upon the lush world.

HOUSE DEVINE

Horus' initial assault devastated many cities and strongholds, amongst the victims were Molech's rulers – House Devine. Dispossessed and unable to fight back, the Devine slowly succumbed to the temptations of Chaos. Over the following months the insidious whisper of Slaanesh spread through their depleted ranks. Their officers became lethargic, interested only in their sports, using their mighty Knights to hunt the animals of the Molech. The seductive grip of Slaanesh grew stronger, as the Prince of Pleasure bent the force of his will to corrupting the noble Devine. Soon they met in secret cabals, committing depraved rites and ceremonies within the heart of the loyalist camp. No act was too shameful or disgusting, the sensations of the moment became their only desire.

When Horus launched a massive offensive, the Knights of House Devine performed an act of total treachery and turned on the troops who remained loyal to the Emperor. The Imperial forces found themselves caught in a trap, with advancing enemy Titans to the front and renegade Knights attacking from behind. This treachery allowed the Chaos host to punch through the Imperial defence, leaving them with no line of retreat. They were totally defeated, only one in hundred of the army survived the campaign. The path to Terra was wide open and Horus luanched his final assault on the Sol system.

DAEMON KNIGHTS

Since that first betrayal, many Knight Households have been corrupted by Chaos down the centuries. Their crews have long since died but their souls live on as daemons, floating within the shells of their war machines. The Knights themselves have also mutated, sprouting claws, tails, and other horrendous weapons. When a Slaanesh army marches to war it is preceded by these Daemon Knights, spreading havoc and despair.

SPECIAL RULES

GLAMOUR OF SLAANESH

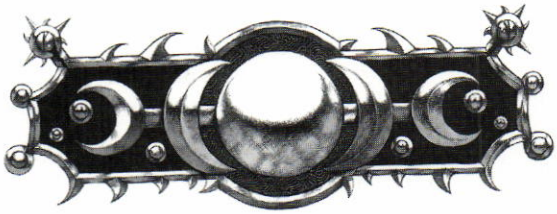
The Daemon Knights of Slaanesh are surrounded by a glittering wall of energy. This is a result of the warp-interface which keeps the spirit within them in the material universe. This shifting, swirling aura is called the Glamour of Slaanesh and makes the Daemon Knights very hard to accurately target. For this reason, any to hit roll against a Daemon Knight suffers a -1 penalty in addition to any other modifiers. Barrages and other attacks that use a template are unaffected since they rely less on pinpoint accuracy.

PSYCHIC SAVING THROW

As the Glamour of Slaanesh is an interface with the immaterial universe of warp space it also provides a certain amount of protection from attacks that use the power of the warp, such as Vortex missiles and psychic powers. For this reason, the Glamour of Slaanesh bestows a 4+ psychic saving throw to the Daemon Knight, in the same manner as void shields and power fields. This means a psychic attack will have no affect if the Chaos player can roll a 4 or more on a D6. See page 24 of the Titan Legions rulebook for full details.

HELL-STRIDER

The Hell-Strider is the smallest of the Daemon Knights, but still stands many times the height of a man. Hell-Striders are extremely mobile, able to flush the enemy out of woods and ruins with their powerful but short ranged weaponry. In sufficient numbers, Hell-Striders can even hunt enemy Titans, picking off their prey's shields with their lascannon, before closing in for the kill with their melta-beams.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Hell-Strider	20cm	4+	+2	Melta-beam	25cm	1	3+	-2	Glamour of Slaanesh
				Lascannon	50cm	2	5+	-1	Vehicle/ Walker

HELL-SCOURGE

The Hell-Scourge is one of the larger Slaanesh Daemon Knights. As a living machine they have crushed the opponents of Chaos for the last ten millennia and delight in the destruction of their foes, screeching deafening hunting cries across the battlefield. They are machine-predators, the perfect hunters who mercilessly run down their quarry with bounding strides from their elegant, powerful legs. When the Hell-Scourges attack there is no warning. As one appears the enemy turn their weapons to bear on its blurred form. At that moment the others attack from all sides, scything through armour and flesh with their massive Castigator cannon.

Hell-Scourge Daemon Knights have a type of pack instinct, and are in constant communication with each other. They make exceptionally well co-ordinated attacks, out-flanking the enemy with ease. This telepathic contact spreads beyond the confines of the squadron and seems to encompass all the Hell-Scourges in the battle, or perhaps even further.

Hell-Scourges are super heavy and so cannot be pinned in combat except by other super heavy vehicles or Titans. Anything smaller than this is simply pushed aside by the massive war machine.

Hell-Scourge detachments are exceptionally flexible and can perform highly complex attack manoeuvres. For this reason Hell-Scourge detachments have a coherency of 12cm instead of 6cm. This means a Hell-Scourge Daemon Knight is still within unit coherency as long as there is another Hell Scourge from the same squadron within 12cm.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Hell-Scourge	30cm	2+	+3	Castigator	50cm	5	5+	-1	Glamour of Slaanesh
				Bolters	15cm	2	6+	0	Super Heavy/ Knight

HELL-KNIGHT

Hell-Knights are one of the most specialised types of Daemon Knight. Their weaponry, a rapid firing thermal lance, is fairly short ranged but has the energy to pierce almost any armour with relative ease. Hell-Knights often hunt out opposing Knights and Titans, using their speed and agility to attack from the sides or rear where their armour is weakest.

It was the Hell-Knights of a huge Chaos army that managed to destroy the Imperator Titan Praeco Deictus on the Hive world of Kado. As the Imperial army defended the capital from the attacking Fiends, Daemonettes, Tzeentch Firelords and Khornate Lords of Battle, a hundred Hell-Knights infiltrated the massive underground transport network of the hive.

As the Titans of the Legio Crucius blasted away, felling over a hundred thousand Chaos followers in little under a day, the Hell-Knights sped through the dimly lit tunnels and corridors, eradicating any opposition they encountered. The old fusion-powered trains were destroyed and rumour of the Daemon Knights' passing spread through the hive. On the second day of battle the Hell-Knights burst into the main streets and arcades of the hive, indiscriminately destroying everything, killing thousands of helpless citizens. The transports of the Adeptus Arbites arrived, but these too were totally crushed and the Hell-Knights fought their way back to the surface. They emerged within firing distance behind the Titan legion, and opened up with their thermal lances. After a single salvo of fire a whole battle group had been destroyed, the Titans' armour turned to molten slag. Amongst the victims was the massive Praeco Deictus, an Imperator Titan which had survived the Horus Heresy and bought victory to the Imperium on over a thousand worlds.

Hell-Knights are super heavy and so cannot be pinned in combat except by other super heavy vehicles or Titans. Anything smaller than this is simply pushed aside by the massive war machine.

Hell-Knights are excellent at infiltrating the enemy position, setting ambushes for enemy supply columns and attacking enemy support detachments and artillery. For this reason, any Hell-Knight squadrons in your army may make an immediate normal move (up to 30cm) after deployment, before orders are placed for the first turn. If the enemy have troops who can also perform such a move, such as Eldar or Space Marine Scouts, each player should roll a dice. The player with the lowest score should move one of his units first, then the highest scoring player moves one of his, and so on.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Hell-Knight	30cm	2+	+3	Thermal Lance	50cm	2	4+	-3	Glamour of Slaanesh
				Bolters	15cm	2	6+	0	Super heavy/ Knight

Fulgrim, Daemon Primarch of Slaanesh, leads his minions against the forces of the Imperium.

CHAOS TITANS

The Subjugator and Questor Scout Titans are a valuable addition to any Chaos Army. They possess incredible speed, which allows them to start attacking the enemy while the rest of the army is still charging into range. As they skirt around the foe the Chaos Titans flicker with power, tapping raw energy from warp space to maintain their essence within the physical realm. Inside the hardened carapace of each Scout Titan is the spirit of a daemon, guiding it with sheer force of will, firing its weapons as one might raise a finger.

GLAMOUR OF SLAANESH

Like the Daemon Knights, the Questor and Subjugator Scout Titans are protected by a Glamour of Slaanesh. This means the enemy are at -1 to hit them and they gain a 4+ psychic saving throw. See the section on Daemon Knights for a full description of the Glamour of Slaanesh.

THE SUBJUGATOR

When the hordes of Slaanesh attack, it is the Subjugator Scout Titans which race ahead of the army. It is the role of these swift war machines to suppress the enemy fire and allow the Fiends, Chaos Space Marines and other followers of Chaos to attack with minimal resistance. Loping along the flanks of the battlefield, the Subjugator uses its psi-pulse to pick off enemy artillery before it can fire.

PSI-PULSE

The Subjugator carries a strange array of weaponry, the most potent of which are the psi-pulse generators. These are studded with gems and enclose a honeycomb of membranes which resonate to the power of the the warp. The Subjugator uses its own link to the warp to channel raw psychic power through the generators, creating a psi-pulse capable of punching through the thickest armour.

Since the daemon within the Subjugator must use some of its own sustaining power to generate the psi-pulse the following special rules apply. The psi-pulse is a psychic attack and is therefore used in the psychic phase. However, it is a pure bolt of energy, like Ork Weirdboy attacks, and so knocks down void shields or power fields normally (with no psychic save allowed for the interference of the shields).

In addition, the number of attack dice allowed depends on the Titan's orders for the turn. If the Titan is on first fire orders it can devote much of its power to the psi-pulse and therefore has two attack dice. On advance orders the pulse is much weaker and you may only roll one attack dice that turn.

HELL CLAWS

The Subjugator also has two vicious hell claws, which it uses to rip armour to shreds and punch through the tough shells of enemy Titans. A Subjugator with at least one operational hell claw may roll an extra D6 in close combat, giving it a normal score of 3D6+5. Also, the hell claws are specially designed to inflict horrendous damage on the target. If the Subjugator hits an opponent which uses a damage table, like an enemy Titan, the Chaos player can add +1 to his damage roll.

THE QUESTOR

The Questor has slightly thicker armour than the Subjugator, but its powerful legs can still drive it forward at a considerable pace. Graceful arms spread from the Questor's carapace, each tipped with a rapid-firing cannon called a tormentor.

WEAPONS

The tormentor is shown as having six attack dice on the profile, and these are split between each of the cannon (three attack dice for each). If one of the cannon is destroyed the tormentor is reduced to three attack dice.

As well as the tormentor, the Questor also carries two powerful lascannon, one mounted in the head the other slung between the legs. The Questor gains one attack dice from each of these, and where one is damaged, this is noted on the damage tables on the Slaanesh Scout Titan datacard.

SUBJUGATOR WEAPONS

WEAPON	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MOD.	NOTES
Psi-Pulse	75cm	Special	3+	-3	1 dice on advance, 2 on first fire
Lascannon	75cm	1	5+	-1	
Bolters	15cm	4	6+	0	
Hell Claws	Close Combat Only				+D6 CAF, +1 Damage Rolls

QUESTOR WEAPONS

WEAPON	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MOD.	NOTES
Tormentor	50cm	6	5+	-1	
Lascannon	75cm	2	5+	-1	
Bolters	15cm	4	6+	0	

'EAVY METAL™

SLAANESH™ DAEMON KNIGHTS AND TITANS

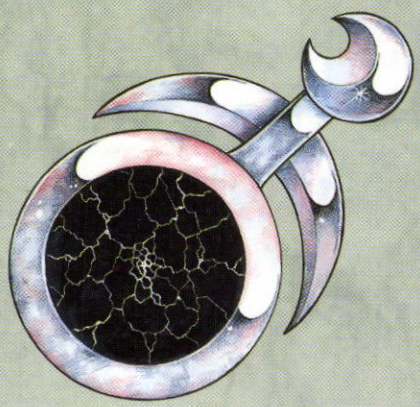
Without warning the Daemon Knights and Scout Titans of Slaanesh attack, the air crackling with power and echoing to their hideous hunting cries. Protected by a coruscating Glamour of Slaanesh, these deadly war machines race into the fray with long, graceful strides. In the brief and bloody conflict that follows their daemonic weapons unleash a hail of death and destruction which throws the enemy into confusion. Then, as suddenly as they appeared, the war machines of Slaanesh are gone, only to attack again from another point on the battlefield. Almost impossible to pin down, these deadly engines of war have broken many foes of the Lord of Pleasure with their hit and run attacks.

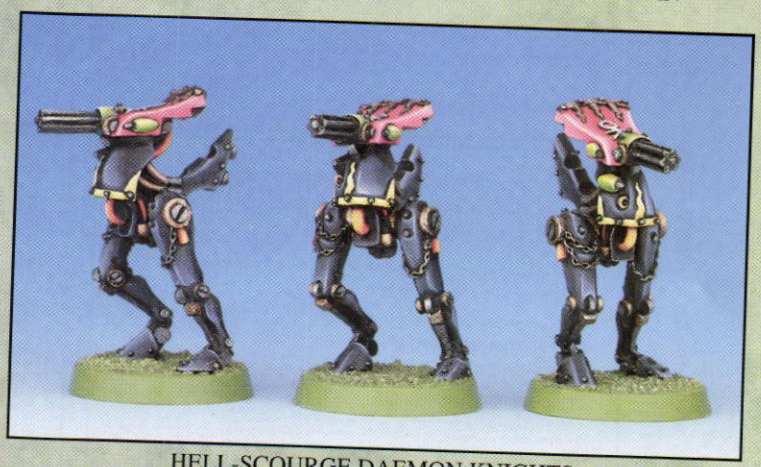
QUESTOR SCOUT TITAN

HELL-STRIDER DAEMON KNIGHTS

HELL-KNIGHT DAEMON KNIGHTS

SUBJUGATOR SCOUT TITAN





HELL-SCOURGE DAEMON KNIGHTS

DAEMON KNIGHTS AND SCOUT TITANS EPIC ARMY CARDS

To assemble your new Epic army cards, first cut them out, taking care to keep the front and back of each one together. Then fold each one in half along the dotted line. Spread a thin layer of glue across the back of each card and press the two halves firmly together. To make your army cards more hard wearing, it's a good idea to insert a thin layer of cardboard (cereal packet is ideal) between the two halves before you glue them together. Finally, trim off any excess material and you're ready to do battle!

HELL-STRIDER DAEMON KNIGHTS

BREAK POINT 2: The detachment is broken once it has lost 2 models. Once broken the detachment must take a morale check.

MORALE VALUE 1: Hell-Strider detachments have a morale value of 1. They must roll **1** or more on a D6 to pass their morale check. Hell-Striders with a line of sight to their Greater Daemon pass any morale checks automatically.

VICTORY POINTS 2

Your opponent gains 2 VPs when the detachment is broken.

HELL-STRIDER DAEMON KNIGHTS

There are three Hell-Strider Daemon Knights in a detachment.

POINTS VALUE 150

HELL-SCOURGE DAEMON KNIGHTS

BREAK POINT 2: The detachment is broken once it has lost 2 models. Once broken the detachment must take a morale check.

MORALE VALUE 1: Hell-Scourge detachments have a morale value of 1. They must roll **1** or more on a D6 to pass their morale check. Hell-Scourges with a line of sight to their Greater Daemon pass any morale checks automatically.

VICTORY POINTS 4

Your opponent gains 4 VPs when the detachment is broken.

HELL-SCOURGE DAEMON KNIGHTS

There are three Hell-Scourge Daemon Knights in a detachment.

POINTS VALUE 350

HELL-KNIGHT DAEMON KNIGHTS

BREAK POINT 2: The detachment is broken once it has lost 2 models. Once broken the detachment must take a morale check.

MORALE VALUE 1: Hell-Knight detachments have a morale value of 1. They must roll **1** or more on a D6 to pass their morale check. Hell-Knights with a line of sight to their Greater Daemon pass any morale checks automatically.

VICTORY POINTS 4

Your opponent gains 4 VPs when the detachment is broken.

HELL-KNIGHT DAEMON KNIGHTS

There are three Hell-Knight Daemon Knights in a detachment.

POINTS VALUE 400

SUBJUGATOR SCOUT TITAN SQUADRON

The Subjugators are independent of each other and do not need to conform to the coherency rule.

The Subjugators cannot be broken and are immune to morale checks. Your opponent gains victory points when a Subjugator Scout Titan is destroyed.

VICTORY POINTS 3

Each Subjugator is worth 3VPs when it is destroyed.

SUBJUGATOR SCOUT TITAN SQUADRON

There are 2 Subjugator Chaos Titans.

POINTS VALUE 450

QUESTOR SCOUT TITAN SQUADRON

The Questors are independent of each other and do not need to conform to the coherency rule.

The Questors cannot be broken and are immune to morale checks. Your opponent gains victory points when a Questor Scout Titan is destroyed.

VICTORY POINTS 3

Each Questor is worth 3VPs when it is destroyed.

QUESTOR SCOUT TITAN SQUADRON

There are 2 Questor Chaos Titans.

POINTS VALUE 450

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SLAANESH SCOUT TITANS

MOVE	CLOSE ASSAULT FACTOR	CLASS
30cm	+5	Scout

The Subjugator and Questor Chaos Titans are protected by a Glamour of Slaanesh and so all enemy suffer a-1 penalty when firing at the Titan. This does not apply to barrages and other template weapons. The Glamour of Slaanesh also confers a 4+ psychic saving throw.

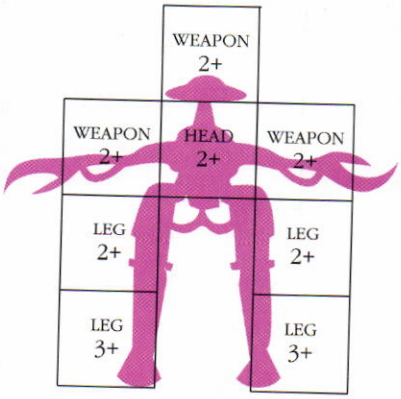
The Slaanesh Scout Titans Titan are very fast and agile, so unlike larger Titans they can turn as many times as they want while moving. When a Slaanesh Scout Titan is on Charge orders, opponents have an additional -1 to hit as it can dodge incoming fire (which combines with the Glamour of Slaanesh for a total -2 to hit modifier).

SUBJUGATOR WEAPONS

WEAPON	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MOD.	NOTES
Psi-Pulse	75cm	Special	3+	-3	1 dice on advance, 2 on first fire
Lascannon	75cm	1	5+	-1	
Bolters	15cm	4	6+	0	
Hell Claws	Close Combat Only				+D6 CAF, +1 Damage Rolls

SUBJUGATOR HIT LOCATIONS

FRONT



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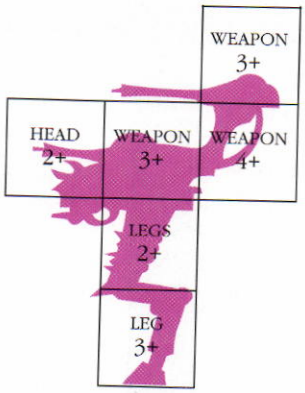

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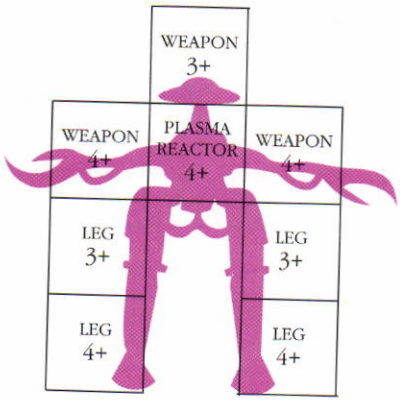
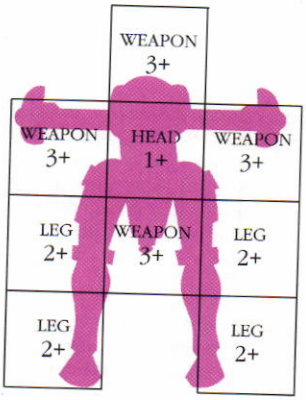


QUESTOR WEAPONS

WEAPON	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MOD.	NOTES
Tormentor	50cm	6	5+	-1	
Lascannon	75cm	2	5+	-1	
Bolters	15cm	4	6+	0	

QUESTOR HIT LOCATIONS

FRONT



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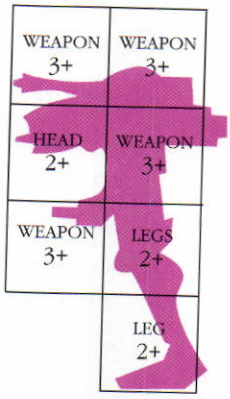

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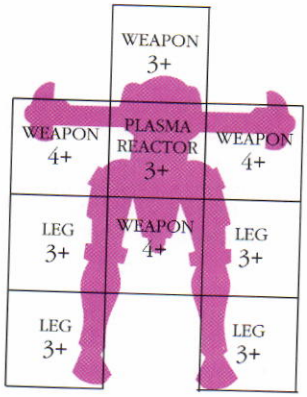

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QUESTOR AND SUBJUGATOR SCOUT TITAN DAMAGE TABLES

SUBJUGATOR HEAD DAMAGE TABLE – Roll D6

1 The lascannon and psi-pulse generator mounted in the head is destroyed and may not be used for the rest of the game. This means the psi-pulse can only fire a maximum of one dice per turn for the rest of the battle, regardless of the Titan's orders.

2-3 The shot rips through the head seriously damaging the daemon's grip on the material universe. The Titan's CAF is halved for the rest of the game, and it may only move or fire if you first roll a 4+ on 1D6 (roll the D6 just before you move or fire).

4-6 The shot rips through the head and triggers massive internal explosions. The Titan crashes to the ground. Decide randomly which way the Titan falls and place it on its side lying in that direction. Any vehicles or stands that are fallen on take a hit with -3 saving throw modifier.

QUESTOR HEAD DAMAGE TABLE – Roll D6

1 The lascannon mounted in the head is destroyed, and may not be used for the rest of the game. The Questor only loses one attack dice for its lascannon.

2-3 The shot rips through the head seriously damaging the daemon's grip on the material universe. The Titan's CAF is halved for the rest of the game, and it may only move or fire if you first roll a 4+ on 1D6 (roll the D6 just before you move or fire).

4-6 The shot rips through the head and triggers massive internal explosions. The Titan crashes to the ground. Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or stands that are fallen on take a hit with -3 saving throw modifier.

WEAPON DAMAGE TABLE – Roll D6

1 The weapon has been damaged by the attack, and may not be used again until it is repaired by rolling a 5+ on 1D6 in the End phase.

2-4 The weapon has been destroyed and may not be used again in this battle.

5 The weapon is blown clean off the Scout Titan and scatters 2D6cm in a random direction. Any vehicles or stands underneath the point where it lands must make an unmodified saving throw or be destroyed.

6 The weapon is blown off the Titan as above, but there is also a flashback to the Titan's hull. Roll a D6 to see what was affected by the flashback:

1-3	Reactor
4-6	Head

Then roll the D6 again and refer to the appropriate Damage Table to find out what damage is caused.

If the Subjugator loses its upper psi-pulse generator it loses one attack dice.

REACTOR DAMAGE TABLE – Roll D6

1 The Titan's reactor suffers horrendous damage, and the power output is reduced to a trickle. Until the damage is repaired by rolling a 5+ on 1D6 in the End phase, the Titan has its movement halved and rolls one dice less than normal is close combat.

2-3 The Titan's plasma reactor has been breached. Attempt to repair the damage in the next repair phase, by rolling a 5+ on 1D6. If you fail there is a reactor meltdown and the Titan is destroyed (see the next result for the effects of a reactor meltdown). If you succeed the reactor comes back on line and the scout Titan may move and fire as normal.

4-6 The Titan's plasma reactor has been destroyed, and the Titan is vaporised in a spectacular meltdown. The Titan Titan is removed from play (replace it with a model crater if you've got one). All units within 2D6cm suffer an automatic hit, and must make an unmodified saving throw to avoid damage.

LEG DAMAGE TABLE – Roll D6

1-2 The leg is damaged, forcing the Titan to walk with a pronounced limp. The Titan's movement rates are halved and it may not enter difficult terrain.

3-4 The Titan's leg has suffered extensive damage, and it is very likely that it will give way if the Titan attempts to move. Roll a D6 in each ensuing repair phase, subtracting 2 from the roll if the Titan has charge orders, or 1 from the roll if it has advance orders. On a roll of 0 or less the leg snaps.

If the leg snaps the Titan will crash to the ground and is destroyed. Decide randomly which way the Titan falls and place it on its side lying in that direction. Any vehicles or stands fallen must make their save with a -3 saving throw modifier or be destroyed.

5-6 The leg is blown apart and the Titan collapses to the ground. Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or stands fallen must make their save with a -3 saving throw modifier or be destroyed.

HIT LOCATION

HIT LOCATION/SHOOTING

Roll to hit the Titan as normal. If you hit, refer to the location templates. Nominate the target area. Roll the pair of **aim dice** and move the location hit as indicated up, down, left or right. If the shot lands in a location area, take any appropriate save. If the save fails, refer to the appropriate damage table on this page. If your shot lands on an empty square or outside the grid it has missed the Titan.

CLOSE COMBAT

If the Titan is beaten in close combat, the enemy chooses a location and damage is rolled on the appropriate damage table. The Glamour of Slaanesh has no effect in close combat and saving throws are not allowed.

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MODELLING WORKSHOP

ADRIAN WOOD

ABOMINATUS CHAOS TITAN

As you may know I am an Epic fanatic and have commanded the armies of the Imperium through countless battles. Recently, however, I have been lured by the call of Khorne the god of bloodshed and war! I like the powerful, warlike look of Khorne's Chaos Space Marines and the strong militaristic code that characterises the Blood God. Over the summer I converted a Reaver Battle Group into Khorne Titans. Everyone in the White Dwarf bunker thought they looked great and I began to think about putting together a complete Chaos army with Titans.

KHORNE TITAN

I wanted something huge and nasty to lead the Reavers instead of a Bloodthirster or a Lord of Battles. I thought about making a Khorne Warlord Titan, but it would be difficult to make a model that would live up to the tremendous power of the Banelord. John Blanche's drawing of a mighty Khorne Titan really inspired me and I realised that the Titan was in fact a Chaos Emperor class Titan.

John Blanche's illustration of a Khorne Titan was a major inspiration.

I had my answer. I would convert an Imperator into *Abominatus, Despoiler of Worlds*: a veritable close combat monster that would strike terror into the hearts of all my foes!

Abominatus was assembled in 11 separate pieces so that each part could be detailed and individually converted.

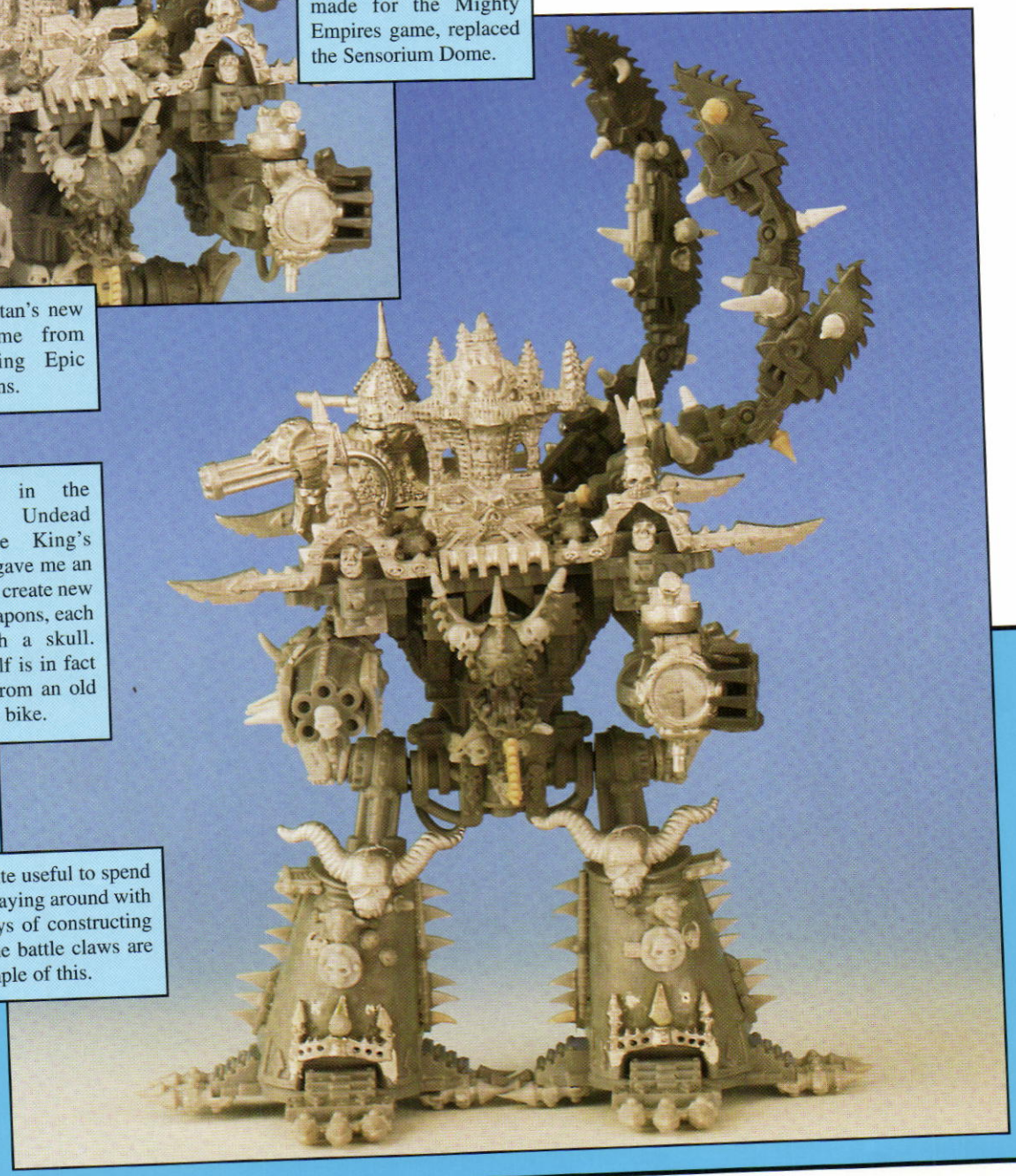
Having decided that my Khorne Titan wasn't going to be just a display piece, and I'd want to use it as part of my new Chaos army, I considered the Titan in gaming terms. Most importantly, I thought very carefully about the selection of weapons it would carry. The Plasma Annihilator and the Hellstorm Cannon would remain the same, but I decided to alter a lot of the smaller armament on the fighting platform itself.

WEAPONS PLATFORM

I decided not to use the original Sensorium Dome or the Gun Towers from the Imperator. Instead, taking John's drawing as my inspiration I filled one side of the weapons platform with short ranged guns such as the Brass Scorpion's Cannon. The other side I adorned with huge scything arms, ready to flay enemy Titans to shreds. In battle *Abominatus* would advance quickly, softening up the opposition as it approached with its main armament. At close range it would open up with all its short range weapons and then smash the enemy Titans in close combat. After I had decided on a rough weapon fit I scoured all the Citadel Catalogues for parts and sent a huge list to Mail Order.

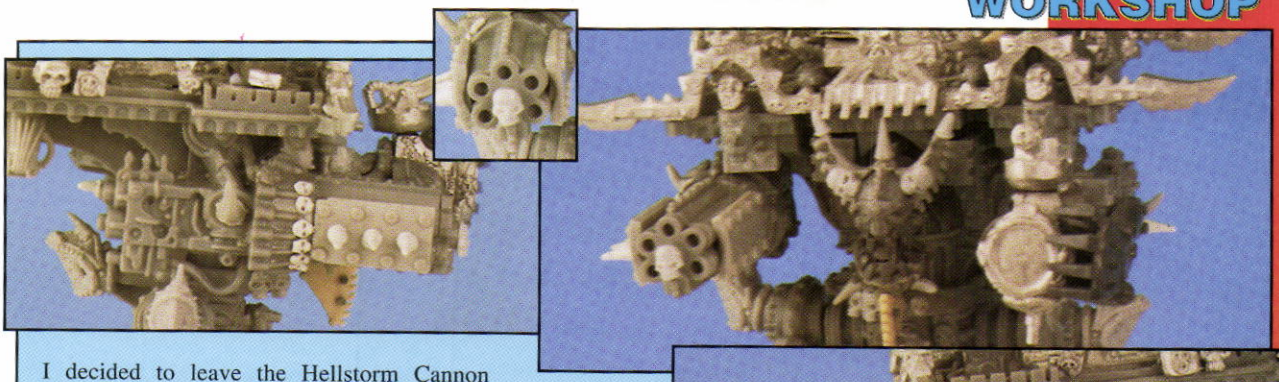
A Necropolis, originally made for the Mighty Empires game, replaced the Sensorium Dome.

Most of the Titan's new armament came from already existing Epic Khorne weapons.



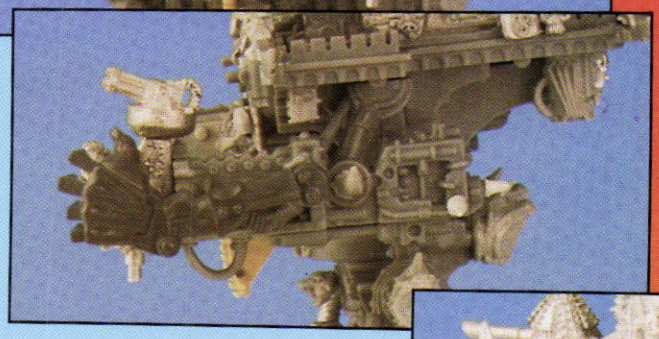
The arches in the Warhammer Undead army's Liche King's Chariot yoke gave me an opportunity to create new secondary weapons, each crowned with a skull. The skull itself is in fact a gear stick from an old Space Marine bike.

I found it quite useful to spend some time playing around with different ways of constructing weapons. The battle claws are a good example of this.



I decided to leave the Hellstorm Cannon relatively untouched, I simply added a large skull and two metal plates from the Ork Battle Wagon together with more skulls, horns and spikes cut from plastic Goff Orks I had spare.

The Plasma Annihilator was more heavily converted, the nozzle being replaced by a Cauldron of Blood crowned by a Titan Carapace Multi-laser. A plastic Titan Power Fist was glued to the side of the Annihilator grasping the gun's nozzle and completing the finished effect.



CONVERTING ABOMINATUS

The conversion was made up using a wide range of new plastic and metal parts, as well as the original Imperator model. The various parts came not only from the Epic range but also the Warhammer and Warhammer 40,000 miniature ranges. As long as a part looked interesting it didn't matter what it was originally! I also emptied my bits box in order to scavenge any odd skull or spiky bit to glue onto the Imperator. Khorne icons, Chaos stars, horns, spear-tips and skulls would create an ancient, highly detailed and Gothic look to the model. I could easily imagine the huge number of skulls *Abominatus* has dedicated to Khorne over the millennia…

A good example of using unusual parts came in the form of the rune-encrusted yoke from the Liche King's Chariot. I carved this up to create an ornate battlement for the weapons platform that crowns the monster. The arches create natural weapon ports for the new guns, taken from an Ork Mega Gargant. A Necropolis model replaced the sensorium dome and the main battery whilst new weapons replace the original gun towers.

I found it much easier to convert each individual leg, the body, the weapons, etc separately, breaking up a large model into smaller, more manageable sections. For inspiration I constantly referred back to John Blanche's original drawing as I fitted more stuff in place.

"As long as a part looked interesting it didn't matter what it was originally."

The legs proved to be the most extensive conversion on the whole model. Some of the original detail, like the windows on the bastions, was filed flat so that new Chaos detail could be added. The guns built onto the leg were also replaced (with the muzzle from a Chaos autocannon) and above it I attached a horned skull from Grom's Chariot.

The daemon head of a Chaos missile launcher was glued to the hip and more detail was added all over. The row of spikes running down the bastions were made by cutting the tips off a couple of dozen Space Marine knives (although you could use cocktail sticks). The spiked toes were originally part of an Ork Battlewagon I had lying about. One of the best sources of interesting detail was the Chaos heavy weapons sprue with the daemonic heads on the both the missile launcher and the autocannon.

Abominatus, Despoiler of Worlds leads the Chaos horde to victory. This photograph shows my entire Chaos Titan Legion together with a few of the Studio's smaller Chaos miniatures to show just how big the Titans are!

The original part of this army was the Khorne Reaver Battle Group. I experimented with lots of ideas and techniques on the Reavers, some of which I used on *Abominatus*, as well as developing new ones as well. Over Christmas I completed a Khorne Warlord battle group including a slightly modified Banelord! This time I added a load of the myriad Titan weapons you can mail order to glue to the basic model. The plastic Warlord Titan is perfect for modelling and adding metal and plastic parts too. Maybe I'll finish off my Traitor Legion by making some Warhounds next!

PAINTING ABOMINATUS, DESPOILER OF WORLDS

The task of painting a Chaos Titan is quite a daunting prospect. When I originally made up my Reaver Battle group I used the traditional Chaos red and gold colour scheme which looked excellent. I applied the same techniques to *Abominatus*, painting base colours on the entire model whilst it was in separate pieces. I then glued and pinned it together and superglued it to a strong card base for extra stability and strength. With the model assembled and painted in flat colours I could see where I needed to apply highlighting and shading.

Abominatus was finished off with a little highlighting and shading with ink washes. I painted the armour in two or three thin coats of Blood Red. Two thin coats of paint is always better than one thick coat as it doesn't obscure any detail. The red was highlighted with Fiery Orange to keep the red looking bright. The gold areas were painted in Burnished Gold, one of my favourite colours, shaded with Flesh Wash and highlighted with Mithril Silver. The skulls were painted in Bleached Bone, shaded once again with Flesh Wash and highlighted with Skull White. Any pipework was picked out in Ultramarine Blue and highlighted. The model was finished off with some transfers.

It took quite a while to figure out how I was going to make the gigantic battle claws. I played around with the idea of using a Lictor's arms but they would have looked too biological compared to the mechanical look of the rest of the machine. Eventually, after some experimentation, a couple of old Warlord Titan chain fists, detailed up with more horns, spikes and skulls from my bits box, gave me just the effect I was looking for.

Abominatus' head was based original Titan kit's head and then detailed beyond all recognition! Some unlikely parts were used to add detail. Not only were more skulls and spiky bits added, but a completely new lower jaw was made from a Space Marine shoulder pad with teeth cut from a Titan Chainfist (as you can see, I got through a lot of these). A huge pair of horns were made from two Ork chainswords glued onto the head and more details added from my bits box.

FINISHED AT LAST!

Abominatus, Despoiler of Worlds is now complete and stands ready to take on all comers at the head of my Chaos horde! All told, this modelling project took up about three months of my spare time, but the final product was well worth the effort. Watching this monstrous Titan slowly taking shape, and finally painting the finished conversion was immensely satisfying and is something I want to do more of in the future – creating a unique model for your army is a difficult, but really exciting challenge.

"Some tried and tested techniques had to be abandoned..."

The additional claws on the Titan's legs raised it off its base and looked a little strange. I haven't tried to make a scenic base before but this looked like a perfect opportunity to have a go. I built up the base around the feet with some all-purpose filler, using an old paintbrush to push the filler around. I let the filler dry and began to build up the base again, being careful not to obscure the feet. Eventually the Titan began to look as if it had sunk into the ground under its great weight.

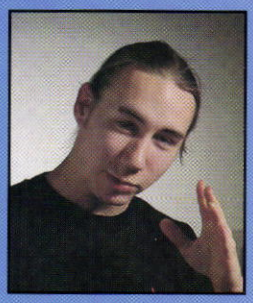
I added tiny pebbles and fine sand to create a rocky effect. Flock is usually used to texture epic troop stand bases, but I think that Titans look better with a sand textured base. Once the whole base was covered in sand I painted the base Goblin Green, drybrushed with Rotting Flesh to create a pleasing grass effect.

The rocky areas were picked out in Chaos Black and repainted in Elf Grey. The rocky effect was finished off by shading with Brown Wash and drybrushing the final highlights with Skull White. The finished result looked as if *Abominatus* had crushed an Imperial building under foot which was quite pleasing, and fits in with the whole character of the model.

Constructing *Abominatus* over a number of months has certainly stretched my modelling and painting skills to their limits. Some of my old, tried and tested techniques had to be abandoned, whilst I also had to try out techniques that I hadn't used before in order to get the effects I wanted on the final model. What's next?

DEATH FROM ABOVE

By Gavin Thorpe



As they scream across the battlefields of the 41st millennium, flyers reap a bitter harvest of death and destruction.

AIR ATTACK

Almost every army in the Epic game system has at least one type of flying vehicle. These range from the lightning-fast Eldar Nightwings to the deadly Tyranid Harridans, or the Iron Eagle Gyrocopters and Overlord Armoured Airships of the Squat armies.

Flyers can be used to fulfil a variety of battlefield roles. Their high speed and ability to fly over terrain that slows down ordinary ground troops makes them the most mobile units in the game. With weapons blazing they speed forward, throwing the enemy off balance and forcing him to react to your sudden thrusts and counter-attacks. Some flyers also have the capacity to transport troops. These war machines can be used to land your best warriors deep behind the enemy lines, capturing objectives and knocking out the opposing artillery.

For the purpose of this article, we're going to separate the tactical use of flyers into three main categories: the Escort Mission, the Suppression Attack and the Deep Strike.

ESCORT AND ENGAGE

The main reason for including flyers in your battleforce is to give some mobile firepower to your advancing troops. As your warriors on the ground move forwards, the flying machines draw enemy fire and soften up the defending force. This use of flyers falls into the category of an Escort Mission or a Suppression Attack.

ESCORT MISSIONS

Flyers are able to provide effective escort for ground forces because they generally move so much faster. This means that most flyers are able to keep up with troops on charge orders, while they themselves stay on advance orders and lay down a curtain of fire. In this way, your escorted force can advance across the tabletop, matching its speed to the slowest moving troops. It's worth remembering that large flyers such as the Overlord Airship or the Harridan can withstand lots of damage. Since part of each Escort Mission is to soak up enemy fire, these flyers are ideally suited to acting as escorts.

Smaller flyers such as Thunderhawk Gunships can also fulfil this role, but you may find that they don't survive long enough to be really effective! If the units being escorted are themselves quite fast-moving, such as a vehicle squadron, this shouldn't be too much of a problem. However, don't bank on your smaller flyers staying with you all the way across the battlefield! Even so, if all goes to plan, by the time your escorts go down, your attack force will be ready to strike.

MOVE AND FIRE

As they zoom overhead in advance of your ground force, your escorts should choose their targets carefully. There are no hard and fast rules about what makes the best target, but the following guidelines may help you decide. If the flyers are escorting infantry, then you should try to attack any heavily armoured

The fast and well armed Thunderhawk Gunship is the mainstay of any Space Marine aerial assault. Combined with drop pods, the Thunderhawk enables Space Marines to launch an attack on any part of the battlefield.

Thunderhawk Gunships attack the Chaos line, preparing the way for the Space Marine Assault troops.

THE ESCORT MISSION

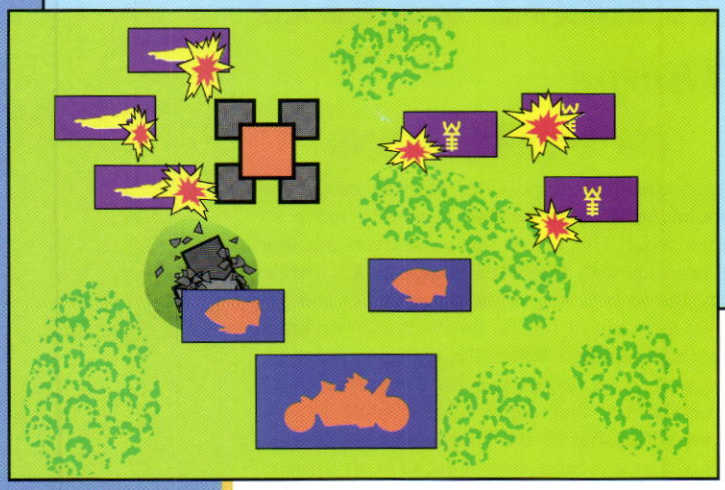
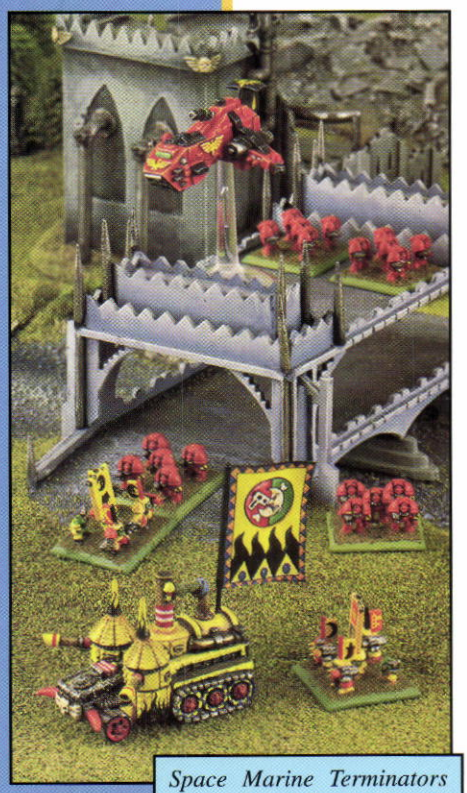


Diagram 1: *A Squat Guild Biker Force is being escorted through dense terrain by two Overlord Armoured Airships. The Overlords can always fire in the first fire segment and use this ability to attack the Eldar Striking Scorpions to their right and the Falcon Grav-tanks on their left. The Eldar ambush is destroyed by the aerial attack before it can do any damage, even though both Eldar units were hidden from the Guild Bikers by the intervening buildings and woods.*

targets that the troops can't deal with themselves. On the other hand, if you're supporting tanks, then it's often a good idea to try and eliminate the enemy infantry or any specialist close combat troops that get too close. The weapons that the flyer carries also tend to dictate which targets they are best suited to attack, and I'll come back to this topic later.

SEARCH AND DESTROY

Flying high over the battlefield, your aerial force can also often single out enemy units that would normally be out of line of sight. This is very important to a good Escort Mission, and it's often well worth concentrating your fire on the enemy troops and vehicles that your other troops can't see. Diagram 1 shows how this can work.



Space Marine Terminators and a Thunderhawk Gunship capture the objective of their Deep Strike.

SUPPRESSION ATTACKS

Suppression Attacks are ideally suited to smaller, faster flyers or even skimmers. Since the object of this mission is to move ahead of your other troops, it's essential that your flyers get to their target before the models they're supporting. Not only that, it's vital that the flyers open fire on the same turn they reach the objective, otherwise there's a good chance they will be shot down!

It's best if you can prepare your Suppression Missions well in advance. Before you deploy your army, have a good look at the battlefield and note the positions of the objective markers and where you expect your opponent to place his artillery and other support troops. These are the two most common targets for suppression and you'll probably want to deploy your flyers so that they can attack them first.

Your assault should be made up of two elements – the flyers performing the suppression role, and the troops they are supporting. The idea is for the flyers to attack the enemy position and keep any defending troops busy. Meanwhile, your main assault force moves up and launches an all-out attack on the enemy line. This relieves the flyers of their task so that they can move off to tackle other objectives. This is a very effective way of breaking open strong positions. Once your flyers have made a small crack in the enemy line you can pour troops into the gap and deal with the separate enemy contingents one at a time. Diagrams 2 and 3 illustrate this theory in battle.

DEEP STRIKES

The third way of using flyers is to send them on a Deep Strike. This particular mission involves redeploying high quality troops to a vital area of the battlefield – nearly always in the heart of the fiercest fighting, or deep behind enemy lines. This position could be an objective, a building with great lines of sight, or even an important and deadly adversary like a Greater daemon or a Tyranid Dominatrix.

Obviously, the flyer has to be able to transport troops to conduct a Deep Strike, although other flyers could be used to escort the transports. Combining attacks like this gives a wide variation on the three basic flyer missions and means that your opponent won't be sure what you're doing until it's already too late!

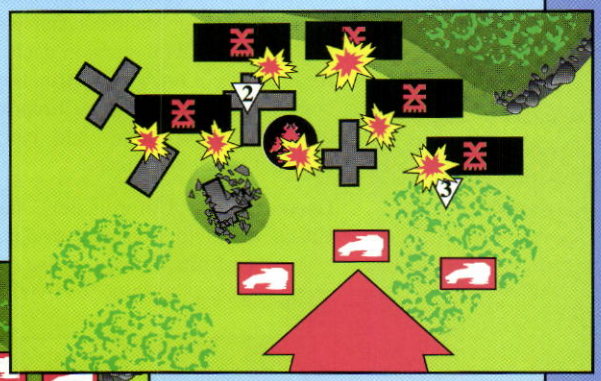
The Deep Strike has two phases: the initial transportation of troops to the objective, and the subsequent close air support. Depending on the distance to the target, a Deep Strike may even involve a turn of suppression before the attack goes in – another example of combining air assault missions. Deep Strikes can be risky. They will inevitably place your elite force in the heart of the enemy army, and if their transport vehicles

are shot down, your precious troops can be wiped out before they even disembark! This is why you should reserve Deep Strikes for capturing only the most important points on the battlefield.

Once you've decided on a Deep Strike, you must keep an eye on its progress and should be prepared to send in a relief force if things get too rough. You can use your flyers to shuttle extra detachments into the combat zone, paving the way for the rest of your army. This takes the fight right to the heart of the enemy and often upsets your opponent's plans so badly that they cannot recover. A well executed Deep Strike can totally cripple the enemy forces and win the battle before your foe realises what hit him!

SUPPRESSION ATTACK

Diagram 2, right: *Having decided to make a concerted effort to capture objectives 2 and 3, the Space Marine player sends in his Thunderhawk Gunships to suppress the enemy. As they open fire with missiles and battle cannon, the Chaos line disappears in a blaze of smoke and explosions!*



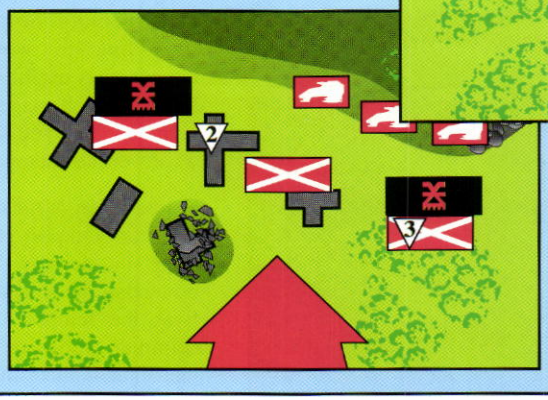


Diagram 3, left: *Just behind the Thunderhawk Gunships, the Space Marine Assault detachments move up. As the smoke begins to clear, the Space Marine Assault squads move in to press home the attack on the few dazed survivors of the battered Chaos host.*

AIR SUPERIORITY

In the Epic game system you count up the victory points at the end of each turn. This means that under the right circumstances, these various types of air assaults can land you victory in one fell swoop. This is particularly true for the Space Marines and Tyranids who can use Drop Pods or Mycetic Spores to land extra troops in forward positions and grab those early victory points for holding objectives, or butchering the hapless enemy! Diagrams 4 and 5 are taken from an Eldar versus Squats game, and show how you can combine all three types of flyer operations to capture a large section of the battlefield.

At the end of the day, the scale of your aerial operations will largely depend both upon the models you have in your army and your willingness to get stuck in! Aerial attacks can be risky, not least because of the anti-aircraft weapons and snap fire rules introduced in Titan Legions. On average, a normal Epic game will last three turns, which does not allow you much time to eliminate all the enemy anti-aircraft weapons and execute your flyer missions.

If you have to go in against hostile anti-aircraft weapons, you may need to use the terrain to maximise the protection for your flyers rather than attempting to destroy the anti-aircraft vehicles first. Fly between buildings where possible and around hills or woods rather than going over them. Although one of a flyer or skimmer's main advantages is its ability to pass over such terrain, this does not mean you should do so at every opportunity! Transport your troops to their target as quickly as possible, paving the way for your assault. Don't get distracted from your plan or you will find that what was once a coherent and plausible attack will become disorganised and easily broken.

The Tzeentch Firelord is a huge, magical Daemon Engine. It swoops down low over the battlefield to unleash its payload of firestorm bombs, bathing the enemies of Chaos in deadly liquid fire.

TOOLS FOR THE JOB

So what does this mean to you as an Eldar player? How does this affect your tactics with a Chaos horde? Each army has its own approach to flyers and their tactics, and the following briefly outlines which vehicles, troops and missions are best suited to each. You may think that one troop type is better for a Deep Strike than another, or you may not have a particular model in your army yet. It's up to you to experiment and adapt these basic ideas so that they work with the army you field and the plans you like to use.

CHAOS FORCES

Chaos armies possess the daemon flyers of Tzeentch. The Doom Wings and Fire Lords of a Chaos horde are tremendously powerful and are more flexible than many other Chaos units.

Escort Missions: A squadron of Doom Wings can perform remarkably effective Escort Missions for Daemon Engines and other vehicles. Their flame cannons are ideal for devastating infantry formations, making sure the enemy cannot bring the advancing engines of destruction to a halt.

Suppression Attacks: The Fire Lord can deal massive blows against concentrations of opposing troops. Its flame cannons can weed out enemy infantry while its lascannon deals with armoured foes. A Fire Lord's firestorm bombs unleash a concentrated burst of sheer firepower as it passes over the target point, and can wreak havoc amongst the enemy lines.

Deep Strikes: Unfortunately, there aren't any Chaos flyers to transport troops, so you can't perform a Deep Strike. Still, you can't have everything, can you?

Eldar Nightwings are capable of space flight as well as providing excellent close fire support for ground troops.

ELDAR

The Eldar are probably the race most suited to mobile, aerial warfare. Although they have only one type of flyer, the Nightwing, an Eldar army also includes a wide array of different skimmers, from very small and fast Jetbikes to super heavy Tempests tanks.

Escort Missions: A Nightwing's high minimum speed would not normally make it useful for escort duty. However, considering the overall high mobility of an Eldar army this is not something to worry about. A Nightwing's lascannon is useful when escorting infantry, and its missile barrage can be used to support vehicles, so you can deal effectively with whatever the enemy throws at you.

Suppression Attacks: Although not ideal for the role, the Tempest super heavy skimmer can be used to destroy heavily armoured targets protecting the attack site. Though not as fast as a flyer, the Tempest is as fast as any other Eldar skimmer and can survive an awful lot of punishment due to its excellent saving throw and ability to make pop-up attacks.

Deep Strikes: The most suitable choice for an Eldar Deep Strike is two or three squadrons of Falcon Grav-tanks crammed full of Harlequins, Exarchs or Aspect Warriors. Your exact selection of troops will depend on which enemy units are most prevalent in the target area.

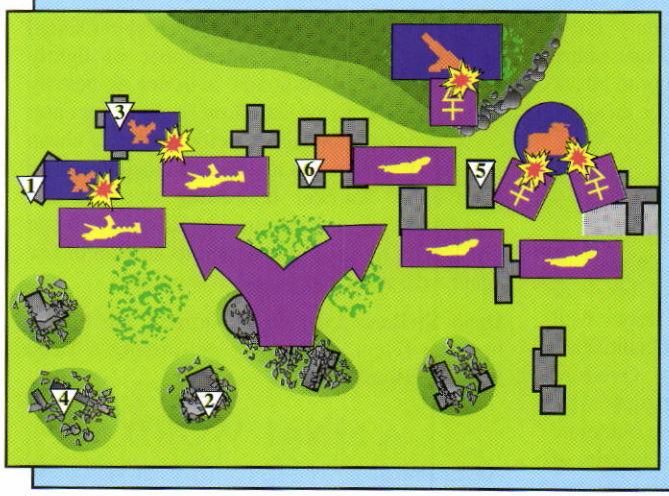
ORKS

"We don't trust dem fings. It ain't safe up dere yoo know!" Unfortunately for Epic Ork players, the greenskins have a very healthy respect for solid ground and wish to stay on it as long as possible. For this reason they don't have a single flyer of any description!

Eldar flyers punch a hole in the Squat battle line.

COMBINED MISSIONS

Diagram 4, right: *The Eldar player launches a massive attack on the Squat line, hoping to capture the entire area with a combination of all three flyer missions. To start with, two Nightwing squadrons escort detachments of Falcon Grav-tanks which are carrying Exarchs, Harlequins and other close combat troops. The biggest threat to the attack is the Thunderfire anti-aircraft battery and the Iron Eagle Gyrocopters. These are the first troops to be attacked by the Nightwings which obliterate them before they can return fire.*



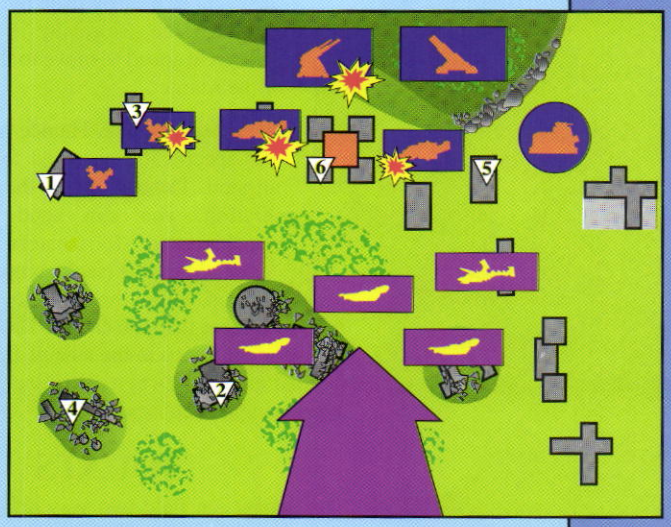


Diagram 5, left: *In the next turn, the Falcons strike! Disembarking their troops, the Falcons then support them with lascannon fire. This is a variation on the Deep Strike. Meanwhile, the Nightwings turn left to suppress the Squats in the buildings, leaving the target at the other end of the battlefield hopelessly outnumbered by the Eldar Exarchs.*

TYRANIDS

Fast attacks are central to the entire strategy of Tyranid warfare and apply to their flyers as much as their ground forces. Since Tyranids have no use whatsoever for objectives, the targets of Deep Strikes and Suppression Attacks are more likely to be troops you wish to wipe out. Try to break the enemy units by a Suppression Attack or a Deep Strike while your other troops get into a position to wipe them out. Mycetic Spores can be used throughout the battle, and a well-timed Deep Strike combined with a second wave of Mycetic Spores can crush the enemy. Believe me, I've been on the wrong end of this tactic more often than I'd care to remember!

Escort Missions: The Harridan is one of the largest Epic flyers around and can make bombing runs with its deadly spore cloud. This attack allows you to either spread hits around a wide area or concentrate your fire and be almost certain of destroying a few choice targets. Whatever you choose, you can follow it up with the Harridan's equally lethal bio-cannon. In defence, the Harridan can take just as much punishment, and sometimes more, than an Overlord Airship!

Suppression Attacks: For the same reasons given above, the Harridan is excellent at smashing a hole in the enemy line. If this is quickly followed up by Malefactors and Haruspex you can literally tear the opposition into two or three parts. The Harridan's ability to move after setting up means that you can be fairly certain that it will arrive at your target on the first turn and start dropping those spore clouds and unleashing the bio-cannon right from the outset.

Deep Strikes: Harridans can each carry five stands of Gargoyles – an awesome prospect. The Gargoyles themselves are armed with a wicked flamespurt which is extremely well-adapted for flushing troops out of cover. This can be used to force troops into the open where the Harridan can attack them more easily, and other elements of your force like Dactylis and Exocrines can pound them into oblivion.

The Marauder Fighter-Bomber soars high above the battlefield destroying large targets such as super heavy tanks and Titans with its battlecannon, lascannon and missiles.

IMPERIAL

The Space Marines and Imperial Guard can field whole squadrons of Thunderhawk Gunships, Marauder fighter-bombers and Thunderbolt fighters. Each of these fulfils a very specialised role on the battlefield.

Escort Missions: Marauder aircraft are armed with a battlecannon, lascannon and missiles, giving a wide spectrum of attacks. The battlecannon is ideal for armoured threats, while the three missile barrages of a Marauder squadron can devastate infantry formations. The Marauder's turret-mounted lascannon can fire in all directions, preventing troops from out-flanking your flyers.

In contrast, the swift-moving Thunderbolt Fighter makes low sweeping attacks, strafing enemy troops with its autocannons and missiles.

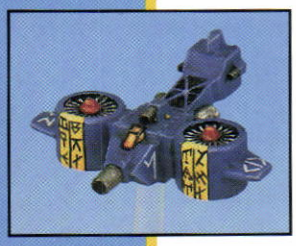
Suppression Attacks: A lightning attack from one or two Thunderbolt squadrons can wipe out

enemy artillery in a single turn. The mass of autocannon fire they can direct is usually sufficient to destroy even the most heavily armoured foe, especially if they can use their great speed to move to the side or rear of their target.

Deep Strikes: The Thunderhawk Gunship was specifically designed for this type of mission. Depending on the scale of the operation, you can send in a crack detachment of Terminators or an entire Space Marine Assault company to make a Deep Strike behind the enemy lines. Also remember that you can use Drop Pods, either to land more troops in the assault area or to attack the battlefield elsewhere, dividing your enemy's attention and firepower.

SQUATS

The Squats can field two very different types of flyer. The Iron Eagle Gyrocopter is light and fast and ideal for escorting bikes or suppressing a few less well armoured enemy units. On the other hand, the super heavy Overlord Armoured Airship bristles with battle cannons which can obliterate armoured foes. It is this diversity of abilities which is the greatest strength of the Squat flyers.



Flying ahead of the slow-moving Squat army, Iron Eagle Attack Gyrocopters hover above the enemy, cannons blazing.

Escort Missions: The Overlord Armoured Airship is perfect for escorting the massive Squat super heavy vehicles. It can always fire in the first fire segment because it is such a stable firing platform. This means that the Overlord can lay down a murderous curtain of fire before the enemy can even try to shoot at it. As well as this useful offensive advantage, the Overlord's unique construction and damage system gives it an unmodified 50% chance of shrugging off every hit it takes!

Suppression Attacks: With a total of sixteen attack dice plus a barrage each, Overlord Armoured Airships are devastating – especially at close range. Groups of Overlords are capable of obliterating whole companies of enemy troops at a single blow! With bolters and melta bomb barrages to deal with the enemy infantry, and battle cannons to destroy their vehicles, the Overlord is ideal for making Suppression Attacks.

The Iron Eagle Gyrocopter, is much better suited to dealing with a smaller number of lightly armoured targets. Although it is not as heavily armed as the Overlord, the Iron Eagle Gyrocopter does have the advantage of being relatively cheap in points which means that you can include lots in your army. Another interesting twist on the suppression role is to use a Colossus' recon Gyrocopter to direct its prodigious amount of fire against the zone you intend to suppress.

Deep Strikes: Like Chaos armies, the Squats have no flyers suitable for performing a Deep Strike mission.

A FINAL WORD

As a commander you ignore flyers at your peril. With their high speed and ability to ignore terrain which would block other vehicles, they can react much faster to enemy moves. They can utilise these advantages to redeploy elite troops to capture objectives, or destroy enemy forces. They can also react swiftly to enemy breakthroughs, making them just as suited to a defensive role. I think that flyers are a vital part of an army and whether you use them to spearhead your attack, or keep them in reserve, I'm sure you will too!

A Squat army assaults an Ork Stronghold supported by Iron Eagle Gyrocopters and Overlord Airships.

BREAKOUT

By Steve Anastasoff and Adrian Wood

This month's special battle report features one of the Epic scenarios written by Mark Watts and originally published in White Dwarf 172.

Not all battles are fought between armies of equal strength. Sometimes, despite his best efforts, a commander can find himself outnumbered and cut off from friendly forces. When this happens it's often better to cut your losses and run in order to fight another day, rather than struggle on to the bitter end. And, if you are surrounded, the best method of escape is to gather all your forces in one place and smash through the weakest point in the enemy lines.

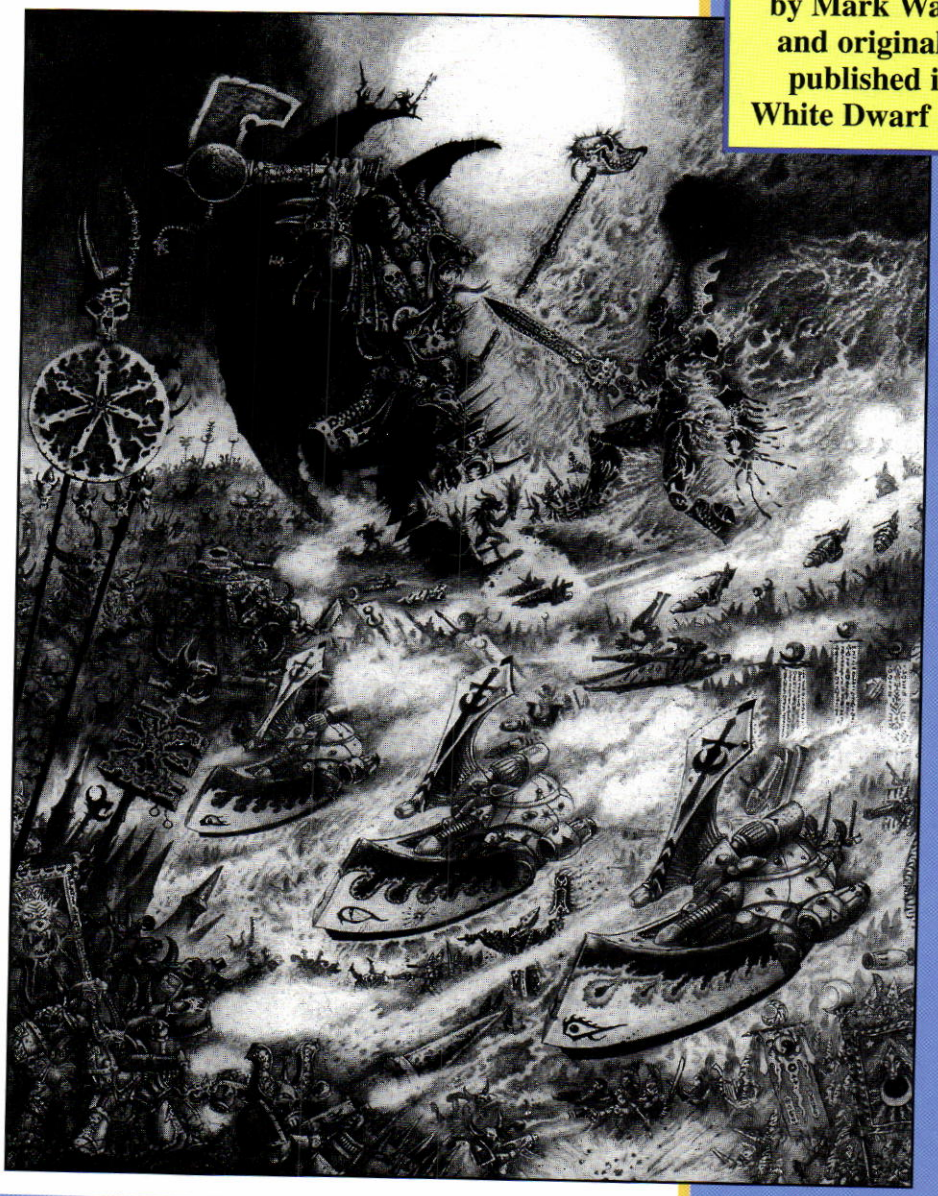
THE SCENARIO

The Breakout scenario represents one of these daring missions, with an attacking force trying to break through a thinly defended enemy battle line. In order to win this scenario, the attacking player must move half his army off the defender's table edge by the end of turn 10. Any other result is a victory for the defender.

Once an army has been chosen, the attacker can work out what needs to escape for him to win. For this purpose company cards are worth 5 and support cards 1 each. Half the total (rounded up) is the minimum amount that the attacker needs to exit off the defender's table edge. Moving broken detachments off-table is worth nothing, so working out the attacker's target value also tells you how many units the defender needs to break to make the mission impossible.

Our game was played on one of our 8'x4' games tables. Notes and photographs were taken to record the action as it happened. Later, the battle was recreated under proper lighting so that we could photograph it with the camera dreadnought you saw last month. Notorious Ork commander Adrian and Squat Warlord Steve took on quite different roles from their usual armies – Steve commanded the Eldar and the terrible forces of Chaos were led by Adrian.

Instead of generating the terrain randomly we asked Gavin Thorpe to set up the table. Then both players rolled a D6 to decide who would be the attacker. Steve, as the defender, picked which side of the board he wanted to fight from and slightly rearranged the terrain to suit his needs. Steve's army would only be half the size of Adrian's 4000 point Chaos army, so he needed every advantage he could get! In this scenario the defender deploys first, anywhere on his half of the board. The first turn would begin with the Chaos army moving onto the battlefield.



MG 94

NONE SHALL PASS!

Steve: This battle was about as daunting as it gets. I would be facing the might of a full strength Chaos army with only a meagre handful of Eldar, and what's more I would be up against the experience of a veteran general!

TAKING UP ARMS

Several factors would govern what troops I would take. Firstly, and most obviously, I only had 2000 points, which would prohibit many of the more expensive cards, such as Titans or the super heavy Tempests. Secondly, since I would have to deploy before Adrian, my defensive line would be stretched thinly across the entire board. With the Chaos forces moving onto the battlefield on turn 1, I would have to be prepared to meet them wherever they chose to attack. This would mean that, above all else, my force would have to be highly manoeuvrable so that they could react to the Chaos threat. Anything that could hold up the Chaos troops would also be invaluable, as would troops that are good at killing daemons. With all this in mind I started selecting my force.

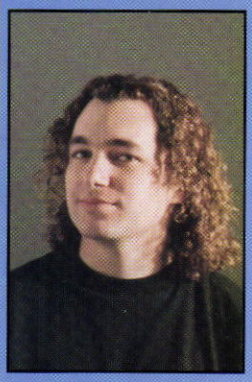
My first choice was a Wind Rider Host. This would give me lots of Jetbikes for my points, and is probably the fastest and most flexible of all the Eldar company cards. This also allowed me to take a Warlock special card who could smite Adrian's daemons with *Mind Blasts*. Before picking any support cards I decided to take a second company card. For this I selected a Falcon Host to give me a bit of heavy firepower, and a second Warlock special card to go with it. This left me with just enough points to take a few support cards. My first choice was a Firestorm. Its ability to snap fire would give me a last ditch attempt to stop any Chaos troops as they moved off my edge of the board, and would also help cut down any flyers that tried to break through quickly. Secondly, I chose a unit of Doomweavers. Their templates could not only destroy most Chaos targets, but could also block-off lines of approach towards my half of the table.

I had been given an opportunity to rearrange the terrain on my side of the table and used this chance to try and obstruct as many paths as possible. Hopefully, this would channel the Chaos troops into narrow areas that the Doomweavers could block. Since Doomweavers have an unlimited range, it would also mean that I would not have to worry about where I deployed them. They would be able to shoot at the Chaos horde wherever it appeared.

My next choice was a unit of Dark Reapers to further boost my firepower. This left me with just enough points to take a second pair of Doomweavers which gave me even more lethal templates to drop onto the Chaos troops each turn, plus a backup in case the first pair were destroyed. I could also take the Avatar for free, and one other free card based on the Craftworld my army came from. In this case I had taken Alaitoc troops so I added a free unit of Scouts.

I anticipated that the Chaos force would probably have a bias towards Slaanesh and Tzeentch, as the Slaanesh Knights have a fast movement rate, and Tzeentch has lots of flyers. Both of these would allow Adrian to move rapidly across the battlefield. However, if he started moving troops off the edge of the table too quickly he would leave his slower troops both unsupported and vulnerable to my fast moving Jetbikes and Vypers. His best plan would therefore be to build up as much of his force as possible in one place ready for a big final break. This meant I would have to deploy my forces carefully, ready to react when the Chaos assault hit!

EPIC



Normally, Steve leads his battle-hardened and experienced Squat army to war. So, being fair and generous to a fault, we gave him an Eldar army for his first White Dwarf battle report...

DEPLOYMENT

The main factor governing my deployment was flexibility. The bulk of my Jetbikes were set up on the central hill ready to move to whichever flank the Chaos forces decided to launch their assault against. The Doomweavers were set up in the most protected positions I could find. The Falcons were spread along a broader front which would allow at least some of them to begin on first fire orders and start shooting straight away, without having to redeploy. Both the Dark Reapers and the Scouts were placed centrally to maximise their lines of fire to both flanks. The Warlocks were deployed with the Falcons, one on either end of the battle line, again so that I would have at least one in position from the start. Finally, the Firestorm was also placed in the middle of the central hill to give it best possible lines of sight towards both ends of the disturbingly wide battlefield.

OUT OF MY WAY, MORTALS!

When Jake suggested that I try out some of the Epic scenarios I thought "Easy life!" Epic has to be one of my favourite games and I've enjoyed playtesting all the Epic releases with Gavin Thorpe over the last few months. When Steve, our latest recruit to the White Dwarf bunker, volunteered to play I realised this would be a great opportunity to give the new boy a jolly good trouncing! Then we decided that I was to command the dark forces of Chaos against their arch nemesis, the Eldar – this was getting even better! But, when I found out what the scenario was I tried to talk myself out of it! *Breakout* involves a small force defending against a much larger army which is trying to break through the battle line and get off the table before reinforcements arrive (in practice a 10 turn time limit). We rolled to see who would be the attacker and I rolled highest. I would now have to pick 4000 points of Chaos to fight against 2000 points of Eldar. Sound easy? Well, I would have to get half my army (unbroken) off the table, with the Eldar making pop-up attacks, harassing me with Jetbikes and using devastating psychic powers against me all the way.

A HORDE OF MY OWN

What really confused me at first were the victory conditions. As a dyed-in-the-wool Epic player, I am used to fighting for objectives worth five victory points and breaking enemy company cards, etc worth a set amount. I would grab as many objectives as I could and break enough companies in order to achieve the right amount of victory points to win. This scenario was very different so I picked a rough 4000 point Chaos army and got Jake to explain the victory conditions to me in simple words of one syllable (let's not forget Adrian is really an Ork – Ed.)!

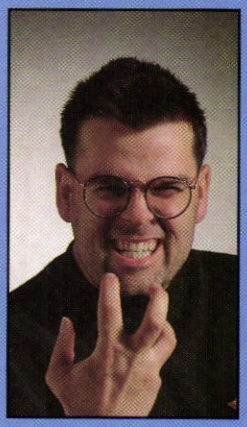
According to the victory conditions the Greater Daemons were worth 5 and the minion cards were worth 1 each. I had to exit half the total points value of the army (according to these scenario-specific values) off the table to win. I realised that the Greater Daemons were the key, as they were impossible to break and rock-hard as well! I re-thought my army and decided to take as many Daemons as I could. So, I split my army into 1000 point blocks, each of which would contain a Greater Daemon and his minions.

The new Plague Tower was an excellent choice, a super heavy vehicle with a 1+ save all round, and you can even surrender Chaos cards to save them from destruction! Unless Steve took Tempest grav-tanks or Titans in his army, the Plague Towers would be almost unstoppable. Two Plague Towers brought with them Minotaur and Troll warbands carried on board, two units of Plague Marines, a Beastman Warband and unit of Contagion Plague Engines, which constituted their minion cards.

The Tzeentch Lord of Change is classed as a skimmer and would be able to slip free of the mass of Eldar skimmers which would undoubtedly beset him. The Lord of Change was accompanied by his thralls: a mighty Firelord, a squadron of Doom Wings and a unit of Tzeentch Disc Riders. These should give the Eldar something to worry about as they were all flyers and skimmers and would be able to fly straight off the other side of the table! Also, the Firelord and Doom Wings would gain me two more Chaos cards – I'd probably need them!

Finally, I decided to pick something fast and deadly to punch through the enemy line in front of the slower-moving Greater Daemons. A Keeper of Secrets would allow me to use of the great new Daemon Knights featured in White Dwarf 190. I would have taken the lot, but points were limited. So, I opted for Hell-Striders and Hell-Scourges, both fast moving and bedecked with weapons. A unit of Slaanesh Beast Riders and a pack of Fiends completed my Chaos horde.

EPIC



Adrian Wood, notorious Ork Warlord, has abandoned the Boyz and sworn himself to the cause of Chaos!

THE PLAN

For this scenario's special victory conditions, my army was worth 33 points: 20 for the Greater Daemons and 13 for their minions. I had to get at least 17 points worth (half of the total) off the board in order to win.

I would aim to punch a hole in one flank of the Eldar lines using my fastest minions, and get all the Greater Daemons off board to win. As I would be moving my troops onto the table in the first turn, I would be able to take a look at Steve's set up and gauge the best flank to attack.

CHAOS ARMY KEY

- Lord of Change
- Plague Towers
- Keeper of Secrets
- Aura of Slaanesh
- Beastman Warband
- Plague Marines
- Minotaur Warband
- Troll Warband
- Contagions
- Firelord
- Doom Wing Squadron
- Disc Riders
- Fiends
- Hell-Knights
- Hell-Scourges
- Beast Riders

ELDAR ARMY KEY

- Warlock
- Avatar
- Scouts
- Doomwe avers
- Doom Weaver web
- Firestorm
- Falcon Grav-tanks
- Dark Reapers
- Jetbikes
- Vyper Jetbikes

TURN 1

Steve: In an Breakout scenario the attacking player gets the first turn and moves his troops onto the table. I was sure that Adrian would attack in force down one of two paths, concentrating his troops as much as possible. His first option would be to attack down my right flank, working his way forward under the protection of the woods. This would give him the maximum amount of cover, but might inhibit the movement of some of his troops. His second option would be to attack down my left flank, using the rocks and hills for cover. This was his eventual decision, and the first turn began with him moving the bulk of his army onto this flank. A token force of Disc Riders and Plague Marines, supported by the Tzeentch flyers, came on my right flank, which would hold up my forces on this side for a time, preventing them from redeploying to my left flank where they were most needed. Cunning indeed!

Before the Slaanesh Hell-Scourges could reach the cover of the craters in front of them, the Firestorm snap-fired a hail of shots. The Daemon Knight's Glamour of Slaanesh, with its -1 to hit modifier, stopped nearly all of the shots, only a single hit getting through to bounce off their armour. On my right flank the Plague Marines and Tzeentch Disc Riders stole onto the table amidst the trees whilst the Firelord and Doom Wings soared high into the air. I waited for my chance to counter his attack.

Adrian: At first I was going to attack on the left flank which offered the best cover, but Steve had set up most of his Jetbikes on this side in anticipation. So, I decided instead to attack on my right flank as it afforded the best terrain for my Daemon Knights who were going to make the first strike. As I began to pile more and more troops onto this flank I decided to send a small decoy force, the Disc Riders and Plague Marines, onto the left to tie up the Eldar forces on that side. Seizing the opportunity to destroy some of the Chaos army's faster minions, the Eldar Jetbikes pounced on the Hell-Scourges and the Disc Riders.

Steve: The rest of the Eldar dived into cover whilst the Avatar charged towards the Hell-Scourges. From behind cover, my vehicles would be able to sit on first fire orders, making pop-up attacks against the Chaos horde. In order to shoot back, the Chaos troops would also have to be on first fire orders. This would mean they'd be unable to move that turn, giving me more time to hold back the assault.

Eldar Jetbikes swarm around the Chaos Hell-Scourges amongst the craters. This immediately brought up an interesting rules situation. The Jetbikes were attacking the Hell-Scourges on craters, terrain that would normally be considered Difficult for bikes, and according to the letter of the rules a skimmer cannot finish its movement on ground that is Impassable or Difficult. However, the spirit of the rule is to prevent skimmers ending their movement balanced on the tops of trees, over water and so on, so we decided the Jetbikes were free to attack.

The small but dedicated Eldar army opens fire at the huge Chaos horde bearing down on their thinly defended battle line.

flank) failed to Lock the Firelord. The huge Chaos war machines would be free to close the gap on the Eldar line (until the next psychic phase!).

Adrian: In order to save the Disc Riders I played the *Invisibility* Chaos card on them, rendering them safe from harm for the rest of the turn. The Eldar then opened fire with a massive salvo from the Doomweavers and Falcons, killing two of the Slaanesh Beast Riders and a Slaanesh Fiend, and blasting apart two of the Hell-Striders! The Hell-Scourges were in a desperate situation with the Jetbikes swarming all around them and, regardless of their +3 CAF all but one of the Hell-Scourges were cut down! I had rolled some appaling dice and only managed to destroy a single Jetbike. My advance force, which was supposed to break through the Eldar lines, was being cut to ribbons and I knew that time wasn't on my side. The faster I crossed this killing ground, the better. I also knew that the Warlocks would not be denied a second time!

TURN 2

Steve: The Eldar won the initiative and I forced Adrian to move first. The horde swept forward as before, dodging past the mass of Doom Weaver webs cutting into the ground. The Beast Riders and the surviving Hell-Strider moved in to help fend off the mass of Jetbikes swarming around the last Hell-Scourge, whilst on Adrian's left the Plague Marines went on to first fire orders. The Doom Wings and Firelord advanced cautiously, flying at their slowest speed to catch the Doomweavers on my right flank and avoid the Falcons. Visible once again, the Disc Riders also made off after the Doomweavers only to be pounced on by the Jetbikes whom they had escaped earlier from. The whole Eldar force, apart from a single Warlock, sped off to meet the Chaos horde head-on. The Jetbikes sped off from the Hell-Scourge to attack the Contagions, swiftly silencing them before they could fire.

The Warlock opposite the main Chaos assault popped up in his Falcon and failed to *Psychic Lock* one of the Plague Towers, whilst the second Warlock (on my right

After destroying the Slaanesh Hell-Scourges, the Wind Riders tear apart the Contagion Plague Engines before they can open fire.

Both Warlocks pinned their targets with *Psychic Locks*, immobilising the Firelord and one of the Plague Towers. The Firelord would have to break free of the pinning at the end of the turn or crash into the ground at the beginning of the next movement phase. The Avatar cut down a Beast Rider stand with a blast from his sword whilst the Doomweavers totally annihilated the Fiends. All the Eldar in range opened fire upon the Plague Towers causing multiple hits and Adrian had to relinquish three Chaos cards to prevent the Plague Towers from being destroyed!

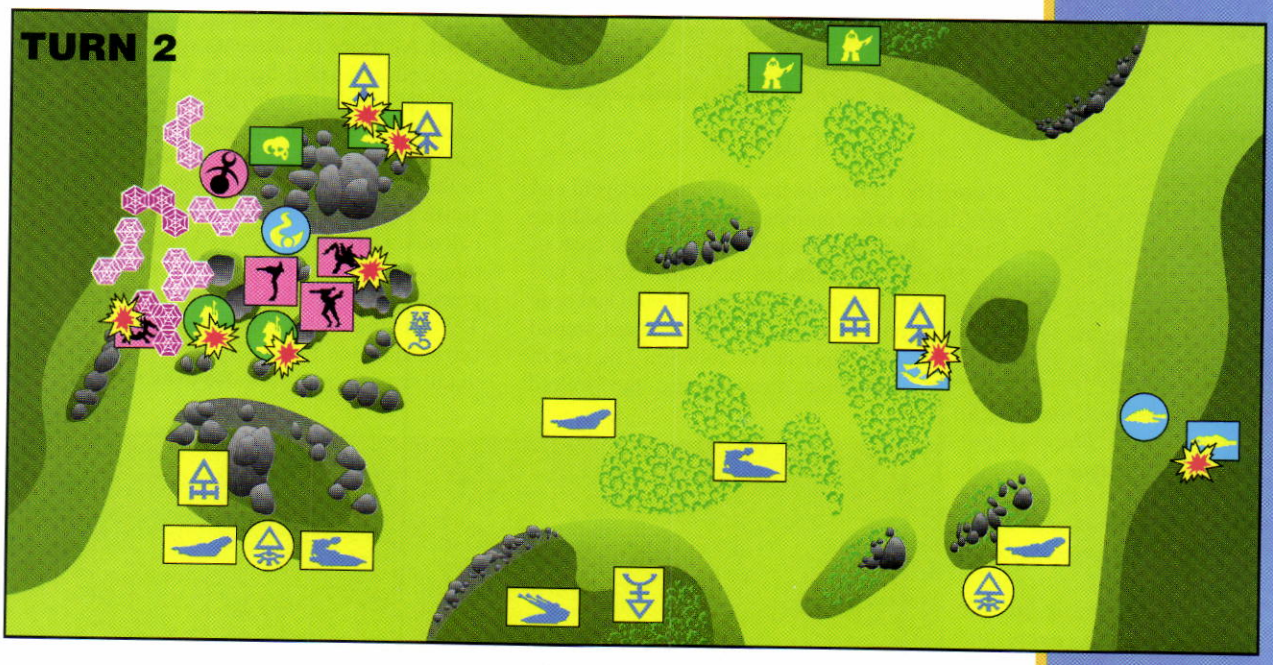
Adrian: I can't believe how many 3+ saves I failed this turn! I would have to keep hold of my Chaos cards to save the Greater Daemons and not waste them on the minions! All the Contagions were rapidly annihilated by the Jetbikes at the cost of only two of their own number. The Lord of Change tried to destroy the Avatar with his *Bolt of Change* but the powerful being easily saved. Meanwhile, on the opposite flank, the Warlock facing off against the Doom Wings destroyed one of the Tzeentch flyers, while the Jetbikes engaged with the Disc Riders destroyed all but one of the Chaos minions. The remaining Falcons also fired at the Doom Wings, but without effect, and then at the Plague Towers who used yet another Chaos card to survive!

To my relief both the Plague Tower and the Firelord shrugged off the effects of the *Psychic Locks* – at least the Plague Tower wouldn't be slowed next turn, but the Firelord and Doom Wings may well have outlived their usefulness and would be of more value flying off board and gaining me two points. Then I would only need to get three Greater Daemons off table in order to win instead of all four.

I knew that both Plague Towers would be in range of the Warlock *Mind Blast* next turn – that would mean that on a 4+ roll the Greater Daemons would be destroyed with no chance of saving!

The Tzeentch Firelord and Doom Wings swoop across the battlefield as the Eldar Jetbikes cut off the daemonic Disc Riders.

This could ruin any chance I had of winning, so I had to get past (or destroy) the Warlocks and off the table as quickly as possible. I had to press on towards the goal of my mission and ignore everything else. In the final phase the Disc Riders passed their morale check but the Beast Riders, out of sight of their patron Greater Daemon, went on to fall back orders. But all this was relatively unimportant – the Greater Daemons were all that mattered now.

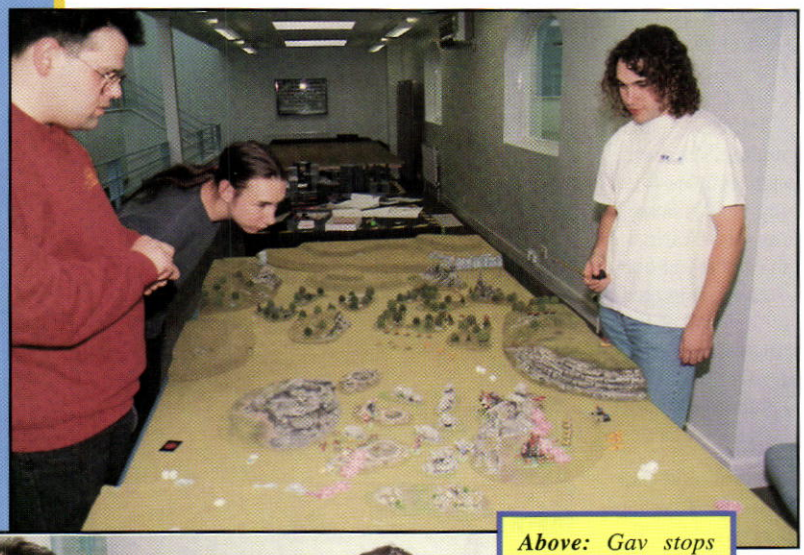


CHAOS ARMY KEY

Lord of Change
Plague Towers
Keeper of Secrets
Aura of Slaanesh
Beastman Warband
Plague Marines
Minotaur Warband
Troll Warband
Contagions
Firelord
Doom Wing Squadron
Disc Riders
Fiends
Hell-Knights
Hell-Scourges
Beast Riders

ELDAR ARMY KEY

Warlock
Avatar
Scouts
Doomwe avers
Doom Weaver web
Firestorm
Falcon Grav-tanks
Dark Reapers
Jetbikes
Vyper Jetbikes



Above: *Gav stops by to see how the deadly conflict is proceeding.*

Left: *Adrian awaits the dreaded Doom Weaver barrages.*

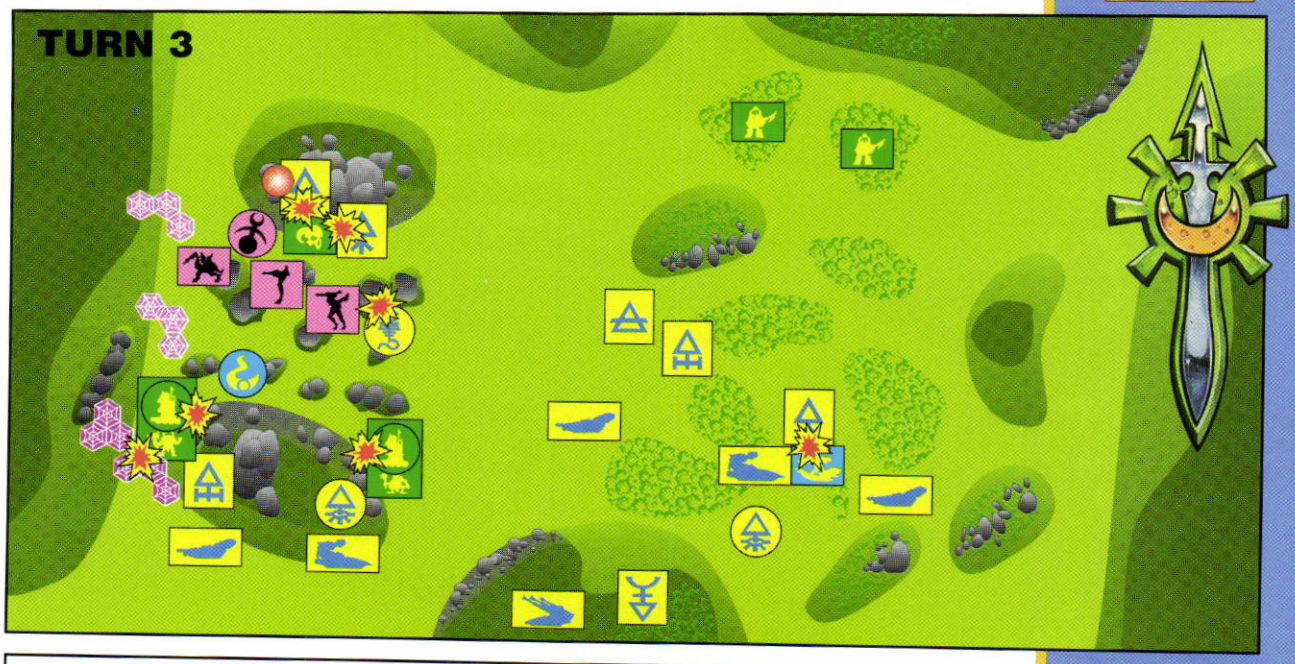
TURN 3

Steve: The Eldar won the initiative yet again and the Chaos horde continued its desperate headlong charge. The Plague Towers mounted the crest of the hill which concealed the Eldar forces and disgorged the Minotaurs and Trolls who had been travelling on board, to form a bodyguard around the super heavy vehicles. The rest of the Chaos army charged, the Firelord and Doom Wings flying off table for two victory points. The remaining Disc Rider swept down onto the Doomweavers as they prepared to barrage the horde, but a detachment of Jetbikes soon evened up the odds.

With the threats to my right flank now neutralised or flown off, it was time to redeploy my forces to where they were most needed. The main part of my army spent the turn racing across the battlefield in a desperate attempt to intercept the Chaos horde before it could move past my thin line of defenders and off the table edge.

Adrian: I waited with bated breath. The Warlock stalking the Plague Tower failed to *Mind Blast* the daemonic machine but the second Warlock succeeded in using *Psychic Lock* to pin the behemoth. I knew that all that counted were the Plague Towers and the Lord of Change – the Keeper of Secrets would never catch up before being pounced upon and killed. All rested on the next two turns. The Avatar struck out at the Hell-Scourge which saved, and in turn blazed away with its Castigator. The bolts cracked and crushed the Avatar's armoured form and the spirit of the Bloody Handed God returned to the Alaitoc Craftworld. Both the huge Plague Towers survived another hail of fire from the Falcons, Dark Reapers and Vypers that were in range, but I was forced to use two more of my precious Chaos cards in order to keep them intact. The Doomweavers fired upon the Minotaurs surrounding the Plague Tower but only managed to kill one. At last I was able to avenge myself on

The Warlock attempts to use Mind Blast against the Plague Tower. Because they are creatures of the warp, Greater Daemons are particularly susceptible to this form of psychic attack and cannot use Chaos cards to save themselves if destroyed in this way.



CHAOS ARMY KEY

Lord of Change
Plague Towers
Keeper of Secrets
Aura of Slaanesh
Beastman Warband
Plague Marines
Minotaur Warband
Troll Warband
Contagions
Firelord
Doom Wing Squadron
Disc Riders
Fiends
Hell-Knights
Hell-Scourges
Beast Riders

ELDAR ARMY KEY

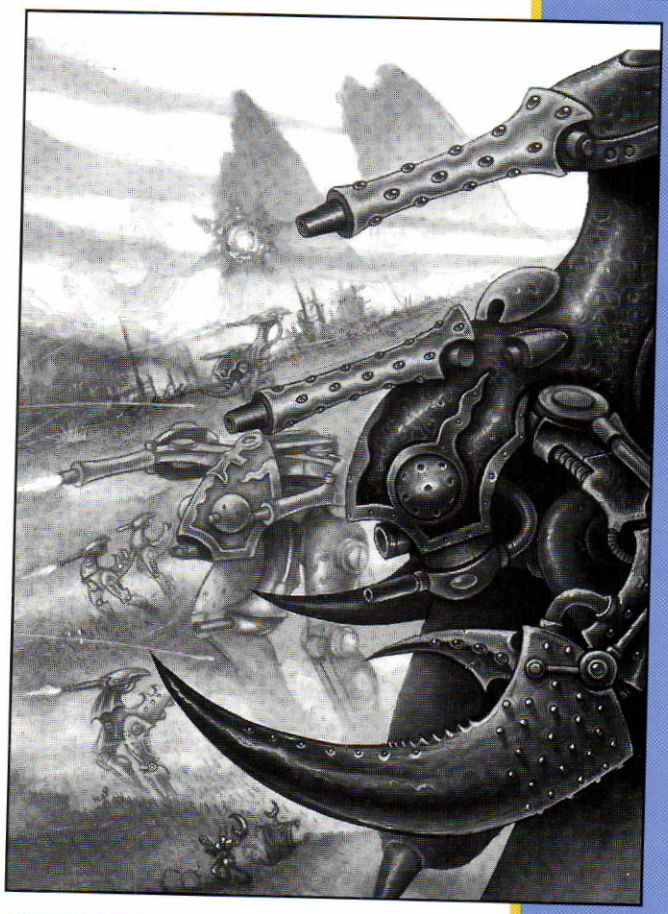
Warlock
Avatar
Scouts
Doomweavers
Doom Weaver web
Firestorm
Falcon Grav-tanks
Dark Reapers
Jetbikes
Vyper Jetbikes

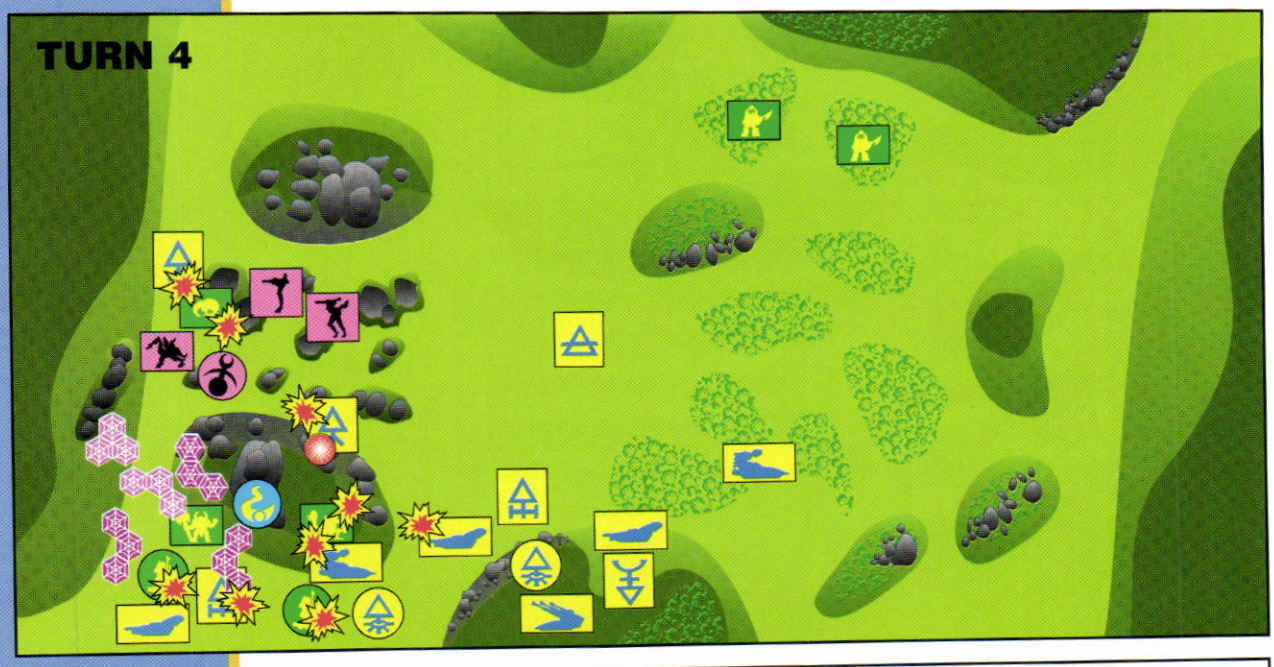
the Jetbikes that had been a constant thorn in my side throughout the battle – the Beastmen hacked apart five of the pesky skimmers, while the Keeper of Secrets crushed another with his Aura of Slaanesh. The Eldar Scouts opened fire at my Hell-Scourge, but their weak shots bounced off the monstrous Daemon Knight's tough armour.

Once again the Plague Tower broke free of the *Psychic Lock* whilst the Slaanesh Beast Riders, in clear sight of their monstrous patron, rallied automatically and returned to the fight.

TURN 4

Adrian: As expected, the Eldar won the initiative once again, and of course forced Chaos to move first. All except the last Hell-Scourge and Hell-Strider charged for the table edge! In response the Eldar massed their firepower against the Chaos horde, surrounding the Plague Towers with Falcons and Vypers. This was perhaps the most critical point in the game, as both Warlocks moved in to launch their *Mind Blasts* against the Daemonic engines. My whole plan could stand or fall depending on the success of these psychic attacks! I dared not even breathe as Steve rolled for the first attack, but the Warlock's mental powers were not up to the task, and the blast failed. As we measured range for the second Warlock, I laughed with relief as Steve discovered his second *Mind Blast* was just out of range!





CHAOS ARMY KEY

Lord of Change
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ELDAR ARMY KEY

Warlock
Avatar
Scouts
Doomweavers
Doom Weaver web
Firestorm
Falcon Grav-tanks
Dark Reapers
Jetbikes
Vyper Jetbikes

Steve and Adrian battle it out with some lethal close combat!

Nothing could stop me now! The Warlocks' Falcons then opened fire, forcing me to discard yet another Chaos card, but I still had five left, more than enough to see me through to the next turn and certain victory over those weak-minded Eldar!

The last Hell-Scourge destroyed two Falcons before they could fire, and whilst the Hell-Strider missed the other Falcon from the detachment, it did manage to blast another Jetbike. The Doomweavers desperately tried to block the Chaos route off the table, but all of the deadly monofilament webs went way off target, missing everything except one of Steve's own Vyper Jetbikes!

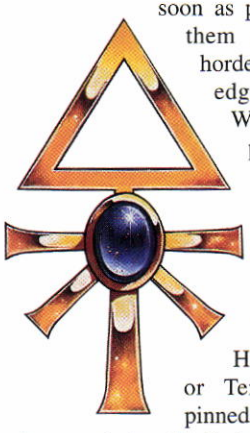
Meanwhile, the Chaos troops began to grind down the last of the Eldar defence, with one of the Doomweavers being torn apart by Trolls. The Keeper of Secrets and Lord of Change tried to destroy the Falcons and Vyper Jetbikes opposing the Plague Towers, but only managed to kill a single Vyper before the Eldar opened fire. Hit after hit slammed into the the rotting shell of the Plague Tower, but it still managed to absorb the damage.

Steve: It was at this point that I realised that nothing was going to stop the Lord of Change or the two Plague Towers from getting off the board. Even if I won initiative next turn, there was no way I could pin the Plague Towers since they were too large, and the Lord of Change could simply skim free of my troops and Jetbikes. Adrian had won.

"THANKS FOR THE BATTLE"

Steve: The chances of survival were slim, but the chances for glory high – and I blew it! Had I won, then surely the tales of how a small, brave force of dedicated Alaitoc troops held back a Chaos horde twice its own size would have passed into the legends of the Eldar race.

Instead, the desperate stand of my army is perhaps best forgotten. My biggest fault was undoubtedly the use of my Warlocks. Without question they should both have moved in to attack the Greater Daemons with their *Mind Blast* psychic attacks as soon as possible. Instead, I held them back until the Chaos horde was within reach of my edge of the table. The Warlock on my right was particularly wasted – as soon as Adrian had committed himself to the attack I should have redeployed this Warlock to face the Chaos horde head-on.



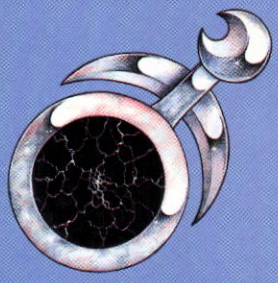
Had I chosen some Titans or Tempests I could have pinned the Plague Towers in close combat and halted the Chaos advance in its tracks. As it was, there was no stopping these huge monstrosities and they won Adrian the game. I really feel that there is little else I could have done. Adrian stuck to his task with ruthless tenacity, unflinching in the face of the Eldar bombardment, and it worked.

"THE PLEASURE WAS ALL MINE!"

Adrian: The dying screams of our weaker cousins will echo across the warp for centuries, calling to our master that we are victorious! What a delight it is to serve Slaanesh!

With the Plague Towers and Lord of Change heading for the hills following swiftly after the Firelord and the Doom Wings, the Chaos horde had broken through the Eldar line. I can't say it was easy – Steve's concentration of fire was excellent. He managed to trash almost all the minions who were supposed to break through his lines, and forced me to take on the Warlocks and Falcons with the Greater Daemons unaided. I discarded half a dozen Chaos cards to keep the Plague Towers alive and all it would take was a single *Mind Blast* to end all hope of victory. I learned an important lesson in this scenario, which was completely different from any other Epic game I've played. In terms of a normal game, I had completely compromised my army, placed the Greater Daemons in jeopardy and risked everything on a 4+ dice roll. Had even one of the Daemons fallen, Steve would have overwhelmed me. This time I had no choice but to charge straight into the guns of the enemy. This time it came off!

Playing a special scenario was immense fun. Not only did it change the way I formulated a plan, it was also interesting talking to everybody about the various possible tactics. In the White Dwarf bunker the debate was hot – some of us thought I should go for large units which would be hard to break. Others thought it would be better to pick a smaller army, so it would be easier to get off the table. Steve's still not sure I was right, and we'll be swapping sides next time we play. We might also see if we can make up some more scenarios, to see what other unusual battles we can fight.

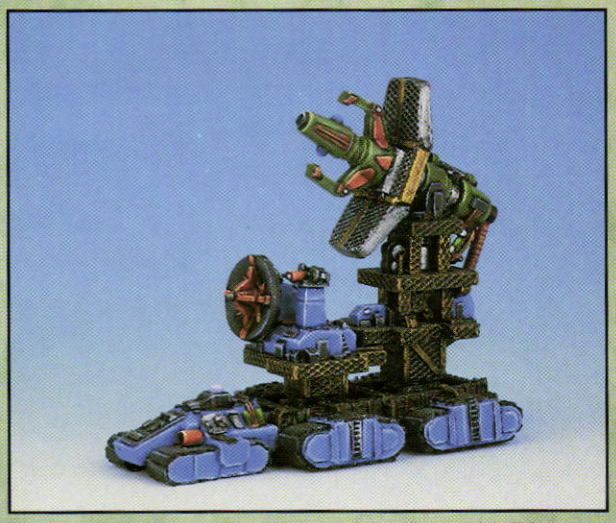


The final charge of the Chaos horde takes them within reach of their goal, as the last, desperate Eldar attempt to stop them comes too late.

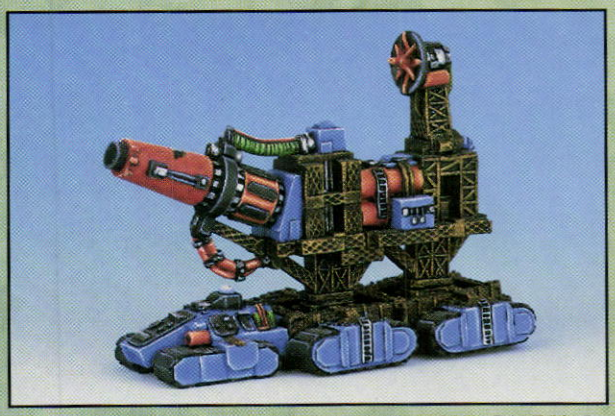
HEAVY METAL™

ADEPTUS MECHANICUS ORDINATUS

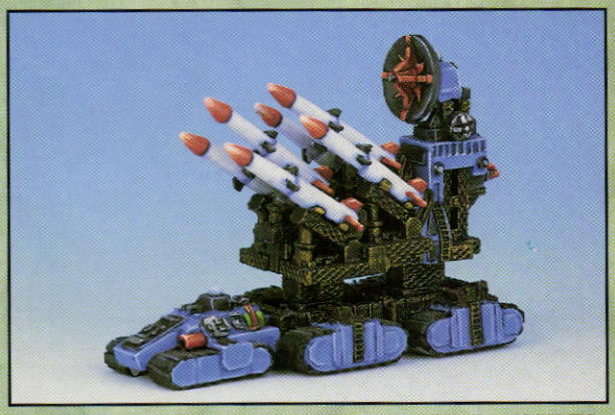
The Adeptus Mechanicus have a number of highly specialised war machines known as Ordinatus. Named after the place of their original construction, the Ordinatus are dispatched to war zones where their unique weaponry will prove decisive. Ordinatus Armageddon is the ultimate Titan-killer, ripping through shields and armour alike with its awesome Nova Cannon. Ordinatus Golgotha carries eight huge Hellfire Missiles to tear apart enemy infantry formations. Finally there is Ordinatus Mars, the perfect siege breaker with its huge Sonic Disruptor which shatters metres-thick plascrete and tears apart solid metal!



ORDINATUS MARS WITH SONIC DISRUPTOR



ORDINATUS ARMAGEDDON WITH NOVA CANNON

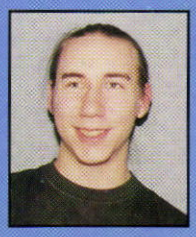


ORDINATUS GOLGOTHA WITH HELLFIRE MISSILES

ORDINATUS ARMAGEDDON DRIVES BACK THE CHAOS HORDE FROM TARTARUS HIVE

ORDINATUS

By Gavin Thorpe



Enemies of the Imperium beware! The Adeptus Mechanicus have unleashed their latest additions to the Imperial armies' arsenal – the awesome Ordinatus!

THE ADEPTUS MECHANICUS

Throughout the Imperium, the Adeptus Mechanicus deals with every level of technology. From the recycling plants on a hive world to a Predator battle tank, the construction and upkeep of almost every device falls to the auspices of this powerful organisation. It is their development and maintenance of the massive Titan Legions and Tech-Guard regiments which is of the most value in the war-stricken 41st millennium. Amongst the many war machines at their disposal are the immense Ordinatus.

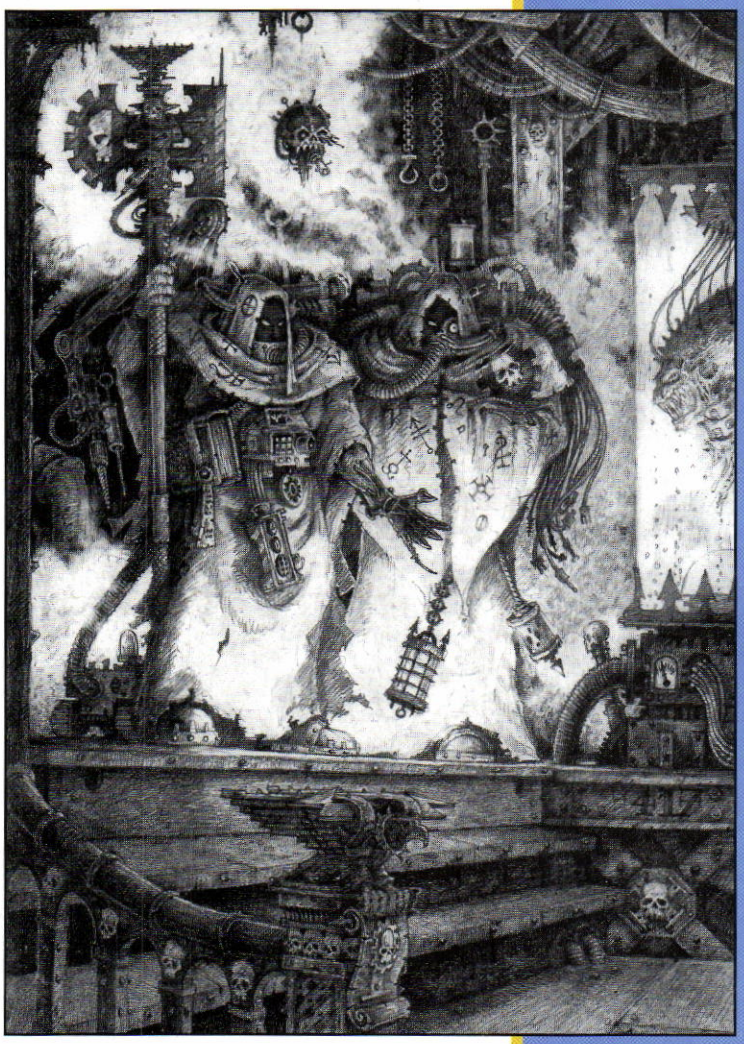
CENTURIO ORDINATUS

These huge engines of destruction are not attached to any specific Titan Legion or Tech-Guard army. Instead, they fall under the direct control of a division known as the Centurio Ordinatus. It is the Centurio Ordinatus who decide if these highly specialised machines are available, since many of them are ancient indeed and require a large amount of preparation and maintenance to ready them for war.

The Ordinatus themselves are amongst the strangest machines to be constructed by the Adeptus Mechanicus. Almost all of them were originally designed and built for a particular battle or campaign, and some of them have never been powered up for conflict since. One example of this is Ordinatus Priam. This huge tunnelling machine was assembled during the siege of Priam, a city overrun by the traitor forces in the Horus Heresy. The immense creation was designed to tunnel through the planet's crust and then navigate through the white-hot mantle underneath. This rendered it undetectable to Priam's defences and allowed four companies of elite Imperial Guard troops to storm the city's Generatum Vulcanis, breaking the siege. However, Ordinatus Priam was irrevocably damaged during the attack, as parts of its heat-shielding gave way.

Other Ordinatus have weapons and capabilities which see more general use, and demand for them is high. Only in the most important battles or campaigns are the Ordinatus sent to war, and even then only for pre-specified operations. Amongst the enemies of the Imperium, the names of the Ordinatus are spoken with reverent fear, their devastating capabilities displayed on thousands of battlefields since the Emperor's Ascension to the Golden Throne.

The Cult Mechanicus revere the Ordinatus as avatars of the Machine-God, creations of such cunning and power they could never be improved or outdated. Thus they have been carefully maintained, and when sent to war they are inscribed with sacred runes, anointed with the most precious oils and unguents, and blessed by the Lord of the Centurio Ordinatus. Their crews are the most highly trained of the Tech-Guard, warriors who fight with the zealous fanaticism of those who serve a living god.



The Hellfire missiles of Ordinatus Golgotha devastated the Ork army of Warlord Ghazghkull Thraka, driving him from the Squat Homeworld of Golgotha and freeing the inhabitants from slavery.

SPECIAL RULES

The Ordinatus are renowned for their relentless advance towards the enemy, trailing havoc and destruction in their wake. An Adeptus Mechanicus Ordinatus is not given orders like other troops. Instead, the Ordinatus can always move up to 10cm and fire in the first fire segment. Ordinatus are powered by immense plasma generators, which drive the tracks and energise their weapons systems. These are very volatile, and if the Ordinatus is destroyed it will explode into a massive ball of roiling plasma, inflicting a single hit with a 0 saving throw modifier on any models within 2D6cm.

DISPERSION FIELD

Adeptus Mechanicus Ordinatus are protected by a massive force wall known as a dispersion field. Projectiles and energy bolts deflect harmlessly away from the crackling dome of power, leaving the Ordinatus unscathed. Unfortunately, the dispersion field requires tremendous amounts of power, and will eventually overload its generators. This means that what starts as a near-impenetrable force field gradually weakens as the battle progresses, letting more and more enemy fire through.

On the first turn of the battle, any shot which hits the Ordinatus is automatically negated unless your opponent rolls a 6 on 1D6. If he manages to roll a 6, the shot passes through the flickering dispersion field and hits the Ordinatus as normal. On the second turn this chance increases to a 5 or 6, and so on. This applies to all damage against the Ordinatus and saving throw modifiers have no effect on the dispersion field. The shield also allows the Ordinatus a fixed 4+ psychic saving throw, like void shields. See the Titan Legions rulebook for details of psychic saving throws.

TURN	PENETRATES SHIELD ON A D6 ROLL OF
1	6
2	5, or 6
3	4, 5, or 6
4	3, 4, 5, or 6
5+	2, 3, 4, 5, or 6

The Soul of the Machine-God surrounds thee.
The Power of the Machine-God invests thee,
The Hate of the Machine-God drives thee,
The Machine-God endows thee with life.
Live!

Adeptus Mechanicus Litany of Ignition, chanted while runes of life are cast upon a vehicle and its power plant is bathed in the sacred oils of the Machine-God.

GOLGOTHA

After Ork Warlord Ghazghkull Thraka was defeated on the Hive world of Armageddon, he fled to the stars. His nemesis, Commissar Yarrick, tracked Ghazghkull down to the Squat world of Golgotha. Despite the assistance of Yarrick, the Squats were defeated by Ghazghkull's horde and Yarrick was captured. In an attempt to humiliate his arch-foe, Ghazghkull did not kill Yarrick, but imprisoned him instead.

However, the resourceful Yarrick managed to escape and returned to Golgotha with a punitive force of Titans and Tech-Guard. The early battles went badly for the Imperium, as the sheer size of the Ork horde overwhelmed them time and time again. In an attempt to smash the massive Ork mobs, Ordinatus Golgotha was constructed in the recaptured strongholds of the Squats. Golgotha's terrifying Hellfire missiles devastated the Orks, slaying thousands over the course of a week. The Orks were routed from the Squat homeworld and since then Ordinatus Golgotha has always been in the forefront of any battle against enemies who have a strong numerical advantage.

HELLFIRE MISSILES

Hellfire is a common term for a potent acidic-virus compound developed by the Adeptus Mechanicus. It burns through armour and sears flesh, usually leaving the few who survive hideously scarred and crippled. It is a matter of opinion whether it is better to die by a Hellfire attack or to survive! Golgotha carries six Hellfire missiles, so you will have to keep track of how many are fired. Hellfire missiles are fired just like any other barrage. You can fire one or two missiles each turn.

A Hellfire missile has multiple warheads, allowing it to completely devastate a wide area. Each missile is totally independent and fires D3 barrage templates (roll a D6 and halve the result, rounding up) using the following procedure. Place one barrage template as normal, then roll a D3. If you score two or three, the one or two extra templates must be placed so that they are touching the original barrage template. Work out hits on any models covered as normal.

In addition, the extensive scanning equipment aboard Ordinatus Golgotha allows it to fire with unerring accuracy. The Hellfire missiles can be fired at any point on the battlefield, even at targets that are out of line of sight, with no chance of scattering. Unlike normal indirect barrages, there is no need for friendly troops to spot for a Hellfire missile.

Enemy units attacked by this horrendous weapon may be panicked by the agonised screams of their comrades, as their flesh burns away and their bones melt. For this reason, any unit which suffers one or more casualties from a Hellfire missile must pass an immediate morale test or go onto fall back orders.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Golgotha	10cm max	3+ all round	+5	Hellfire Missiles	200cm	8 Barrage points		-1	Dispersion field
				Lascannon	50cm	2	5+	-2	See rules
				Bolters	15cm	8	6+	0	

ARMAGEDDON

Ordinatus Armageddon first shed blood during the massive Chaos invasion of the planet of the same name. The Khorne Banelords, Lords of Battle and daemon engines were instrumental in the destruction of many cities, but a genius of the Adeptus Mechanicus, Geronimus Undersen, devised an Ordinatus as a defence against the marauding war machines. Undersen mounted a massive starship weapon onto a land-bound chassis, giving the Imperial forces an immense machine powerful enough to destroy even the largest and most heavily armoured foes.

This idea was by no means original, and followed the concept behind the famous Squat Titan-killer – the Cyclops. In the ensuing battle for Tartarus Hive, Armageddon destroyed no less than four Chaos Titans, and two detachments of daemon engines. Without the heavy firepower of these machines, the Chaos assault waves broke upon the mile-high walls of Tartarus Hive like a tide against the rocks. Ordinatus Armageddon is feared by all enemies of the Imperium as a war machine capable of destroying all opposition.

NOVA CANNON

The Nova Cannon is similar to the Plasma Annihilator of an Imperator Titan. However, rather than releasing a burst of raw plasma, the Nova Cannon can focus and control the potent energies with greater precision. This allows the crew to siphon small amounts of plasma into the discharge chamber, producing a rapid burst of fire. Alternatively, the crew can flood the chamber with all the remaining plasma and send out an earth-shattering blast of energy.

Ordinatus Armageddon uses the special Nova Cannon template which is printed on card elsewhere in this issue. At the start of every Orders phase, roll 1D6+3 to determine how much plasma is available for the Nova Cannon. Take this number of power counters and allocate them to either pulse fire or maximal fire. For each power counter allocated to pulse fire, the Nova Cannon can fire one attack dice with the profile shown on the Nova Cannon card. After any pulse fire has been worked out, the remaining plasma is released in a flash of energy. The profile of the maximal burst depends on how much plasma is allocated at the start of the turn. As the maximal shot is achieved by releasing all the remaining energy, any pulse fire shots *must* be worked out before the maximal shot. Although it isn't a barrage, a maximal shot may destroy buildings.

In addition, the immense energy released by a maximal burst produces a beam of plasma which covers a wide area. A maximal shot that hits a target that uses a hit location template follows these special rules. Determine which location the Nova Cannon hits as normal, by rolling the Aim dice. Once the final location has been determined make saving throws and roll for damage as normal. In addition, every location adjacent to this area is also hit. The saving throw modifier of this hit is equal to half the save modifier of the initial maximal burst (round fractions down). For example, the Nova cannon hits with a -3 saving throw modifier. This is halved and rounded down to -1. All locations adjacent to the main hit must make a saving throw modified by -1.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Armageddon	10cm max	3+ all round	+5	Nova Cannon	150cm	Special		special	Dispersion field
				Lascannon	50cm	2	5+	-2	See rules
				Bolters	15cm	8	6+	0	

Example: The Imperial player has rolled seven power counters. He assigns three of these to pulse fire, and the remaining four to maximal fire. This means he has three attack dice of pulse fire and a maximal shot that hits on a 2+ with a -4 save modifier.

ARMAGEDDON NOVA CANNON

POWER GENERATION

At the start of each Orders phase, Armageddon gains 1D6+3 power counters. Assign each of these to pulse or maximal fire using the tables below. Maximal and pulse fire both have a range of 150cm.

PULSE FIRE

Each power counter allows one attack dice with the profile given below. Remember that pulse fire always occurs *before* maximal fire.

Roll to Hit	Target's Save Mod.
4+	-1

MAXIMAL FIRE

Look up the number of power counters to find the profile of the maximal fire for the turn.

No. Power	Roll to Hit	Target's Save Mod.
1	4+	-1
2	3+	-2
3	2+	-3
4	2+	-4
5	2+	-5
6	2+	-6
7	2+	-7
8/9	2+	-8

MARS

During the Horus Heresy Mars itself, homeworld of the Adeptus Mechanicus, was riven by civil war. The traitor armies, led by Magos Solomon Abbadon, turned against the Emperor and attempted to overthrow the rulers of Mars. From his mountain citadel of Jericho, Abbadon sent forth his rebel forces to attack the factories and installations of those who remained loyal to the Emperor. Inevitably, the Imperium retaliated and sent an armada of ships to annihilate Abbadon's foul minions and to bring Imperial justice to the rebel lord. This proved impossible though, since the fortress of Jericho was protected by an ancient alien device discovered during the Great Crusade. The Vortex field generator, thought to be an artefact of the enigmatic C'tan, rendered any attack from orbit impossible. Any ship which approached too close was torn apart or displaced into the warp. Eventually, an army fought its way to the foothills of the mountains, a few kilometres from Jericho, where it was discovered that the Vortex field did not cover the planet's surface.

Many times, the Lord of the Centurio Ordinatus must deploy Ordinatus Mars to crush a rebel citadel or enemy stronghold, and in doing so order the destruction of irrecoverable pieces of ancient technology. This death of knowledge is felt keenly by the Adepts of the Machine-God, thus Ordinatus Mars is also known by the grim title of "Bringer of Woe" by the Adeptus Mechanicus.

Castellum Jericho, as the citadel was known, boasted walls half a mile thick, which soared into the clouds. The central bastion was constructed from the hardest metal alloys known to humanity and could withstand any amount of pounding by the Imperium. Another solution was needed, and the Adeptus Mechanicus provided the answer. Ordinatus Mars utilised unique technology to produce a sound wave which resonates across the battlefield. When this sonic wall hit Jericho the walls crumbled to dust as they shook themselves apart. The infamous Tower Of Steel bent and crumpled like foil, filling the air with the tortured shriek of twisting metal. Thousands of Tech-Guard poured through the breach, and Solomon Abaddon was summarily executed for his treacherous crimes.

SONIC DISRUPTOR

It is not only buildings that are vulnerable to the Sonic Disruptor – bones shatter, organs burst and electronic equipment explodes as the wall of sonic energy passes over them. The frequency of the Sonic Disruptor ravages those who fall victim to it, from a subsonic rumbling that tears buildings apart to a supersonic squeal that pierces eardrums and flays skin from flesh. The Sonic Disruptor scales rapidly up and down these frequencies, causing a blast of sonic energy that rolls forward like the force wave from some massive explosion.

Rather than an ordinary barrage template, the Sonic Disruptor uses the teardrop-shaped template used by Hellhound firethrowers and Titan inferno guns. Place this template anywhere within line of sight, so that the narrow end is facing towards Ordinatus Mars. Any model half or more under the template will be hit on a roll of 2+, since the Sonic Disruptor has ten barrage points. This to hit roll ignores cover, since woods and rubble are just blown apart and walls simply amplify the sonic wave if they are not shattered.

Any model hit by the Sonic Disruptor has a saving throw of 5+ on 1D6, regardless of what its saving throw would normally be. Even the mighty armour of a Titan or the reinforced buttresses of a stronghold provide little protection against the wrath of Ordinatus Mars.

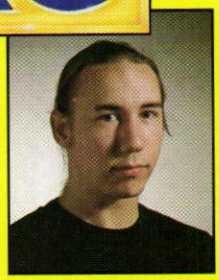
Targets protected by energy fields such as void shields will lose one shield to the sonic wave before it passes.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Mars	10cm max	3+ all round	+5	Sonic Disruptor	LOS	10 Barrage points		special	Dispersion field
				Lascannon	50cm	3	5+	-2	See rules
				Bolters	15cm	8	6+	0	

EPIC®

TYRANID ASSAULT!

By Gavin Thorpe



EPIC HIVE WAR

At the start of this year, the latest supplement for Titan Legions and Space Marine was unleashed. Epic Hive War details the history and rules of the myriad creatures that make up the Tyranid Hive fleet. From Termagants to Hive Tyrants, Genestealers to Dominatrix, the Tyranid army contains a massive variety of troops. To effectively use them requires a sound plan, flawless execution and tactical co-ordination (good luck is a bonus). If you get these elements to all click into place your opponent is going to have an almost impossible task trying to stop you.

TOTAL ANNIHILATION

The Tyranids have a very simple goal in life – destroy and assimilate every single organism in the universe! For this reason their style of warfare is unique, normal tactics are just not part of their way of life. If it moves kill it (if it doesn't, kill it anyway)! In the Epic game system this is represented by the special way Tyranids accumulate victory points.

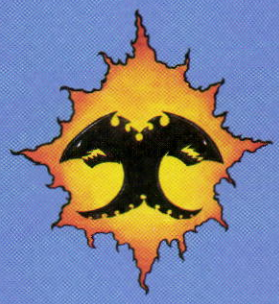
All armies in Epic gain victory points for destroying enemy troops, but apart from the Tyranids, they can also earn victory points by seizing important battlefield positions called Objectives. Tyranids have no use for a tactically advantageous site, such as a hill or building, so they are not awarded victory points for Objectives.

WIPE OUT

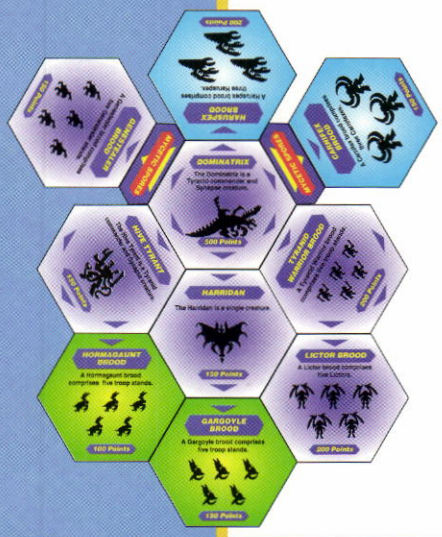
On the other hand, they gain double the normal number of victory points if they can wipe out the enemy to the last man. This all leads to a single-minded plan which you must devise – how to kill as many of the enemy as possible in the shortest time! Devising this plan is one of the most important stages of a battle. It's no good if your troops perform excellently when your army is doing the wrong things.

THE SWARM

Coming up with a plan for your army can be fairly simple. There are three basic choices: attack, defend or a mixture of the two. However, with Tyranids your only real option is to attack, and attack en masse! This isn't to say you can't keep some artillery pieces at the back taking pot shots at enemy support vehicles and Titans. How many of your broods are sent out on the attack, and how many can you keep at the back? There is also something else to consider when you are choosing your army – the structure of the swarms themselves. At the simplest level you must decide how many Dominatrix you want in your army. As a general guideline I'd recommend you take as many as you can. Not only does this provide you with a greater deal of flexibility (their influence only extends for a certain range) it also increases the survivability of your broods. This is because a Tyranid brood must be able to trace a direct line through unbroken broods to the Dominatrix. If the chain is severed at any point the brood will revert to its instinctive behaviour. With more Dominatrix in your army you can reduce the number of links between a brood and its commanding Dominatrix.



In this article, Gav explains the easiest way to rampage across the galaxy with your Epic Tyranids.



These two swarm structures are from the Abomination *battle report (White Dwarf 184). Each Tyranid brood is very closely linked to its Dominatrix to maximise the control of the Hive Mind.*

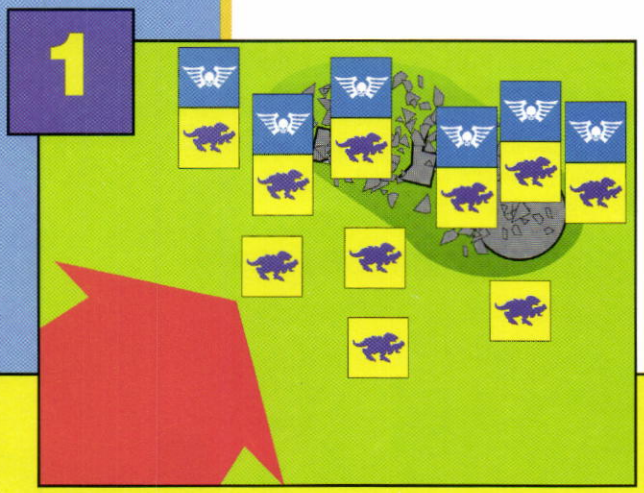
For example, the broods I used in the *Abomination* battle are shown above. I had decided to field one 'support' swarm and one 'assault' swarm, roughly dividing my army in two between attacking forces and those that would stay towards my side of the battlefield. With the exceptions of the Hormagaunts, Gargoyles and one Exocrine brood, everything in the army was directly adjacent to a Dominatrix. This meant that if one unit was broken I would only lose that unit, the other broods would still have a solid link to their Dominatrix and be in contact with the Hive Mind.

INSTINCTIVE BEHAVIOUR

Another aspect of Tyranid warfare is the influence of *instinctive* behaviour. Many creatures revert to their natural reactions when not directly impelled by the Hive Mind to a specific task. Usually this is quite appropriate, such as Exocrines firing at the nearest target, but sometimes it can be a real thorn in your side. It is important that you use the few Order counters you have as wisely as possible. Try to assign a priority to the tasks at hand and work down them. For example, if you have a brood of Hormagaunts who just *have* to be given charge orders to deny the enemy an Objective, they should be pretty high on your list.

On the other hand, Carnifexes dropped down in Mycetic Spores which are *Rampaging* through the enemy should be left to their own devices. – after all, they're doing what they do best! A cunning opponent will place expendable troops near to your Exocrines and Dactylis broods, forcing them to fire at them when they *Nest*. In this situation you may want to override their instincts. Another example is troops drawing away your *Rampaging* Carnifexes and Malefactors, by being closer than a more valuable target. Use another brood from your army to destroy or engage these decoy units, which will leave the big beasties free to attack the really important targets.

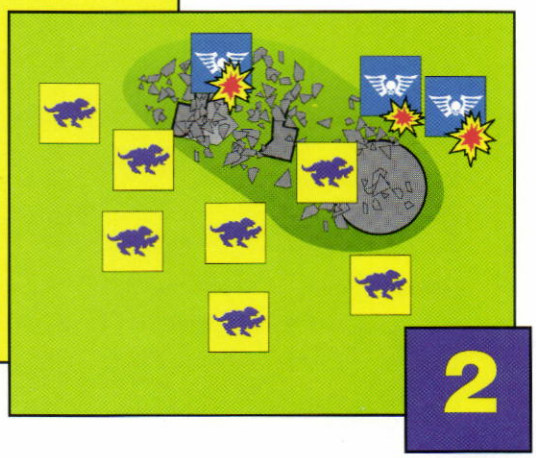
Instincts also have a surprising benefit, and it concerns creatures which *Hunt*, more specifically Termagants. A hunting creature will move into close combat with the enemy, or shoot if it is out of movement range. With a brood of Termagants, this means the troops closest to the enemy can kill them in close combat (hopefully) while your troops out of combat can fire at any survivors. See the diagrams to the left.



HUNT THEM DOWN!

1. The Termagants are left to Hunt and duly move towards the Imperial Guard Tactical stands.

2. In the ensuing close combat, three of the Imperial stands manage to overpower the Termagants they faced, but the members of the brood who didn't fight can now fire at the enemy with their Fleshborers!



LIGHTNING ASSAULT

To achieve victory you must kill or scare away as many foes as you can. However, you must also make sure you don't lose! This may sound a bit obvious but let me explain. Just because

Right: *Gargoyles and Harridans make highly effective strike forces, able to launch lightning-fast attacks on concentrations of enemy troops (even right at the back of the enemy lines!).*

you don't get victory points for Objectives, it doesn't stop your opponent doing so. In my first few battles with the Tyranids I gave away lots of victory points by not denying Objectives to the enemy. As with any other army, the best way to stop this happening is to snatch the Objectives straight away and them cling onto them until you've won.

As some of your most devastating troops are close combat specialists (Haruspex, Carnifexes and Genestealers mainly) it is important to get them mincing up the enemy as soon as is inhumanly possible. Every turn your shock troops spend out of close combat is a turn wasted! Whatever you do, make sure that these creatures are moving as fast as they can in the straightest possible line towards the enemy.

With this said, try to take advantage of whatever cover you can. When you occupy a wood or building with your infantry there's no point standing on the edges, it doesn't matter that you can't see anybody – the important point is that the enemy can't draw a line of sight to you! Move from cover to cover in hops until you get within charge range, then go for it!

REACHING THE TARGET

When launching your assault it is absolutely vital that you cover the ground as quickly as possible. If you get distracted by a decoy unit set up on your flanks (or your *Rampaging* creatures are forced to charge them) you are only giving your opponent more time. I've found that one of the quickest ways to get your Genestealers and Hormagaunts ripping up the enemy is to use two or three broods of Malefactors. Malefactors are much tougher than your infantry and have the *Rampage* instinct. This means that even if you can't give the brood orders they'll still head towards the enemy. Malefactors also have potent close range bio-weapons, allowing them to support your attack once they have dropped off your close combat units.

FLYING BEASTS

If you want to get somewhere really quick, go by air! The Tyranid air force consists of two types of creature, Gargoyles and Harridans. On their own these beasts are very useful, but they really come into their own when used together to form a rapid attack force. Harridans have the very useful benefit of being able to make a move after both armies have deployed. You can use this in two ways. The first way is to change your own set up, by redirecting your Harridan and Gargoyles to an area of the battlefield where you might be overcome. This ability to bolster the weakest parts of your army makes the Tyranids very hard for your opponent to defeat with an unorthodox deployment.

The second tactic is using this additional speed to get onto the enemy's side of the battlefield. This is most often used to capture Objectives before the enemy can get anywhere near them, forcing him to fight hard right from the outset. Although a brood of Gargoyles doesn't seem to be a really tough defence force, it can buy you the time needed to move more troops into position.

The Harridan can also protect the Objective by either weakening enemy units before they reach the Gargoyles, or by making an attack run on the rear of the opposing army, causing your opponent to divert his firepower away from the brood.

A Harridan's three wounds make it hard to kill unless your enemy is devoting a lot of his attention

Tyranid assaults are characterised by the waves of creatures that pour across the battlefield. With each successive attack the waves of beasts weaken the enemy until they cannot resist the final, terrible onslaught.

Inquisitor Carrax, A Treatise on the Kraken.

The wide array of Tyranid creatures gives them a great amount of flexibility. When each one uses its strengths to support the rest of the swarm, they are almost unstoppable.

towards it. One word of warning, the anti-aircraft weapons introduced in Titan Legions are very effective and, in particular, Ork Doomdiver Magna-Cannons are lethal to Harridans. This is because Magna-cannons kill a flyer on a successful hit regardless of save, wounds or any other factors. Watch out for those kunnin' Ork Warlords with a whole battery of these strange machines.

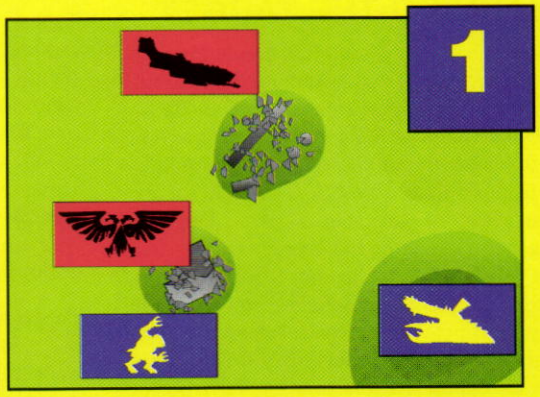
MYCETIC SPORES

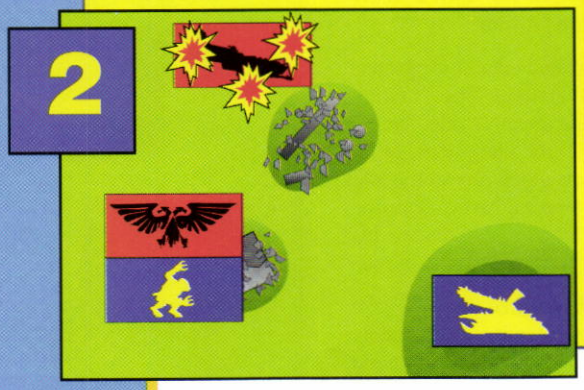
Even with Harridans, Gargoyles and Malefactors, by far the quickest way to get your troops into the thick of the fighting is with Mycetic Spores. Even if you fill them with cheap Termagants, the look on your opponent's face as a wave of airborne troops come plunging down is worth the points! In fact, cheap troops coming down in Mycetic

COVERING FIRE

While your horde is advancing it is important to ensure their safe progress with effective fire support. This basically means that you have to decide what are the biggest threats to your broods and eliminate them. A popular tactic you will be up against is the use of troops on advance orders to cover those in front in case they are killed in close combat. This works in the same way as the *Hunt* tactic described earlier, but it requires two units rather than one unit covering itself. To overcome this use your Exocrines, Dactylis and other support creatures to attack the covering troops in the first fire phase. The diagrams below show how this works in practice. Remember, troops on first fire orders can hold their shooting until the advance fire segment, so watch out for enemy support units who you think will try to use this ploy.

1. The Genestealers charge into a unit of Space Marines, and are almost certain of wiping them out. However, the Marauder fighter-bomber detachment behind the Space Marines is on advance orders and will be able to shoot the unengaged Genestealers later in the turn.





2. To counter this the Tyranid player uses his support creatures to destroy the Marauders before the combat begins. When the Genestealers annihilate their opponents there's no chance of instant retaliation.

BIO-TITANS

Tyranid bio-Titans are awesome. These building-sized creatures can be armed with a variety of deadly weaponry, and can be used to fulfil a number of roles. A Hierophant or Hierodule armed with a razor claw can cause serious problems to enemy Titans, and its ability to launch frag spines comes in handy for destroying enemy infantry who get too close. Bio-cannon are also specialised Titan-killing weapons, and when you can use Hive Mind cards to turn one hit into D6 hits, or allow the bio-Titan to move and fire like a command unit, they can be totally lethal. Cluster spines combined with a pyro-acid spray turns your bio-Titan into a creature designed for fire sweeps, weeding out massed infantry formations that are taking refuge in cover. Bio-Titan tactics are covered in more detail by my *Irresistible Onslaught* article in White Dwarf 190

Spores can be a real distraction for your opponent. When he wastes his battery of Hydras or Thunderfires blasting away, your Harridans filled with Gargoyles swoop down the battlefield completely unmolested.

Mycetic Spore wave attacks can be deadly. By sending in a mass of cheap troops at the start of the battle, you can start taking out the enemy artillery and other weapons which pose a threat to your Mycetic Spores. On subsequent turns you can send in the heavy brigade to finish off the survivors, or even land in another part of the battlefield. If the first wave of dropping creatures is a decoy you can usually force your opponent to redirect his troops away from the real target, leaving it wide open for later waves of attackers. It is this unpredictability which you must use at every stage of the battle. Always try to keep the contents of your army secret, leaving your opponent wondering if there is a second wave of Carnifexes on the way. It is the same with other transport vehicles. You can use two Harridans, for example, but only one has Gargoyles inside. Your opponent has a fifty-fifty chance of wasting his fire in shooting down the wrong one.

SYNAPSE CREATURES

The Tyranid army revolves around its Dominatrix and Hive Tyrants. Without these massive creatures it fails to function at all. Admittedly, your troops will keep on fighting, but with no Hive Mind cards you can say goodbye to your plan, you'll just be there to roll the dice! For this reason your Dominatrix, and to a certain extent Hive Tyrants, should be well protected from the vengeful attentions of the enemy.

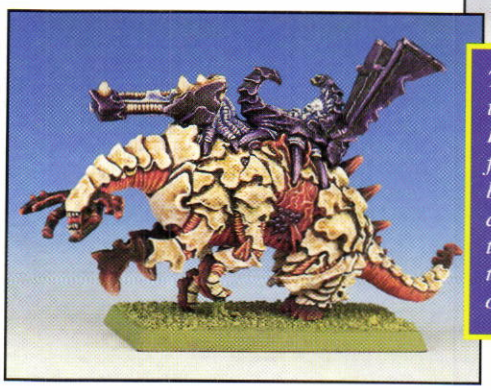
This can cause problems however, because Hive Tyrants and Dominatrix are awesome fighting machines in their own right, and no sane person would want them skulking around, hiding at the back! This dichotomy can be resolved easily. Hive Tyrants and Dominatrix are very capable of looking after themselves in most situations. Their multiple wounds and ability to regenerate damage means that however much they are shot up, there's always a chance, however slim, that they'll stand up again and keep on going!

Furthermore, the Hive Tyrant and Dominatrix have a number of their own special abilities which further enhances their chances of surviving a determined assassination attempt.

PROTECTING YOUR COMMANDERS

Both Dominatrix and Hive Tyrants are command units, and so can only be targeted if they are the closest target of that size class. With other command units, such as Ork Nobz, a screen of troops presents no problems because the commanders are infantry. However, Dominatrix and Hive Tyrants are massive beasts and count as super heavy, meaning a super heavy vehicle must be closer to the firer than they are. Looking through the Tyranid data sheet you will see two suitable candidates for bodyguards – Carnifexes and Trygons (Harridans are far too mobile to be wasted on flying around in one place). If you can position some of these creatures in front of your commander your opponent will be forced to fire at them. Not only this, these bodyguards are pretty tough themselves, and will absorb lots of damage before they finally stay down.

Dominatrix are immensely powerful. They are loaded down with incredibly effective bio-cannon and can also use psychic powers!



Tyranid swarms rely on their Dominatrix and Hive Tyrants to function. As well as being potent psykers and fighters themselves, these creatures are able to coordinate the attacks of the Tyranid broods.

HIVE MIND CARDS

Another aspect of Tyranid armies to mention are the Hive Mind cards. The "Orders" cards were covered at the start of this article, so I'll just give you some pointers about a few of the most useful cards.

Psychic Barrage can be useful for eliminating the last few models of a company which are skulking around in a building or other cover. Alternatively, a lucky *Psychic Barrage* directed at the enemy artillery can disrupt his long range firepower. One lost vehicle from a detachment that fires barrages dramatically reduces their chances of inflicting a serious hit.

Bio-Assassins are best used against Imperial Guard commanders or Inquisitors. The loss of a commander will cripple an Imperial Guard company, leaving it open to attack from your Genestealers, Termagants and Hormagaunts. An Inquisitor effectively cancels out the terror tactics described elsewhere, because he allows all troops within range to pass morale checks automatically. Removal of such an obstacle is paramount if you think your terrorising Hive Tyrants and Carnifexes are going to get a chance to charge in.

Overdrive allows a brood or creature to move at triple speed when it charges, instead of double. Imagine your opponent's complete horror when your Hierophant bio-Titan, armed with ripper tentacles and razor claw, charges 75cm across the battlefield towards his biggest Titan! Alternatively, this card enables Genestealers or Carnifexes to roar across and contest (violently contest…) an Objective.

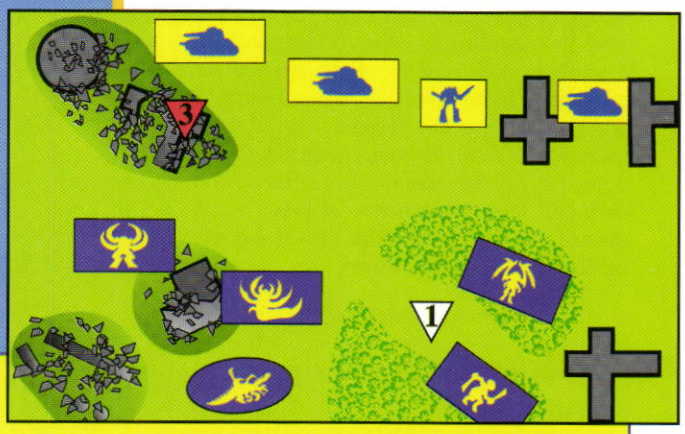
Overrun Assault is an excellent card for Carnifexes storming a well-protected position. This is because the models being charged cannot first fire at their attackers (they can only *snap fire* if they have the ability).

The best use of the Hive Mind cards is putting together various combinations. With just the last two cards mentioned above, played on the same brood, you could have Carnifexes charging at triple their normal movement rate, tearing through defenders who can't fire at them!

Infantry trying to charge them in close combat will either be mown down by a hail of spore cyst fire or end up failing their morale check and falling back. A timely use of the *Warp Field* psychic ability has saved my Dominatrix on many occasions, so don't feel you have to use *Energy Pulse* every turn because it's so destructive. Your *Energy Pulses* will be no use whatsoever once the Dominatrix is on the floor after being split in half by a Plasma Annihilator!

One of the biggest threats to a Dominatrix (or other creature with multiple wounds) are Eldar Titans. Phantom and Warlock Titans can both carry Pulsars, a rapid-firing laser weapon which can strip off several wounds with a single shot. Revenant Scout class Titans also carry pulse lasers, a smaller version of the previously mentioned weapon. Combined with the almost total freedom of movement a Revenant has, the twin pulse lasers can be a sure way of killing a Dominatrix or bio-Titan. This is probably a good place to mention a slight error in the Dominatrix profile. In the text for the Dominatrix it states the Tyranid queen has a saving throw of 1 or more. This is correct. The profile which states a 2+ saving throw should be amended to read 1+. This is still modified by shots from the side and rear though, which is why Revenants are such a pain!

Hive Tyrants move as infantry models, meaning they can hide in woods and buildings if the going gets really tough. They are also psychic, and *The Horror* power can send nearby foes running for cover. The greatest threat to a Hive Tyrant is to be overwhelmed in close combat by a horde of troops, whose secondary attacker bonus gets so



SUPER HEAVY BODYGUARDS

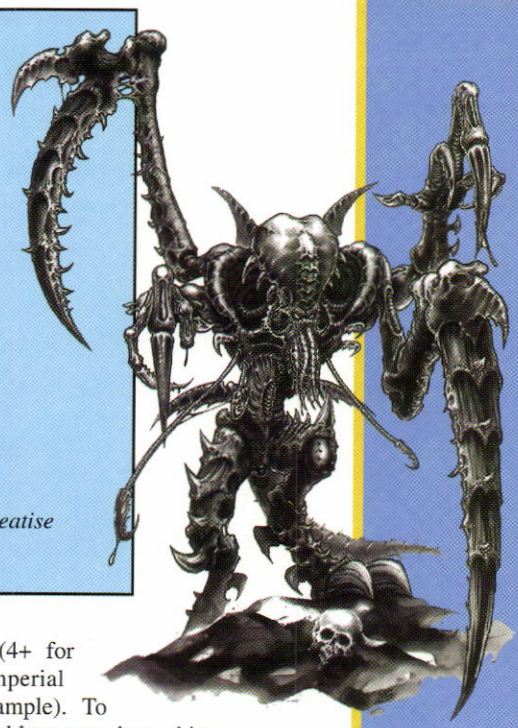
You can use Hive Tyrants, Carnifexes and Trygons as bodyguards for your Dominatrix. By being closer to the enemy, they force your opponent to fire at them (because the Dominatrix is a command unit) Not only that, these creatures are incredibly destructive by themselves, and can often destroy any threat to your commander.

In this example, a brood of Carnifexes and a Hive Tyrant are moving ahead of the Dominatrix to clear out the Space Marine Devastators on the hill. While the Tyranids advance, the Space Marines will have to fire at the Carnifexes, and then the Hive Tyrant!

incredibly huge you end up having to regenerate ten or more wounds! This is partly offset by the morale effects of fighting a Hive Tyrant (pass a morale test or go on fall back orders) but will be really rammed home with the use of *The Horror*. Hopefully there will be too few troops left to pose a risk, and any left in combat may well be at -2 to their CAF because of their fall back orders. Which leads us to…

The Tyranids are most horrifying for their thoroughness. They do not defeat you – they devour you and strip you of everything. Even your soul is just fodder to these beasts…

Inquisitor Carrax, A Treatise on the Kraken.



EXTERMINATION

Depending on the size of your battle, it is possible to win simply by breaking enemy units. As your battles get larger (4,000 points or more) it becomes essential that you not only break enemy formations, but wipe them out totally. This will earn you double the normal number of victory points and will clock up your total at an amazing rate.

Prime targets for this type of behaviour are Titans and other single models which represent a large number of victory points in one place. The best possible example of this is an Imperator Emperor class Titan. Normally this massive war machine is worth 23 VPs (not an inconsiderable amount), but to Tyranids this monolithic engine of destruction is worth a battle-winning 46 victory points!

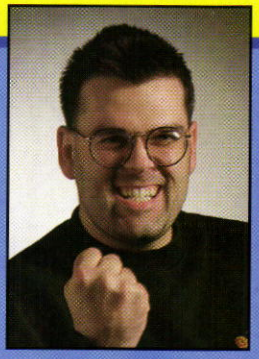
Where you'll find problems is the ominous task of trying to destroy a whole company of troops. Ork Clans and Imperial Guard regiments contain an enormous number of troops, and killing each one off is out of the question, unless you want to sacrifice your attacks on the rest of the army. The answer to this dilemma is morale checks. Troops with massive companies generally have a low morale factor (4+ for Orks and Imperial Guard, for example). To exploit this problem you have bio-Titans Carnifexes, Dominatrix and Hive Tyrants which all cause morale checks for their close combat opponents.

This will force many of the enemy onto fall back orders, and if the unit is already broken they will have to take *another* morale check for being in close combat whilst broken. If they fail this second morale check the entire detachment is wiped out! Add to this *The Horror* psychic power of your Hive Tyrants and you can destroy great swathes of the enemy in one fell swoop!

So what are you waiting for? You've got a galaxy to devour!

A Dominatrix and Hive Tyrants use terror tactics to destroy a massive Ork Horde through fear alone.

UNSUNG HEROES



By Adrian Wood

Taking a break from painting yet more armies for Warhammer 40,000, Adrian explains his thinking on Epic Infantry tactics.

INFANTRY INVASION

When I originally began playing Epic back in the mists of time, I always underrated infantry. No matter which race I used, the infantry seemed indistinguishable from each other and I found them totally uninteresting – I much preferred spending my points on super heavy tanks and mega-weapons. Indeed, when Titan Legions came out I had a field day at first, using all the new heavy weaponry and not taking any infantry at all! However, I never had a great deal of success and quickly found myself out-manoeuvred and out-gunned. I finally realised the answer to my problems lay in the infantry companies and detachments I had discarded in favour of my Titans.

I decided to experiment using extensive infantry companies and support detachments and over the course of a few games soon found their great strength lay in their numbers and the high break point of their companies. They could fire literally dozens of shots at a single target, forcing the enemy to roll numerous saving throws of which at least one was going to fail. Only the most powerful super heavy tanks had a chance against normal infantry and even they were vulnerable to heavy weapons troops. When it came to holding objectives infantry excelled, able to swamp a building or hill with troop stands. They were very difficult to budge once dug in. I also discovered a great diversity in the different races whereas before I saw only endless troop stands to paint.

TROOP TYPES

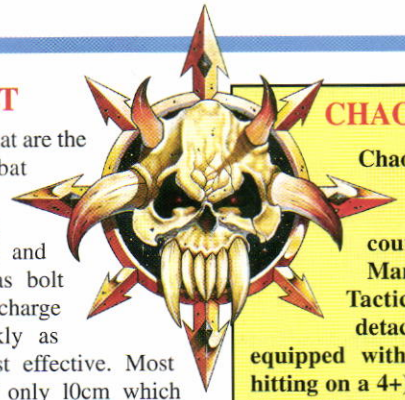
You can split infantry in Epic down into several rough categories. These core troop types may have different names according to the army or race to which they belong, but they all fulfil the same basic battlefield roles.

Infantry companies can easily match mechanised troops for firepower and excel at storming enemy positions

CLOSE ASSAULT

The first troop type we'll look at are the exponents of close combat fighting: the assault squads. They have a high Close Assault Factor (CAF) and short range weapons such as bolt pistols. These troops need to charge into close combat as quickly as possible in order to be most effective. Most troops have a movement of only 10cm which means that they need some kind of transportation in order to get to the enemy without getting destroyed. Transport vehicles such as Drop Pods, Thunderhawk Gunships, Wave Serpents, Rhinos, Chimeras, Death Dealer Daemon Engines of Khorne and Mycetic Spores can get your assault troops where they can attack. It should be noted that Imperial Armies boast Space Marine and Imperial Guard assault detachments, both of whom are equipped with jump packs and can ignore movement penalties. But even with an increased movement value of 15cm they can still benefit from transport vehicles.

Other races also have assault troops such as Goff Orks, Eldar Striking Scorpion Aspect Warriors, Squat Berserkers and the deadly Genestealers. Some troops such as Howling Banshee Aspect Warriors have special close combat attacks and a particularly high CAF. For example all Squats can re-roll any 1's in close combat and they can also re-roll any 2's when fighting in close combat with the dreaded Orks, due to their legendary hatred of the marauding greenskins.



CHAOS SPACE MARINES

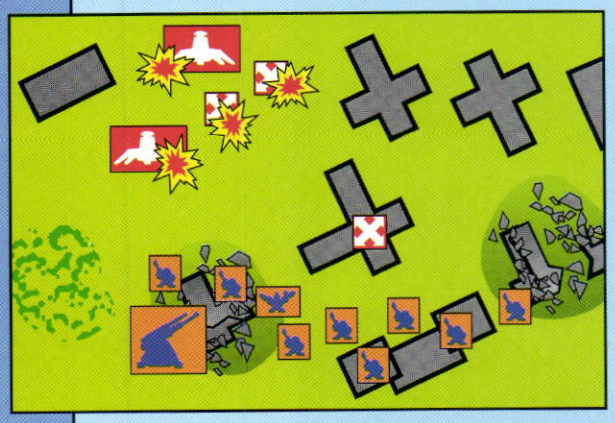
Chaos Space Marines deserve a special mention here. Unlike their Imperial counterparts, Chaos Space Marines don't come as Assault, Tactical or Devastator detachments. Instead, they are all equipped with missile launchers (1 dice hitting on a 4+), and they have +3 CAF like Space Marine Assault troops. They are very flexible troops, able to fight their way onto an objective and defend it against all-comers with their heavy weapons.

TYRANIDS

Tyranids based on the Termagant gene template (like Hormagaunts and Gargoyles), can also be classed as tactical troops and fulfil a similar role. Even when these creatures are out of the control of the Hive mind they instinctively advance towards the enemy, their most basic urge being to kill and destroy!

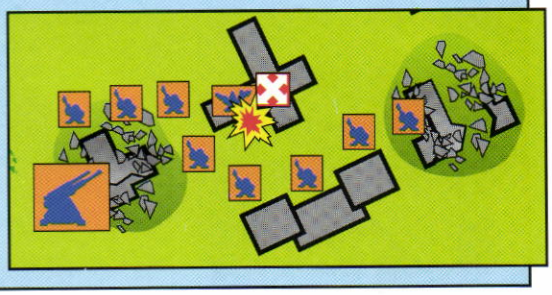
TACTICAL TROOPS

Tactical infantry should be the most numerous troops in any army and form its backbone. These troops are very flexible and can fulfil a number of battlefield roles. For instance tactical troops can adopt a support role, although without the benefits of long range weaponry and a save modifier. This is accomplished by simply pouring firepower onto the enemy from your army's battle line. If they are transported fast enough, tactical troops can attack the enemy in close combat like assault troops, where once again their sheer weight of numbers can smash the enemy ranks without the aid of a high CAF. However, their main job is to maintain a solid line of troops, swamping the closest objectives with stands. Unless the enemy concentrates an inordinate amount of barrage weapons on your troops there will always be fresh stands to maintain your battle line. Eldar Guardians, Chaos Cultists and Space Wolves Grey Hunters (who benefit from a good CAF as do all Space Wolves) are all examples of great tactical troops.



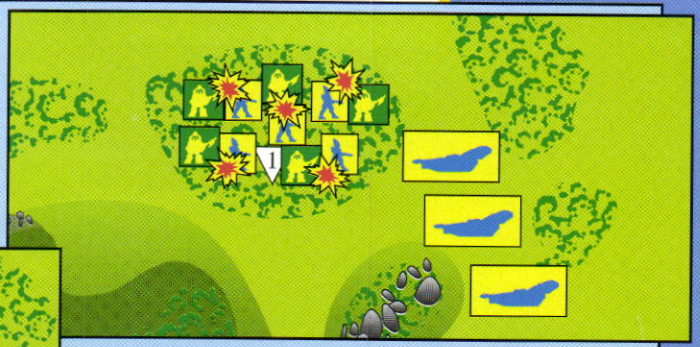
Left: I often use Drop Pods to land a complete Assault company on a couple of objectives on the enemy's back line. In one particular battle my Assault troops (in red) landed near some Squat Warriors and a Thunderfire cannon (in orange) on first fire orders and nearly the whole company was destroyed!

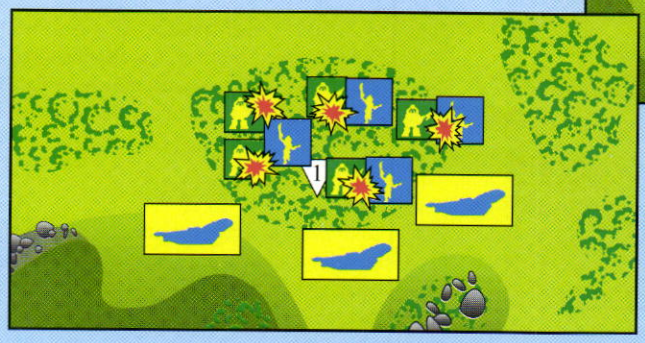
Below: However, the last surviving troop stand got inside a building and ran straight onto an objective. The Space Marines passed their morale check and were charged by the Squat Hearthguard in the second turn. Being on first fire orders, the Space Marines killed the Squats before they could enter close combat and went on to survive the rest of the game, still in control of the objective!



This particular tactic would also work well for Tyranid players who could drop Hormagaunts and Termagants onto the enemy with Mycetic Spores. You can potentially flood whole areas with these large broods who, even if out of the influence of the Hive mind, will instinctively attack the enemy.

Right: A Chaos Space Marines detachment attacks an objective in a wood held by Eldar Guardians. Their +3 CAF means they easily cut down the weaker Eldar troops. The next turn they settle down with their missile launchers on first fire orders, prepared to repel any attempt by the Eldar player to re-take the objective with other troops.





Left: However, the Eldar send in a detachment of Howling Banshees who charge the Chaos Marines from their Falcon Grav-tanks. Luckily, only one Aspect Warrior is cut down by heavy weapons fire as they charge, and with the deadly combination of their Banshee masks and +6 CAF, the Howling Banshees easily win the close combats and recapture the objective.

HEAVY WEAPONS

Regular infantry cannot usually damage a super heavy vehicle with an all round l+ saving throw. However, heavy troops enjoy the benefits of heavy weaponry which usually includes 2 attack dice per stand, 75cm range and -1 save modifier! These are possibly my favourite infantry because their massed dice can strip the shields off Titans and destroy super heavy tanks in short order. However, they also cost around twice the points of tactical troops. These troops include Space Marine Devastators, Eldar Dark Reapers, Bad Moon Orks (who are identical to ordinary Orks except that their weapons have a -2 save modifier) and Squat Thunderers who roll a grand total of three attack dice per stand!

The Imperial Guard Heavy company is a firm favourite of mine. For a long time I always used Space Marine Devastators as infantry support troops. However, I eventually decided that the Imperial Guard company was a better alternative. It is almost half the price of the Space Marine company as the Imperial Guard company doesn't have transport vehicles. Rhinos are of little use (other than to increase the company's break point) as I usually put heavy troops on first fire orders for the whole game. In every other respect they are identical to Space Marine Devastators with the exception of their morale value (which is the same as all Imperial Guard troops).

COMBINED OPERATIONS

All three of these troop types, when used in combination, really compliment each other. Your assault troops strike deep into the heart of the enemy, tying up enemy troops and disrupting the enemy's battle plan. Covering the assault troop's fast moving attack, the tactical troops advance more cautiously across the battlefield, maximising their fire from a fresh position each turn. The heavy troops in turn cover the advance from a distance, laying down a withering hail of fire against the enemy.

LONG FANGS

Space Wolves Long Fangs are not only short range heavy weapon specialists, but are so resolute they have to be wiped out for the enemy to get any victory points!

Below: If you want to stop your opponent from out-flanking your Imperial Guard army then a complete Heavy Company on each end of your battle line should do the trick! This frees up you tanks from flank guarding duties, leaving them to take the battle to the enemy.

Left: Grey Knights are daemon hunters extraordinaire! The powerful Terminators have teleported into close combat with Angron, Daemon Primarch of the World Eaters. Their +6 CAF should easily dispatch the Daemon through sheer weight of numbers. Not only are they awesome opponents but their 4+ psychic save protects them from psychic and daemonic powers, as well.

SPECIAL TROOPS

Specialist troops such as Veterans, Scouts and Command sections compose the final category of infantry. Veterans are battle-hardened warriors and as a troop type are exclusive to Space Marines. They are characterised by a hefty CAF of +4 and a morale value of 1+! You can use these troops as powerful tactical squads as they are very good in every respect. Space Marines Terminators can also be used in a similar way, with their huge CAF of +6 and, most unusually, a fixed saving throw of 6+.

The Blood Angels Death Company is another favourite unit of mine. Generated randomly at the beginning of each game, Death Company Space Marines possess an awesome +4 CAF which means they are an excellent source of assault troops! They are particularly effective against Tyranids and Chaos armies as they never need to check morale.

SCOUTS

Scouts are found in Space Marine, Eldar and also Tyranid armies, where the Lictor fulfils the same role. These troops can move up to their full charge rate onto the battlefield after deployment whilst keeping the same order counter they began with. This means that in their first turn scouts can first fire or charge from a much better position.

One of my commonest tactics used to be to put an entire Scout Company into Thunderhawk Gunships and send them across the other side of the battlefield to grab objectives from right under the enemy's nose. However, the company takes massive amounts of punishment using such a tactic and I now prefer to use two Scout companies instead. This gives me lots of cheap troops to sit on my battle line and a single detachment from each company uses Thunderhawks to attack distant objectives. It is better to risk only a single detachment from two companies rather than all the troops from one.

Below: The black Rhinos of the Death Company charged towards the Governor's Palace, kicking up clouds of dust. As soon as they reached their target they disembarked, bursting into the Palace with their Chaplain leading the assault. In reply the Goff Nobz laid down a hail of fire against the black armoured warriors but only succeeded in destroying the ornate facing of the building!

The battle for the Governor's Palace was as fierce as expected. The Goffs tried desperately to gain a foothold in the building but the Space Marines Chaplain gave the Death Company an awesome Close Assault Factor of +5. Unsurprisingly, the Space Marines beat off the Goff assault and they held the building until the savage battle ended in a victory for the Imperium.

SPECIAL CHARACTERS

Special characters with specific abilities can be added to your companies to strengthen them in battle. For instance, if a Space Marine Chaplain is nearby, Imperial troops have their CAF increased by +1. If you want to take full advantage of the psychic phase then psykers such as Eldar Warlocks and Space Marine Librarians are excellent special characters who can make attacks with psychic powers.

COMMANDERS

One of the most valuable troop types in your army are the Command sections. They move quickly on charge orders and have relatively good short range firepower which they can automatically use in the first fire segment. They cannot be targeted freely, but must be the nearest target to be charged or fired upon. Command sections are particularly important to Imperial Guard regiments. Without Command sections an Imperial Guard detachment can't have any orders – the entire Imperial Guard army will grind to a halt without them.

In the same way, Ork Nobz are also vital if your clans are to do what you want them to. Without Nobz within 10cm, the Boyz follow a particular behaviour pattern depending on which Clan they belong to. For instance, Goffs automatically charge towards the enemy – they have no choice! For you to keep your Boyz under control you must keep them at the front of your army. This stops the Nobz from being shot and means that they can carry on bossing the Boyz about.

FORWARD MEN!

As you can see, infantry really are the backbone of any Epic army. Regardless of whether you are an Eldar commander or an Ork Warlord, your army is still composed of assault, tactical and heavy troops with commanders to bolster the battle line. How you use your troops depends on which army you have and the position of the objectives, but when used in combination all the troop types complement each other. The strengths of each troop type makes up for the weakness of another.

Troops can often fulfil the fighting roles taken by tanks and bike squadrons, except that they are able to go where vehicles cannot! They can hold objectives in buildings and their numerical superiority makes them capable of holding a flank whilst your tanks advance.

Why not try an experiment and take a force composed entirely of infantry? I've enjoyed this challenging variation on the Epic game and, having returned to a mixed force of tanks and infantry, found myself using the humble troop stands in a much more effective way. If you do play some infantry games, you'll find that your foe will have a hard time wading through all your troop stands. As long as you remember to take a good spread of the different troop types you certainly won't go too far wrong!

Above: An Imperial Guard Tactical Company is attacked by Tyranids. The Hive Tyrant uses *The Horror* to force the Guardsmen within 25cm to take a morale check. However, the company automatically passes this morale check (along with any others they may be called on to take) due to the inspiring presence of the Inquisitor.

Your troops can use cover like armour and go where a tank cannot venture, defending captured objectives with unparalleled tenacity.

EPIC

EPIC CONFLICT IN THE WAR-TORN UNIVERSE OF THE 41ST MILLENNIUM

The fate of the galaxy itself hangs in the balance as gigantic armies of warriors, tanks and mighty Titans clash in apocalyptic conflict.

As the commander of an entire army, each player relies on his tactical skill to defeat his opponent. Though luck plays its part, ultimate victory belongs to the best general.

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GAMES® WORKSHOP

EPIC

By Gavin Thorpe

THE ATTACK ON VIRLATH

The peaceable Eldar world of Virlath was totally disrupted when the ships of Ork Warlord Gorg Kusta crashed through the skies to herald a devastating invasion. Renowned as "a finka", Kusta set about destroying the local Eldar with two separate attacks. To suss out his foes, he first sent one of his War Bosses (Kruk) to attack the town known as Syriathis. When Kruk returned with his report (after looting as much gear as possible) Kusta would launch his main attack on the Eldar capital, Arion.

Unfortunately, the Eldar managed to evacuate Syriathis under fire, and their leader, Madequos sent a telepathic plea for help. Using a nearby Webway portal, the Eldar forces were bolstered with more specialised war machines and Madequos set about ousting the Orks from his planet. Kruk's army was the first to fall, constantly ambushed by fast and deadly Eldar hit and run attacks carried out by Vyper squadrons and Revenant scout Titans. After Kruk had been crushed, Kusta launched his horde at Arion, splitting his force to encircle the supposedly beleaguered Eldar. Madequos stopped the two armies from uniting and his Eldar host was able to defeat each element in turn. Kusta's Mega-Gargant was destroyed by Madequos himself, and the invasion was quickly stopped. With these three scenarios, you can recreate the battle for Virlath, and perhaps the outcome will be different this time…

SCENARIO 1 – SYRIATHIS

FORCES

Eldar: The Eldar player has 3000 points to spend on his army. The Eldar player cannot field any kind of Titan or Aspect Warrior and may only take three support cards for every company card, rather than five. This limits the amount of specialist equipment in relation to basic troops.

Orks: The Ork player may spend 4000 points on his army and is free to choose his army with no special restrictions except that the Orks must include a Warboss to represent Kruk.

DEPLOYMENT

The battlefield should be set up to represent the outskirts of Syriathis. The town is surrounded by woody hills as shown on the deployment map to the right. As you can see on the map, the two armies start at right angles to each other, with the Eldar deploying along the short edge of the table. The Eldar must get off the far edge in order to be safe.

SPECIAL RULES

The world spirit: Syriathis is infused with wraithbone and courses with the energy of the Virlath world spirit. For this reason, any Warlock in the Eldar force may double the range of their psychic powers. This also includes their special ability to give orders and control Wraithguard. Ork Weirdboyz find it difficult to accumulate waaagh energy in the vicinity of the world spirit and only gain half the number of waaagh points they normally would (rounding up).

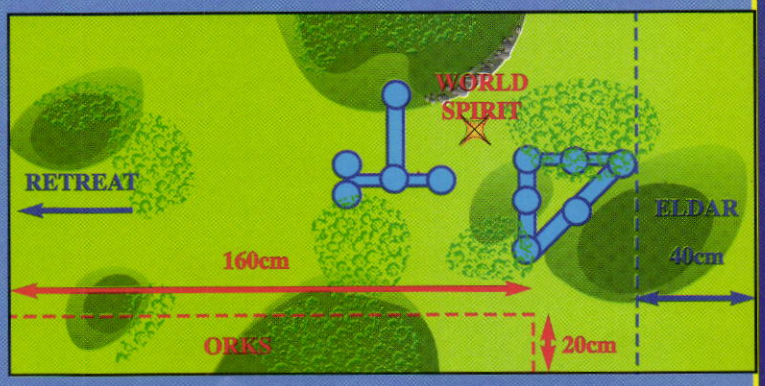
Shuttling: The Eldar are trying to move a large number of the populace out of the town and must maximise the use of their transport vehicles. For this reason, the normal transport coherency rules do not apply and transport vehicles may leave their troops to pick up other infantry stands elsewhere on the battlefield. This will enable the Eldar player to shuttle his troops to safety by making ferry runs back and forth across the table. Note that transport vehicles that leave the table may *not* return, as described in the victory conditions section below.

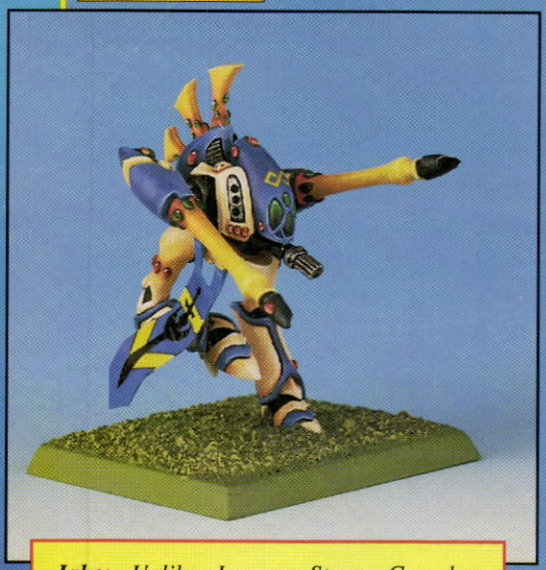
VICTORY CONDITIONS

Eldar: The Eldar gain victory points for destroying and breaking the enemy as

Jake: As befits the larger scale of the Epic game, Gavin's battles are a bit grander in scope, but still retain the essentials of their historical precedent.

This first scenario is another one played down the length of the table, an unusual but highly entertaining and challenging alternative set up. Being the fastest army about, the Eldar will have least trouble with the large distances they need to travel and, with the scenario special rules, should be able to evacuate quite a lot of their troops before the Orks catch them.





Jake: *Unlike Ian or Steve, Gav has dispensed with most of the background ("useless waffle", he mutters at me from his corner) so that he has enough space to describe all the exciting special set ups and rules which make these battles more unusual. More of a "mechanics" sort of approach. Well, everybody's got their own particular style.*

On another note, I really like Warboss Gorg Kusta and I think that we'll see more of him in the future (if he survives, that is).

As with any other series of battles, it's a good idea to name your characters. This makes them much more real and gives them their own history. As they get more battle-hardened and they fight the same opponents again and again, they develop grudges and hatreds for particular enemy characters. You know the sort of thing: your Space Marines always beat your mate's Eldar, and your Captain and his Farseer have fought on several occasions, but never managed to kill each other. Even without any special rules you can see how this might start to suggest new scenarios, or at least give rise to informal "challenges" in the middle of a battle. "OK Eldrad, it's you and me, let's sort this out once and for all…"

normal. In addition, they gain the victory point value of any unbroken Eldar that leave the table by the "retreat" edge marked on the map. All surviving models from a detachment or company must be retreated off the table to gain these victory points and troops cannot return once they have retreated.

Orks: The Orks gain victory points for destroying and breaking the enemy as normal. In addition, they gain 1 victory point for every building they destroy and a bonus five victory points if Kruk ends the game within 15cm of the building marked "world spirit". This is a main node of the wraithbone circuit and if Kruk can capture it, his Weirdboyz may be able to find a way of tapping into its power.

There are no Objective markers and the game ends when there are no unbroken Eldar models left on the table. Total up the victory points to see who wins.

CAMPAIGN

If the Eldar win, the world spirit will still be functioning properly. This will enable them to get reinforcements much quicker. If the Eldar won this battle, they have an extra 1000 points to spend in the next battle, *Hit and Run*.

If the Orks win, the Eldar will be seriously crippled by the damage to the world spirit. In future battles, the Eldar must subtract -1 from all of their initiative rolls, and their Warlocks can only use their special orders ability on a single unit each turn, rather than all units within range.

In the unlikely event of a draw, neither side has any bonuses granted to them or penalties imposed on their future battle.

SCENARIO 2 – HIT AND RUN

FORCES

Eldar: The Eldar player has 3500 points to spend on his army. His army has to be extremely mobile to carry out the hit and run style tactics that were employed. The Eldar player can only choose Wind Rider, Falcon and Guardian (not Defender) Hosts as his company cards. He may choose whichever support cards he wishes, but may not include any infantry without sufficient transport vehicles to carry them (either as part of the same formation or as a separate support card). Remember, if the Eldar won the last battle they have 4500 points to spend instead.

Orks: The Ork player may spend 4000 points on his army and is free to choose his army with no special restrictions except that the Orks must include a Warboss to represent Kruk, if he survived the first battle.

DEPLOYMENT

The map shows the rough layout of the battlefield, with plenty of cover for the Eldar skimmers to make pop-up attacks from. As you can see, the Eldar can attack from both sides, catching Kruk in the crossfire of two forces. There's no escape for Kruk's horde and they must destroy the Eldar to get through.

SPECIAL RULES

Surprise attack: Due to the speed of their attack, the Eldar automatically win the initiative on the first turn.

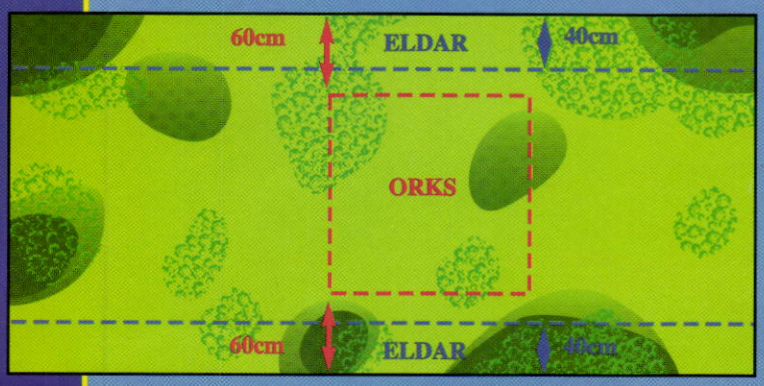
Demoralised: The Orks have been constantly harrassed since their storming of Syriathis. Kruk has done little to ease their worries and lift morale, and many of the Orks under his command want no more to do with the Eldar. This final attack may prove too much for some of the army. To represent this, any Ork detachment which rolls a 1 for a morale check has lost its nerve and disbands immediately – as if it was already on fall back orders and failed a subsequent morale test.

VICTORY CONDITIONS

Eldar: The Eldar gain victory points for destroying and breaking the enemy as normal.

Orks: The Orks gain victory points for destroying and breaking the enemy as normal.

There are no Objective markers and the game ends when one side reaches 25 or more victory



points. The side with the most victory points at this stage is the winner (even if both are over 25 victory points).

CAMPAIGN

If the Eldar win, then Kusta's main attack on Arion will be severely weakened by the loss of Kruk's army. His major thrust towards the Eldar settlements will also be delayed as he futilely awaits the arrival of his troops, giving the Eldar even more time to prepare. For this reason, the Orks in *Kusta's Last Stand* will be 1000 points less, and the Eldar army may deploy after the Orks have been set up.

If the Orks win, Kusta will have a greater force at his disposal and can press his attack as quickly as possible. For this reason, the Orks will deploy second in *Kusta's Last Stand* and automatically win the initiative on the first turn of the game.

SCENARIO 3 – KUSTA'S LAST STAND

FORCES

Eldar: The Eldar are represented by a single force of 6000 points. It may be chosen with no special limitations and in addition has Madequos in his special Revenant scout Titan. This costs no extra points and does not count as an army card. Such is Madequos' skill with his Titan, that he is treated as a command unit – he may move on charge orders and always fires in the first fire segment of the combat phase. With the jump jets of his scout Titan, this makes Madequos a deadly and evasive opponent indeed! Madequos cannot be broken and is worth five victory points if his Titan is destroyed.

Orks: The Ork army totals 8000 points and is split equally into two 4000 point forces – the attacking force and Kusta's outflanking force. If the Eldar won *Hit and Run* the troop deduction is taken from the attacking force. Both armies may be chosen as normal, except that Kusta's force must be led by Kusta in his Mega-Gargant. To represent Kusta's inspiring presence, his Mega-Gargant automatically starts the game with twelve power fields, and he gets the full complement of three Shouting counters with no need to roll. If Kusta (the Kaptin) is killed, the Eldar player gains an additional five victory points.

DEPLOYMENT

Set up the terrain as shown on the map. The side that lost *Hit and Run* must deploy first. The Eldar may deploy in the area shown. The attacking Ork army must be deployed on the short edge indicated, while Kusta's force must move on from the indicated table edge in the first turn.

Place two objective markers on the hill indicated, these are worth five victory points each as normal.

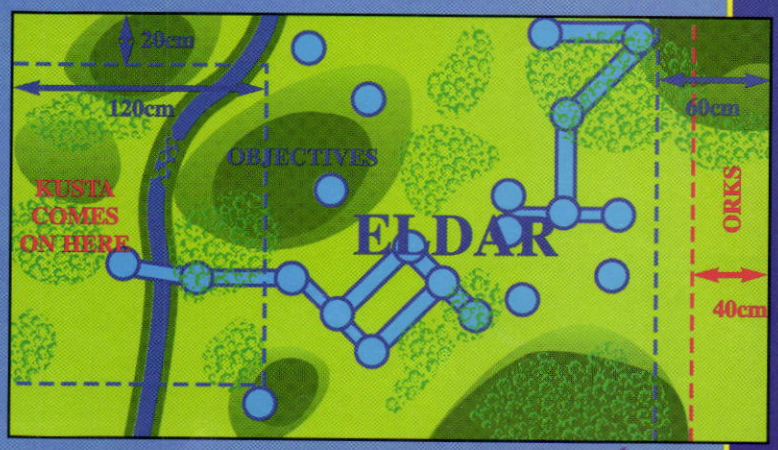
VICTORY CONDITIONS

This is a battle to the death! The game lasts until one side has no unbroken troops left on the table, up to a maximum of six turns, at which point calculate victory points for broken and destroyed troops as normal, and see if anybody has possession of the large hill.

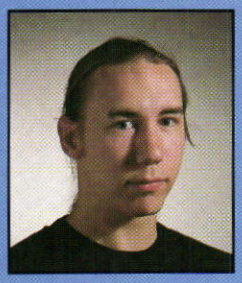
Jake: *Well, that's all the dead Generals we have space for this issue. I hope you like the idea of lifting scenarios from history and that Ian, Steve and Gavin's examples have inspired you to have a go yourselves.*

As well as Warhammer, Warhammer 40,000, and Epic, you could have a go at converting historical battles for Necromunda – I'm sure that you could work out a set of fights for the dreaded gang leader Custer to lose!

Or what about Blood Bowl? No, that's probably going a bit far. On the other hand...



EPIC



By Gav Thorpe

Objectives are a central part of the Epic games system, determining your tactics and the outcome of the battle. In this article, Gav takes a look at objectives and discusses some new ways to use them in your battles.

MISSION BRIEFING

EPIC OBJECTIVES

Objectives are one of the most important aspects of the Epic system – they define the battle, your tactics, and ultimately the victor. Without objectives your battle plan would be very different, concentrating solely on annihilating the enemy without worrying about possessing those vital victory points. An objective is worth 5 victory points, the same as a company of tanks or troops, and such a sizable chunk of victory points can give you a considerable edge over the enemy. Even the Tyranids, who score no victory points for objectives, must base their tactics on denying them to the enemy.

As they are the objectives perform their task admirably, giving focus and form to your battles. However, the rules for objectives in Space Marine and Titan Legions are just the start, the potential of objective counters covers a vast area. Here's some ideas that we've had here at the Studio…

TAKE AND HOLD

The standard Epic objective counter represents a good fire position or other important battlefield location. This can be equated to the Warhammer 40,000 mission *Take and Hold*. Both players are attempting to capture the objective and retain possession of it until the end of the battle. With just this idea in mind it is easy to create special scenarios revolving around the standard objective rules. As you may be aware, in past battle reports we've placed more than one objective counter in a single place, to represent an even more vital battlefield area, such as the Generator Vulcanis. This is straightforward and creates bloody, pitched battles as you don't often get ten or more victory points sitting in one place for anybody to charge over and claim!

A similar idea is incorporated into the assault rules from Space Marine Battles. All the objectives are behind the defender's battle line

Orks and Eldar battle for possession of a Mekboy's workshop.

but are worth double points to the attacker. This means that the best chance the attacker has to win is to press forward as much as possible, rather than just sitting back and trying to shell the defender into submission. This makes for a much more exciting battle! Epic players who also fight Warhammer 40,000 battles will recognize the similarities between this and the two battle bunker missions, *Hold the Line* and *Bunker Assault*. You can place objectives close together to make the armies fight head-on, or spread them far apart to force the commanders to make strategic decisions about where to put their main strength – do they make one big, concerted push for a few well chosen objectives, or split their army more evenly in an attempt to capture them all?

By thinking about objectives when you make your terrain, you can create some great battles that really fit in well with the grand scale of Epic games. By modelling up some outposts or gun towers, you can form a static defensive line that the attacker must break through. In the game itself you can either place the objectives on the gun towers to signify that they must be eliminated before the attacker can continue, or place them behind the line to show that the attacker must break through as quickly as possible and bypass the defences. Or you could do both, with some areas needing to be secured while elsewhere you just have to cover the ground.

OTHER MISSIONS

Objective counters don't just have to represent positions to take and hold, they can be indicators of other types of mission. By looking at the Warhammer 40,000 missions you can come up with ideas for your Epic objectives. For instance, the new *High Ground* mission published in White Dwarf 193 means that the army has to occupy a number of positions to gain extra victory points.

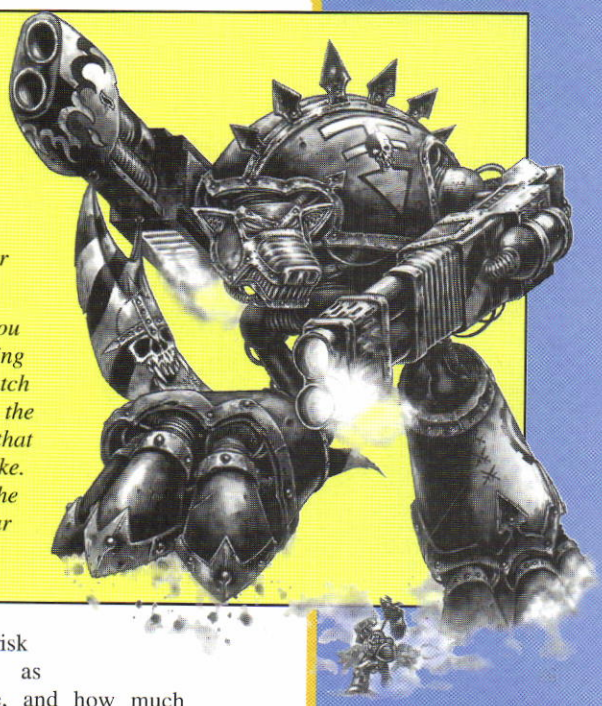
There's a really simple way you could translate this to Epic, and here's how. Place three objective counters fairly close together. Each of these is worth five victory points as normal. However, if one side can capture all three of them, this is worth an additional five victory points, a total of twenty victory points at stake. You can expect some fierce fighting in that part of the battlefield!

You can place the objectives nearer one player's table edge to recreate a *Dawn Raid* style of battle, where one army is trying to advance as quickly as possible in order to break through an ill-prepared enemy defence. The attacker will have to decide how much he can risk charging forward as quickly as possible, and how much firepower to devote to his covering fire.

TITAN MISSIONS

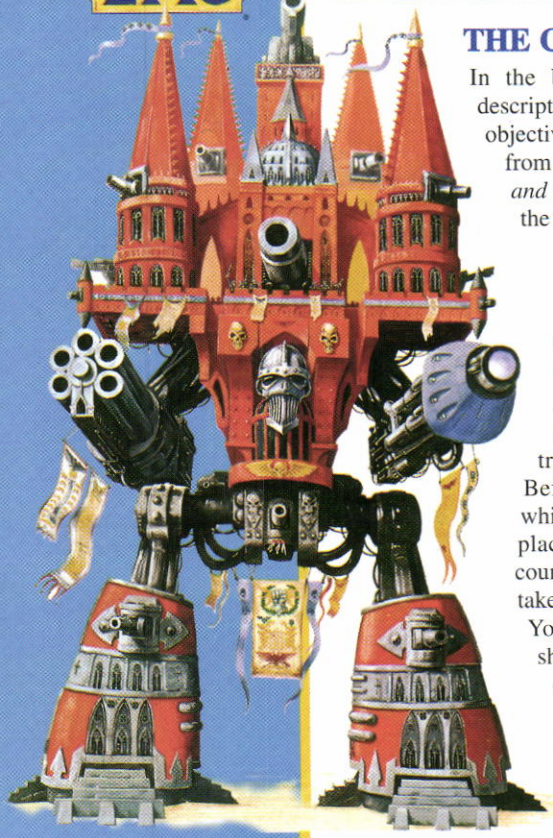
The Titan missions included in Titan Legions may also provide ideas for using your objective counters. By combining these with the rest of the objectives, you can provide a simple but important narrative for your battles.

I think that the more variables you involve in a battle, the more interesting they become. It is the mix and match quality of the Titan missions (and the missions in Warhammer 40,000) that ensure that no two games are alike. Even if you pick the same missions the terrain will be different, as might your troops and who has the initiative.



NEW OBJECTIVES

Almost two years ago, while Titan Legions was being written, Ian Pickstock and I sat down to think about Epic articles for White Dwarf. We had quite a few ideas, some of which have fallen by the wayside, while others just simply haven't been fully explored yet. One of these was an alternative Epic objectives system using special counters to represent different types of mission. When I started thinking about this, I thought "fat" White Dwarf was the perfect opportunity to dig up the old rules, dust them off and present them to you. On this month's card section you will find some new objective counters. The following rules tell you how to use them in your standard Epic games, there's no need to come up with special scenarios (though you still can if you want to!).



THE COUNTER TYPES

In the box below you'll see a description of each of the new objective counters. These range from the straightforward *Take and Hold* that we all know, to the more involved *Rescue*.

PLACING OBJECTIVES

The most important part of using the new objective counters is that they remain unknown until troops investigate them. Before deciding who has which table edge, each player places their set of twelve counters face down and then takes six of them at random. You can look at these, but you shouldn't show them to your opponent – it's up to him to find out what mission each counter represents. The players take it in turns to place the counters face down on the battlefield. Roll a D6 to decide who goes first. As in the main rules, the counters must be placed at least 25cm from the table edge and 25cm from another objective counter (whether it's your counter or belongs to your opponent).

SCOUTING OBJECTIVES

As the players don't know what each other's objectives are, it becomes necessary to send troops to scout them, and find out what your enemy is planning. If any of your models approaches within 15cm of an enemy objective counter you're allowed to turn it face up and see what mission it is.

THE MISSIONS

Rather than just approaching within 15cm to capture an objective, with this new system you may have to complete some other type of mission. These are as follows:

TAKE AND HOLD

This is the standard objective and follows the rules printed in the Epic rulebooks. Either of the players can claim 5 victory points for having a model within 15cm of the counter and closer to the objective than an enemy model.

ASSAULT

To achieve the *Assault* mission, you must engage the counter in close combat as if it was an opposing model. The counter has a close assault factor of +5 and is treated just like any model: the attacking model must be on charge orders to engage it in combat, either side gains benefits for secondary attackers and the objective is affected by any special close combat weapons or rules. If you win the close combat the position has been successfully stormed and you may take the counter. This is worth five victory points when calculating your total. If you lose the combat, you're dead!

CAPTURE

The *Capture* mission is completed as soon as you can move troops within 15cm of the objective and closer than the enemy in the End phase of a turn. Unlike *Take and Hold*, the objective becomes yours for the rest of the game so you should take the counter once you have achieved your mission. Completion of this mission adds five victory points to your total.

RESCUE

Rescue is different from the other objectives (except *Take and Hold*), in that either player can claim victory points for achieving the mission. If a

THE NEW OBJECTIVES.

There are six types of objective counters in this new system:

Take and Hold. *This is the standard mission objective and represents a vital fire position or other important area of the battlefield which must be held at the end of the battle.*

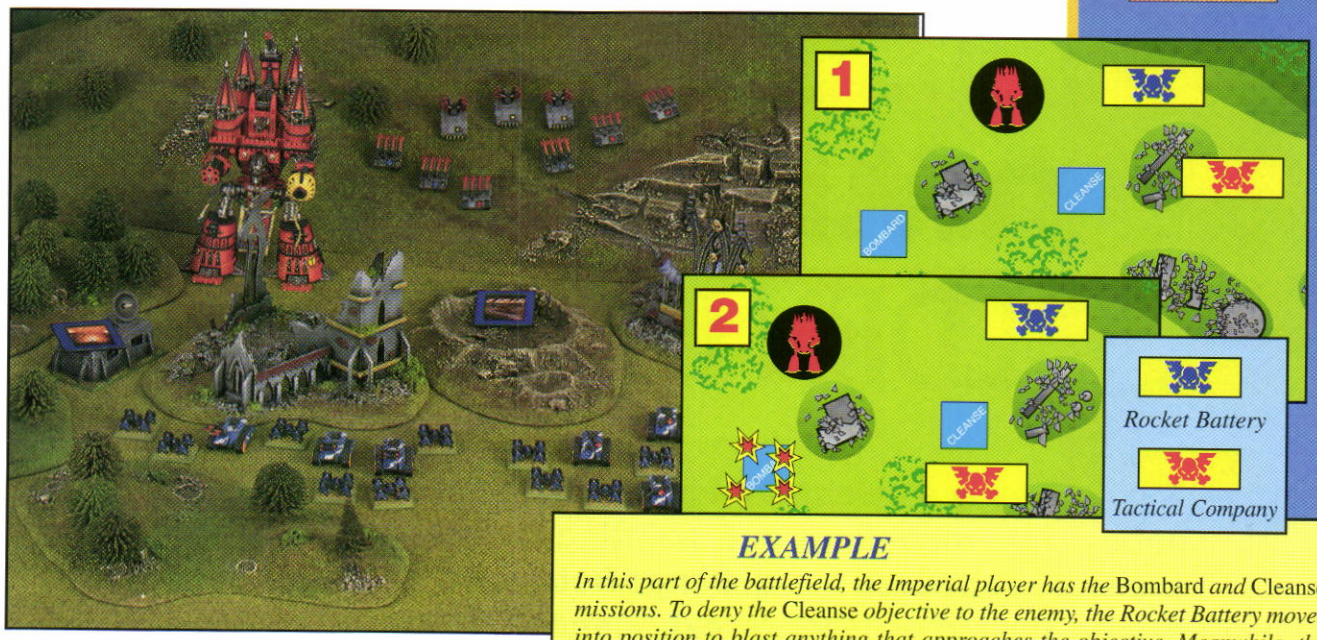
Assault. *The objective marker represents an enemy held position, such as a communications relay point. You must storm the position and destroy it in close combat.*

Capture. *The Capture objective is placed to represent a site that has a one off benefit, such as a fuel dump or ammunition store, Once you have captured it, you can take what you need and get on with the battle.*

Rescue. *The Rescue mission shows that the area contains something important to both armies that must be captured. This may be a spy, vital plans or even an important leader. Both players are trying to achieve the Rescue mission.*

Cleanse. *This represents a zone that the army wishes to keep clear of the foe because, although it is of no value to them, there is something there the enemy may take advantage of.*

Bombard. *The Bombard counter designates an area that needs to be destroyed, such as a command post, missile silo or other strategic site.*



EXAMPLE

In this part of the battlefield, the Imperial player has the Bombard *and* Cleanse *missions. To deny the* Cleanse *objective to the enemy, the Rocket Battery moves into position to blast anything that approaches the objective. Meanwhile, the Imperator Titan advances across to target the* Bombard *counter with its Hellstorm Cannon.*

To further secure the Cleanse *marker, the Imperial player then interposes some of his troops between the counter and the opposing army. To capture the objective, the enemy must now break through a screen of Tactical platoons and survive the incoming fire from the Rocket Battery – those 5 victory points are pretty safe!*

model moves *onto* (not within 15cm) the objective, place the counter under the model (or on the base in the case of a Titan). The model can then move normally, taking the counter with it. If the model carrying the counter is killed by a ranged attack, leave the counter in place until another model moves onto it and picks it up. If the escorting model is destroyed in close combat, the victor may take the counter and will be escorting it from then on. The *Rescue* counter is worth five victory points to whichever side has possession of it in the End phase. If the escorting model is part of a detachment that has fall back orders then it automatically drops the objective counter.

CLEANSE

You achieve the *Cleanse* mission by preventing your opponent from capturing the objective. The enemy may capture the *Cleanse* counter just like a *Take and Hold* objective (but gains himself no victory points). If your opponent is *not* within 15cm of the objective counter (and closer than your troops) in the End phase, you score five victory points.

BOMBARD

To achieve this objective, you must destroy the counter. It is treated like a building with a 4+ save on 2D6, and can only be targeted by barrage weapons or weapons whose specific description states that they may attack buildings. If the counter fails its saving throw it is destroyed and the player may take the objective. This is worth five victory points when working out your total.

GAV'S NOTES

Although I say it myself, I'm very pleased with the way these new objectives have developed. Some of the more significant differences are probably the least obvious. Of course, the variety of missions means that your army choice and tactics will have to be changed, as sending in the wrong troops for an Assault *could well land you in a lot of trouble. Having secret missions makes the game play differently too, as you can concentrate purely on your own missions, or dedicate some of your effort to finding out the opposing objectives in order to thwart the enemy. This interplay of offensive and defensive action provides for very subtle tactics, with a poker-style tension as the players try to figure out what their opponent is attempting to achieve.*

One significant change is the introduction of the "one-shot" objectives: Capture, Assault *and* Bombard. *Once you have completed these missions you can actually take the counter off the table and there's nothing your opponent can do to take the five victory points away from you!*

It's also important to note that to complete the Cleanse *mission you do not have to capture the objective yourself. This means that you can simply destroy any enemy troops that get too close with a squadron of artillery or some similar firepower. Of course, you could send in some troops to capture it properly, it's up to you what tactics you think are best. The secret objectives mean that if your opponent has 5 victory points unaccounted for, you can guess one of his missions is* Cleanse...

The varying difficulties of the missions are intentional – war is not always a level playing field! As all the missions are worth 5 victory points each, you will have to prioritise the tasks ahead of you. Dividing your troops and firepower becomes a major part of your strategy as you must form a solid plan for the use of the resources available to you.

We've already playtested these new objectives quite a bit and thoroughly enjoyed using them. Feel free to experiment and write to us with some feedback. Please note that these new objective rules are purely optional *– you must agree with your opponent beforehand if you wish to use them.*

EPIC

REIGN OF FIRE!

By
Ian Pickstock
& Adrian Wood

This month's battle report features Gav Thorpe's new Epic objective rules (from last issue) in a decisive clash between an Ork force and the Blood Angels Space Marines.

Adrian: Those of you who have read the last issue of White Dwarf will no doubt be aware of Gav's *Mission Briefing* article. As well as discussing the various ways you can create new and different Epic games with the existing objectives, Gav introduced a completely new Epic objectives system. Rather than each objective being a "Take and Hold" type of mission, the various counters represent the broad spectrum of battlefield tasks which an army may have to achieve to guarantee victory. For those of you who haven't read the article, a brief summary of the different missions are given below.

As well as each objective counter representing a different mission, in Gav's new system your opponent's objectives are kept secret from you until you send troops in to scout out the area. Each of these changes makes a significant difference to your army choice and tactics, and we thought it'd be a great idea to show you how we've dealt with these new challenges.

As usual the battle was fought on one of our gaming tables (temporarily shortened to 6'x4' for this battle) and we made notes, maps and took photos during play. Our hand-drawn maps were then turned into the computer-generated examples on the following pages and the most important and exciting moments (in our opinion) were recreated on our camera deck, where we have all the proper lighting equipment and stuff.

Ian: For our battle, we decided to field two classic antagonists – the brutal, mob-handed Orks and the supreme warriors of the Imperium: Space Marines. Rather than using the terrain generation charts in the Epic rulebooks, we placed the terrain together to create a mutually-acceptable battlefield that posed some interesting tactical problems for both armies and would be challenging to fight over.

For our deployment we tried out an idea we had a while ago, which basically dispenses with maps, screens and all that malarky and relies on the honesty of the players (shock, horror!). Both of us deployed our armies (without Titans or Gargants) in the open, but we tried not to look at each other's deployment until we had finished. This saved us a considerable amount of time, which is always useful since keeping records for White Dwarf battle reports is such a time-consuming task.

Once all the vehicles and troops were deployed, we marked out the positions of our Titans and Gargants on maps (still without looking) before placing the models. This is because Titans are so big it's hard not to notice a massive Mega-Gargant or Imperator Titan being plonked down two feet from your nose. Anyway, on with the battle!

THE NEW OBJECTIVES.

There are six types of objective counters in this new system:

Take and Hold. *This is the standard mission objective and represents a vital fire position or other important area of the battlefield which must be held at the end of the battle.*

Assault. *The objective marker represents an enemy held position, such as a communications relay point. You must storm the position and destroy it in close combat.*

Capture. *The Capture objective is placed to represent a site that has a one off benefit, such as a fuel dump or ammunition store, Once you have captured it, you can take what you need and get on with the battle.*

Rescue. *The Rescue mission shows that the area contains something important to both armies that must be captured. This may be a spy, vital plans or even an important leader. Both players are trying to achieve the Rescue mission.*

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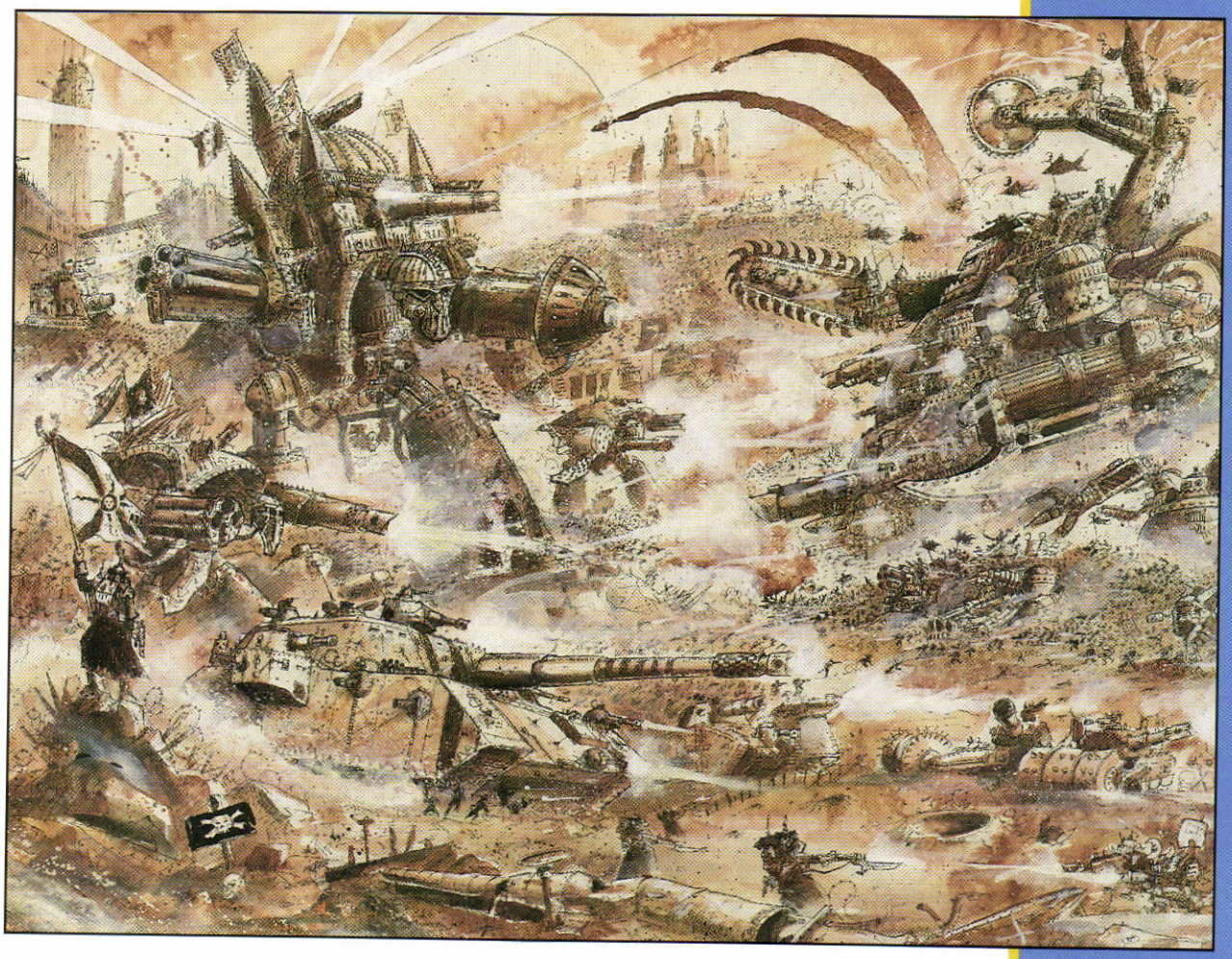


The deafening roar of the Thunderhawk Gunship's triple ramjet engines was filtered out by the auto-senses in Brother Raphael's power armour as he pulled the machine into a steep climb. Checking around him, the Space Marine pilot saw his two wingmen swinging into formation, thick vapour trails billowing out behind the brutal shapes of their Thunderhawks. With a drawn out boom, the squadron broke the sound barrier and accelerated westwards. Then, as the Gunships cruised just below the clouds, their sensor arrays and reconnaissance cameras surveyed the rambling Ork horde far below.

The hulking form of a Mega-Gargant rumbled forwards, a trail of flattened trees and small buildings left in its wake. Surrounding the massive war engine was a sea of smaller vehicles and infantry. Gunner Angelo's voice crackled over the Thunderhawk's intercom.

"Lots of red down there, Raphael, that means Evil Sunz. Should be plenty of fodder for us, eh?"

Raphael grinned inside his helmet. Angelo definitely has a bloodthirsty streak, even for one from the Blood Angels Chapter, he thought to himself. Jinking the ship across the skies, more out of habit than because of any anti-aircraft threat posed by the Orks, Raphael pushed the Thunderhawk Gunship downwards.

"Let's give these foul greenskins a taste of what's coming!"

As the three Gunships screamed downward, green runes flickered into life across the cockpit as the Thunderhawk's weapons systems were brought on-line. Raphael switched the comm-link to broadcast with a sub-vocal command.

"Squadron Icarus, assume attack formation Hasta. Commence attack run on my mark."

As the two other pilots sent confirmation of the order, Raphael eased back on the throttle to bring the Thunderhawk down to ground attack speed. As the targeters locked onto the rapidly approaching Ork horde, the intercom was filled with a dull hum that increased in pitch until the whining signal indicated all weapons had locked onto their targets.

"Make ready my battle brothers... For Sanguinius and the Emperor! Death to the foe!"

Raphael wrenched the Gunship into a torturous spiral, descending quickly to just above the tree tops. When the Orks came into sight the view was filled with a bright glare from the Gunship's rockets as they arced ahead. As the warheads detonated amongst the Orks, Angelo's battle cannon roared into life, kicking up a line of exploding earth, punctuated by shattered Bikes and Buggies. The Orks overcame their surprise and the sky was filled with screaming shells, which Raphael dodged with easy motions of the stick. Angelo's laughter echoed over the comm-net as the Thunderhawks flew back to the main force, their recon mission a success.

"Space Marines are the elite force of the Imperium – a rapid, hard-hitting army which can pack a deadly punch with relatively few troops."

EPIC QUESTIONS

Ian: So Epic it is. I'm always one to rise to a challenge and Adrian posed quite a challenge. A formidable Epic player and veteran battle report participant, Adrian had already boasted to me about his prowess and skill at playing Epic. So it seems I had nothing to lose while Adrian, on the other hand, had his unbeaten Epic record.

Being a big Warhammer 40,000 player, the subtleties of playing a game of Epic sometimes escape me. When I first started playing Epic, I would look at my force and say "Wow, look at all these dead 'ard tanks and guns!" and set about trying to destroy the enemy. Of course I would lose, frequently! My opponent would quickly grab the objectives, whilst destroying any of my units that could threaten his plan. I needed to modify my approach to Epic and come up with a new game plan. Even so, being an aggressive player the thought of just destroying the enemy was never far from my mind! So it was with arms filled with rulebooks that I headed home to swot up and devise my master strategy…

…a new dawn broke and I headed downstairs. "Hmm, I wonder what the drybrushing on that Leman Russ looks like in the cold light of day" I thought. As I headed over to my painting table I tripped over a large pile of games and White Dwarfs. I cried in dismay – what with the X Files on TV and everything else, I'd completely forgotten to do my homework! Bold plans for reading up and assessing my opponent's fighting style from his previous battle reports lay in tatters. I had just enough time to pick my army, on the bus to work! As we crawled through the rush hour traffic, I hurriedly shuffled with army cards. A few seats in front, a young student was frantically copying his mate's maths homework (some things never change…).

Playing with the special objectives from last month's issue meant that I had to choose a very flexible force. Unlike the normal objectives, I wouldn't know the exact nature of half of the objectives until after I had deployed and the game was under way. My force would need to be able to react quickly and effectively to situations as they arose during the battle.

I'm not a big fan of Titans at the best of times. However, I do respect the awesome firepower that they bring to your army and although I wouldn't use an Imperator in a 4000 point force, I would be foolish not to include any Titans at all. In the end I settled for a Reaver battle group. Apart from the Titans, I wanted to play a force made up purely of Space Marines, so I kicked off with a Space Marine Battle company. In a fairly small game such as this, a Battle company forms the backbone of a flexible Space Marine army.

DEVASTATOR SECTION

Well, the assault force had come to 1300 points (see the panel on the next page), leaving 1700 points to spend on my Devastator section. For my

support I already had a detachment of Devastator Space Marines from my Battle company. I added a whole Tactical company to this, providing me with a solid core of troop stands that could be used to storm objectives, attack the enemy in close combat, or just provide covering fire for assaults. I then opted to include another favourite of mine – Whirlwind batteries!

In contrast to the Vindicators, these tanks provide long range firepower. Firing in batteries, they leave very few areas on the battlefield safe from their grasp. So two detachments of these were added to my arsenal. Finally, I threw in a detachment of Predators. This would give my heavy firepower some mobility. If the opportunity arose for my Tactical detachments to storm some objectives, the Predators would be on hand to provide vital fire support.

So now I had an army. By the time Adrian had set up the table and we had both placed the objective counters and rolled for table edge, I also had a plan. My Devastator section would deploy in the ruins on my right, covering the open ground, woods and the two *Cleanse* objectives.

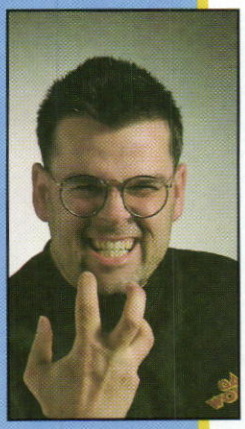
I figured that Adrian would attack across my left flank as it offered the most cover for his advancing troops. To counter this, I deployed my Assault force on the left. From here they would be able to set up an ambush in the Ork buildings and grab lots of objectives!

The Reaver battle group was placed centrally, where they could either lend their firepower to the Devastator section or move forward with the Assault force to complete the *Blitzkrieg* mission I'd drawn for them. That's it, lets go to work!

ASSAULT SECTION

I would need a fast moving assault force. This section would strike forward, penetrating the enemy's battle line, scout out objective markers and complete some missions. As with the whole army, the key to a good assault force is to maintain a balance of troop capabilities. An assault force of pure close combat troops does not offer you any alternative options. However, throw in a few fast heavy firepower units and you have the option to suddenly go on to first fire and hit the enemy as they charge you!

To this end, I assigned the Assault detachment and the Tactical detachment from the Battle company to provide a good core of close combat troops. To provide extra firepower I replaced the Rhinos of the Assault detachment with Razorbacks. I couldn't resist including my favourites – Vindicators. These tanks are absolutely lethal at close range, and great for clearing enemy troops out of cover, so I went for two detachments. Finally, I chose some aerial support in the form of some Land Speeders and three Thunderhawk Gunships. The Thunderhawks were included as flying gun platforms and wouldn't be carrying any troops.



MIGHT IS RIGHT!

Adrian: Pickstock, the time has come for you to face the might of Grand Warlord *"Might is Right"* Wood. Prepare to meet thy doom! Well, I hope so, anyway…

How do I get myself talked into these things? The last time I fought an Epic battle I faced Steve Anastasoff in the guise of an inscrutable Eldar Farseer – my Chaos Daemons ran the gauntlet of his Warlocks, the outcome of the whole game hanging on the failure of a 4+ dice roll! I managed to pull off a win that time, but it didn't do my nerves any good I can tell you! Now I'm going to be facing my favourite Epic army – Space Marines, commanded in this case by Ian, while I'm leading my least favourite – the Orks. It may be a surprise to some of you, but I don't even have an Ork army in Epic, I usually fight with either Imperial, Eldar, Squats or Chaos. I've played only a few games with Orks (and none at all with Tyranids. Always one to rise to a challenge though, I settled down to pick my horde and devise a plan to bring victory to the Orks.

OBJECTIVE GAMING

I think there are as many gaming styles as there are gamers, although the army you field will largely dictate your general style of play. However, there are certain elements that make up the Epic system that remain very much the same regardless who you are and which army you use. One of the most important parts of the Epic game system are the victory points (VPs) which decide the winner. Good tactics and concentration of fire are rewarded by lots of victory points and therefore lots of victories. Objectives are another important ingredient – without them your games are just formless firefights between two armies blasting away at each other from a distance. They can vastly effect your battle. Instead of relying on shooting and breaking units in order to win, some fancy manoeuvring can have VPs falling into your lap.

When I play a game of Epic I always go out and out for the objectives. I think they are such a good source of VPs that you just can't ignore them. In fact, you can sometimes win in a single turn simply by grabbing as many objectives as you can! Even if you don't, you'll only need to kill a few large targets to make up the difference and victory is assured (*That simple, eh? – Ed.*).

The new objectives that Gav came up with last issue are brilliant, and we decided to give them a bash. They really change the game around because all of a sudden an objective that you used to have to fight over hammer and tongs can be blown up, close assaulted, or carried about with you for the rest of the game. An objective like *Bombard* has to be barraged and reduced to rubble like a building, *Capture* becomes yours for the rest of the game, all you have to do is land on it. Close combat and destroy an *Assault* objective and once again it's yours. However *Rescue* objectives can be captured by anybody and moved around until the carrier is destroyed. As you can imagine, this can give rise to a whole heap of trouble, different situations and incidents. Both Gav and I playtested the rules and had a great time battling over them. They should make for some exciting twists to this Epic battle report.

THE WAAAGH!

Orks are funny creatures, they live in close-knit clans where blood is thicker than Squig ale. Instead of company cards, you pick Ork clan cards in order to build your force and unlike other forces you can build up your clans' break points by adding support cards. This is actually preferable as this makes the clans much harder to break, although they can become very large and unwieldy. For this game, I decided to take advantage of the Ork organisation to give myself loads of light vehicles to scout the battlefield, which is an important key to making the most of the new objectives. To recap from last issue, you randomly pick 6 out of 12 possible objectives, you take a look at them so you know which objectives you have. You then place them on the battlefield, remembering which objectives are where, with some kind of plan in mind.

However, you also need to now what objectives your enemy has too, so you can take steps to ensure he can't get any VPs for them. For

instance, with a *Cleanse* objective you can occupy the area around it in order to stop him from getting it, even though you won't get any VPs yourself. Therefore it is very important to find out quickly what objectives your opponent has before he can get too dug in and set his plans into action.

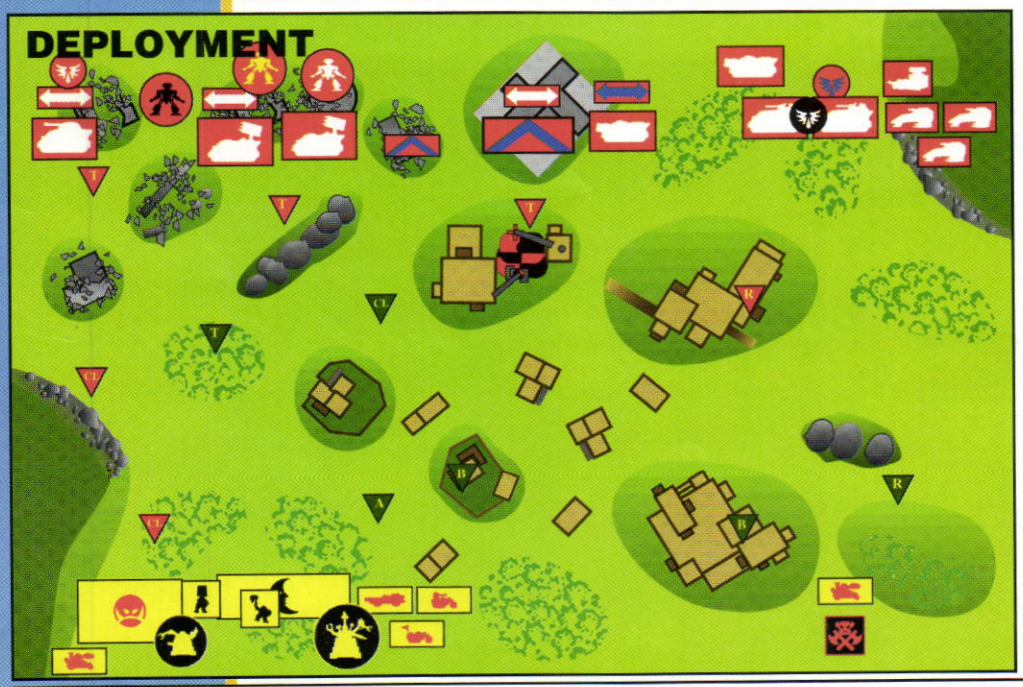
My Warhammer 40,000 Ork force is composed of lots of Evil Sunz and Warbikes, so for this reason, more than any other really, I picked the Evil Sunz as my major clan. In Epic, unsurprisingly, the Evil Sunz are one of the most mobile of all the Ork clans. The Boyz all charge into battle in Battlewagons in order to get up close to the enemy as quickly as possible. I attached all manner of fast Orky vehicles to the clan in order to bump up its break point and to scout out Ian's objectives. It would not only be a fast moving and flexible clan, but pretty hard to destroy too. If Orks don't have Nobz nearby they tend to follow their own instincts, in the case of the Evil Sunz they move towards the nearest table edge and engage any enemy units in close combat. To keep the faster vehicles under control I added some Nobz Warbikes to give them orders.

The other major addition to my force was the Mega-Gargant. Known as *Bildin' Busta*, this huge war machine should give me the firepower I need to blow up any *Bombard* objectives (which you use barrage weapons to destroy), as well as fend off any Imperial Titans. I attached loads of Boyz mobs and a Nobz mob to it, because they don't break, no matter how many are killed. You have to destroy the Mega-Gargant in order to break the whole clan! I included the trusty Ork Warboss special card as well as a Mekboy Gargant. One more Gargant won't spoil the brew, this one was called *Skum Chukka*, 'cos its Super Lifta Droppa chucks da skumbos about – geddit?

LET'S GET 'EM!

I think I've chosen a good force for grabbing objectives as well as blasting the enemy, now I just need to decide how to use them in order to win the game. I managed to get *Rescue*, *Cleanse*, *Assault*, two *Bombard* and *Take and Hold* objectives, all I needed to do was remember where I put them! Once Ian and I had set up the table and placed objectives, we rolled a dice each to decide who picked table edge. Ian won and chose the table edge with the most Imperial objectives. This was fine by me, as it meant I had access to all *my* objectives too. I decided to set up my forces on the left hand side with the biggest concentration of objectives. The Warboss I left to grab the *Rescue* objective. I would use *Bildin' Busta* and *Skum Chukka* to blast both the *Bombard* objectives in the first turn. *Bildin' Busta* would also pick on any Imperial Titans, since it had the *Stomp an' Smash* Gargant mission, which would award double victory points for any enemy Titans the Mega-Gargant destroyed! It was now time to let battle commence and see if my preparation and planning reaped sufficient dividends.

The Evil Sunz swarm towards the Reaver Titans of battle group Incarnus.



OBJECTIVES KEY

- Ork *Take and Hold*
- Ork *Capture*
- Ork *Bombard*
- Ork *Rescue*
- Ork *Assault*
- Ork *Cleanse*
- Space Marine *Take and Hold*
- Space Marine *Capture*
- Space Marine *Bombard*
- Space Marine *Rescue*
- Space Marine *Assault*
- Space Marine *Cleanse*

Battle Group Incarnus

- *Exodus*
- *Malachi*
- *Leviticus*
- Predators
- Thunderhawk Gunship
- Battle company Assault
- Devastator
- Tactical
- Commander

IMPERIAL KEY

- Tactical company
- Commander
- Razorbacks
- Whirlwinds
- Land Speeders
- Chaplain
- Vindicators

ORK ARMY KEY

- *Bildin' Busta*
- *Skum Chukka*
- Evil Sunz
- Buggies
- Spleenrippas
- Wartraks
- Nobz Warbikes
- Bad Moons
- Warboss
- Stormboyz
- Wildboyz

TURN 1

Adrian: *Bildin' Busta* sat motionless at the back of the battlefield, guns trained on the two *Bombard* objectives. If I could destroy both these objectives they would be worth 10 VPs that couldn't be taken away from me. The Evil Sunz' War Buggies went exploring, scouting out two *Take and Hold* counters and a *Cleanse*. I decided to pile the Evil Sunz forward, swamping the Imperial objectives with Orks, confident that no amount of Imperial fire would dislodge da Boyz.

The massed Boyz and Nobz of the Bad Moons charged forward into the trees, the Stormboyz taking up positions on a further Imperial *Cleanse* objective. In order to focus the power of my barrage weapons, the Mekboy Gargant *Skum Chukka* took up a position looking straight at the nearest *Bombard* objective that had just been revealed by some Spleenrippas. They and the Wartraks pounced on the Ork *Cleanse* mission, whilst the Nobz Warbikes charged into the *Assault* objective. Meanwhile, the wily Ork Warboss not only revealed my second *Bombard* objective, but two *Rescue* objectives: his own and an Imperial one. His bodyguard of War Buggies dived into the cover of the huge Ork building to their front, ready to defend the Warboss next turn.

Ian: Now that I had forced Adrian to reveal the thrust of his plan, I turned to the task of foiling him! My three Thunderhawk Gunships dived out of the sky, heading for the centre of the table. I sent the Land Speeders, followed closely by the Assault detachment of the Battle company, to head off the Warboss and try to grab both *Rescue* missions. The Chaplain lead the assault and an Assault Space Marines stand ended their movement directly on top of the Imperial *Rescue* objective. One detachment of Vindicators advanced, whilst the other charged into the gap towards the Ork *Cleanse* objective, supported by a Tactical detachment.

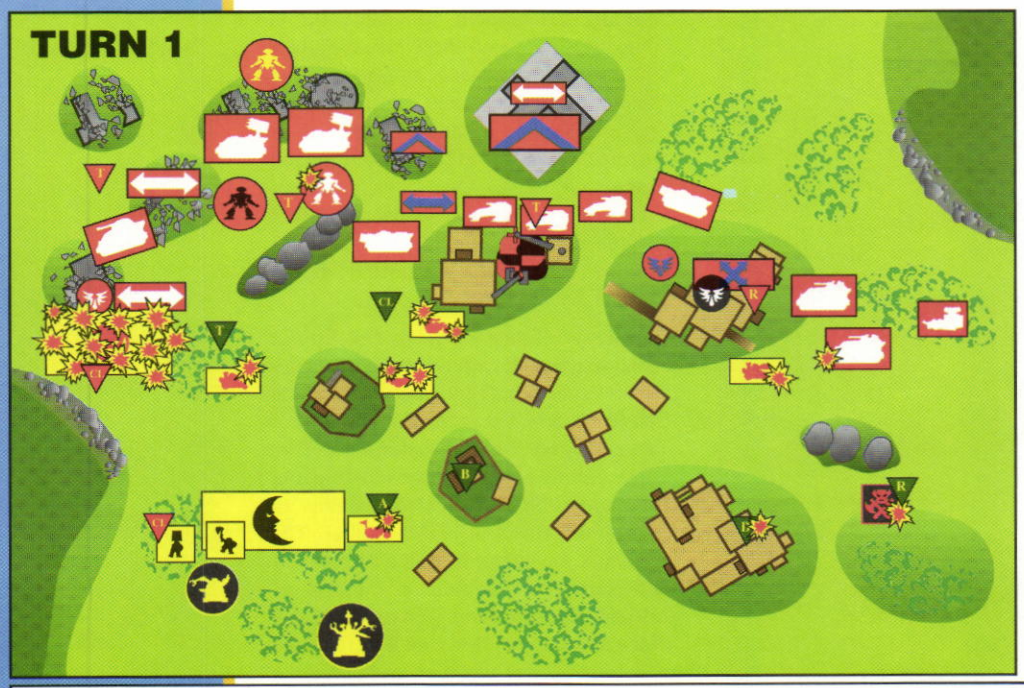
Two Reaver Titans, *Leviticus* and *Exodus* of battle group Incarnus, advanced under the covering fire of Incarnus *Malachi* on first fire orders. I sent two detachments of Tactical Space Marines against the Evil Sunz, one to grab the revealed Imperial *Take and Hold* objective and another to engage the Boyz in close combat. The Predators advanced in order to pick off any survivors. Taking advantage of Adrian's rash, headlong charge, the rest of the army settled down on first fire, safe in the knowledge that they were going to be doing most of the shooting this turn.

Incarnus *Exodus* opened the shooting with a blistering hail of fire from its Barrage Missile Launcher, fired directly at the exposed Evil Sunz. I rolled a 6, giving me seven templates with which to blast the alien scum. When the smoke cleared Adrian sat in stunned silence as six Boyz stands, two Nobz and three Battlewagons were removed as casualties. Adrian remained intent on his plan, whatever it was, firing every barrage weapon the Mega-Gargant could muster at the *Bombard* objectives. A single Krooz Missul smashed the farthest *Bombard* objective, bagging 5 VPs straight away! This looked almost too easy. Fortunately for me, both the Skullcrusha and the Super Lifta Droppa missed and, with *Bildin' Busta* positioned only for firing on the *Bombard* objectives, the Gun Decks and Turrets were out of range or fire arc of any Imperial forces. My Whirlwinds targeted the two visible War Buggies positioned on the edge of the woods surrounding my *Take and Hold* objective – and smashed both of them to smithereens with their hail of missiles!

Adrian is distraught as his glorious Evil Sunz are shot to oblivion by the Emperor's finest!

EPIC

"Now that I had forced Adrian to reveal the thrust of his plan, I turned to the task of foiling him!"



OBJECTIVES KEY

- Ork *Take and Hold*
- Ork *Capture*
- Ork *Bombard*
- Ork *Rescue*
- Ork *Assault*
- Ork *Cleanse*
- Space Marine *Take and Hold*
- Space Marine *Capture*
- Space Marine *Bombard*
- Space Marine *Rescue*
- Space Marine *Assault*
- Space Marine *Cleanse*

Battle Group Incarnus

- *Exodus*
- *Malachi*
- *Leviticus*
- Predators
- Thunderhawk Gunship
- Battle company Assault
- Devastator
- Tactical
- Commander

IMPERIAL KEY

- Tactical company
- Commander
- Razorbacks
- Whirlwinds
- Land Speeders
- Chaplain
- Vindicators

ORK ARMY KEY

- *Bildin' Busta*
- *Skum Chukka*
- Evil Sunz
- Buggies
- Spleenrippas
- Wartraks
- Nobz Warbikes
- Bad Moons
- Warboss
- Stormboyz
- Wildboyz

Adrian: My Warboss and his buddies blasted at the Space Marines, desperate to fend off the might of the Imperial force. Much to my disgust, only a single Razorback was destroyed. Still, I had my *Rescue* objective, all I needed to do was high-tail it out of harm's way. As the Ork Warboss contemplated his escape route, Ian's Devastators began to pick off the Spleenrippas and Wartraks at the Ork *Cleanse* objective. One Wartrak and two Spleenrippas were torn apart by the Space Marines' heavy weapons.

I decided to take advantage of my Bad Moon Nobz' excellent firepower in order to start stripping void shields off Incarnus *Exodus*. Unfortunately, the hail of Ork weapons only knocked down a single shield. Meanwhile, Ian continued to pour fire onto the beleaguered Evil Sunz, both a Boyz stand and a Battlewagon succumbing to a Whirlwind barrage. In reply, my only surviving Evil Sunz Nobz stand knocked down another of Incarnus *Exodus'* shields. Finally, both the Battle company Commander and the Chaplain showed the Warboss how it was done by blowing apart two War Buggies.

The Nobz mounted on their Warbikes began their attack against the Assault objective. One Bike smashed against the heavily armoured exterior, but the next reduced the objective to rubble. Another 5VPs for me. Meanwhile, the Tactical Space Marines tore through the Evil Sunz like a hot knife through butter. I lost count of the casualties and realised with horror that my main clan was being quickly reduced to nothing!

Ian: The Evil Sunz were crumbling fast and all I needed to do was keep picking away at them!

My first Thunderhawk swooped in to the attack, but managed to miss the Wartraks completely. To my relief, Adrian's bad luck continued as *Skum Chukka's* Super Lifta Droppa completely missed the Orks' remaining *Bombard* objective.

Another Thunderhawk cleared all but one Wartrak as well as the remaining Spleenrippas from the Ork *Cleanse* objective. Meanwhile, a Land Speeder managed to kill one of the Warboss' Nobz stands. Incarnus *Exodus* failed to hit the Mekboy Gargant, but succeeded in destroying yet another Evil Sunz Boyz stand and a Battlewagon.

The carnage amongst the Orks continued as a combination of fire from a Tactical detachment and Incarnus *Leviticus* destroyed the remaining Boyz and Nobz of the Evil Sunz. With that, the remnants of the Evil Sunz, mostly War Buggies, all failed their morale checks and went on fall back orders. Only the single Wartrak remained steady, along with the Nobz Warbikes who, as command stands, would not break. Adrian sat in shock as he realised that his whole attack was falling apart before his eyes.

"The Evil Sunz were crumbling fast and all I needed to do was keep picking away at them."

TURN 2

Adrian: What's happening? My glorious Waaagh is getting completely smashed to pieces! Ian's walking all over me. What can I do to turn the tide? Anything? With this in mind I returned to the battlefield, only to be met by a beaming Ian, the humie git! I wasn't surprised when I lost the initiative roll and was forced to move first…

I decided to bring *Bildin' Busta* to the fore – it should help to give the Blood Angels a taste of their own medicine. Firstly, I had to redirect my attack. The Nobz Warbikes and Stormboyz pounced on the *Take and hold* objective that the War Buggies had just vacated. The Bad Moons advanced in order to create a gap for *Bildin' Busta* which, through a combination of the *Full Zoggin' Speed Ahead* Shouting counter and full speed, swung about and headed towards the Space Marines. The Warboss, now suddenly alone on the right flank, dived into his Battlewagon with the *Rescue* objective and made for safety. I decided to use the Mekboy Gargant to keep blasting at the last *Bombard* objective.

The humies continued their pincer movement – the Land Speeders, accompanied by the Assault detachment in their Razorbacks, made off after my Warboss with two Thunderhawks also closing in for the kill… The Titans moved toward my half of the table and their *Blitzkrieg* Titan mission, Incarnus *Exodus* covering the advance of *Leviticus* and the charge of *Malachi*. The Tactical detachment, having had a taste of Ork blood, now charged the Stormboyz, while the company Commander took on the Nobz Warbikes. The rest of Ian's force remained on first fire or advance orders. In the psychic phase I set about Incarnus *Leviticus* with a blast from *Bildin' Busta*'s Weirdboy Tower, managing to strip a couple of shields from the mighty Imperial Titan.

Ian: I suddenly found myself facing the full wrath of *Bildin' Busta*, who I'd been expecting to come up against last turn! I wasted no time, aiming Incarnus *Exodus'* Warp Missile at the Gargant's Ammo location. The missile landed bang on target, regardless of having to roll twice with the Aim dice! However, the two rolls on the damage table merely resulted in a couple of fires, two points of Hull damage and some dead Boyz. Great! The Titan's other weapons only succeeded in knocking off a couple of power fields. Adrian could hardly contain a smirk at this poor showing, but he soon looked glum once more as the Mekboy Gargant failed to hit the *Bombard* Objective again and the Kustom Cannon misfired, destroying itself! To cap it all, his Nobz Warbikes failed to blast the Tactical company Commander as he charged into close combat. The Bad Moon Nobz also failed to strip any more shields off Incarnus *Leviticus*. I got the impression that *Leviticus* was the Orks' main target this turn. The rest of the first fire was mine.

My Devastators brought down the rest of the Mega-Gargant's power fields with murderously accurate heavy weapons fire, as well as cutting down two Bad Moon Boyz stands. The Emperor's divine light must have been guiding them! A detachment of Whirlwinds then blasted a Nobz stand and a Boyz stand. The rest of the force concentrated their firepower on *Bildin' Busta* but all missed or were out of range.

The close combat this turn was on a much less grand scale from last. The Tactical company Commander set about the Warbikes, easily destroying the remaining Nobz. My Tactical Space Marines followed his example, sending some of the Stormboyz to meet their makers.

Adrian: The advance fire phase started with Ian trying to make the most of Incarnus *Leviticus* before it was shredded by *Bildin' Busta*. Indeed, it opened up with both its Turbo Laser Destructors, damaging the Mega-Gargant's Skullcrusha cannon. It then unleashed a salvo from its Multi-Launcher against the Bad Moons, killing a Boyz stand as well as some Wildboyz. *Bildin' Busta* then retaliated, concentrating its entire arsenal on Incarnus *Leviticus*. Surely this should reduce the mechanical beast to a pile of scrap! But the Big Lobba missed and the Gun Decks, firing at -2 because the Gargant was moving at full speed, only succeeded in knocking off one void shield…

TURN 1 VICTORY POINTS

Space Marines: 37

Orks: 20

" …suddenly found myself facing the full wrath of **Bildin' Busta**, *who I'd been expecting to come up against last turn!"*

OBJECTIVES KEY

- Ork *Take and Hold*
- Ork *Capture*
- Ork *Bombard*
- Ork *Rescue*
- Ork *Assault*
- Ork *Cleanse*
- Space Marine *Take and Hold*
- Space Marine *Capture*
- Space Marine *Bombard*
- Space Marine *Rescue*
- Space Marine *Assault*
- Space Marine *Cleanse*

Battle Group Incarnus

- *Exodus*
- *Malachi*
- *Leviticus*
- Predators
- Thunderhawk Gunship
- Battle company Assault
- Devastator
- Tactical
- Commander

IMPERIAL KEY

- Tactical company
- Commander
- Razorbacks
- Whirlwinds
- Land Speeders
- Chaplain
- Vindicators

ORK ARMY KEY

- *Bildin' Busta*
- *Skum Chukka*
- Evil Sunz
- Buggies
- Spleenrippas
- Wartraks
- Nobz Warbikes
- Bad Moons
- Warboss
- Stormboyz
- Wildboyz

The Deth Ray struck one of the Turbo Laser Destructors, passing through the void shields, but Ian made the saving throw. My final Krooz Missul took down the last shield before the Gun Decks blew the Multi-Launcher off the carapace, crushing a Rhino as it fell to the ground. But the Titan still stood, and 10 VPs had slipped through my fingers. The Predators tried to shoot up *Bildin' Busta* only to miss. In return, the Bad Moons blazed away, inflicted some damage on the head of Incarnus *Leviticus*, halving its CAF for the rest of the game. The Land Speeders then blasted apart two of the War Buggies as they fell back.

Finally, I watched in despair as Ian's Thunderhawks gunned down my retreating Warboss in his Battlewagon. 5VPS gone in one fell swoop. The only good thing to happen was that the War Buggies rallied. I had to come up with a cunning plan in order to save the day.

TURN 2
VICTORY POINTS
Space Marines: 40
Orks: 15

" ...made off after the Warboss with two Thunderhawks also closing in for the kill... "

TURN 3

Adrian: Aha! I had a mad plan. As befits the deep tactical thinking of the Orks it was brutally simple – destroy as many of the Reaver Titans as I could this turn (preferably with *Bildin' Busta* whose Gargant mission meant the VPs would be doubled). It was a completely desperate plan at this stage, but I knew that if I didn't put up a real fight this turn, Ian would romp home to victory! If it wasn't already too late...

I made Ian move first, and he closed in on my beleaguered Waaagh! Incarnus *Exodus* charged into my half of the table in order to get 10VPs for the *Blitzkrieg* Titan mission. Not only that, but the

OBJECTIVES KEY

- Ork *Take and Hold*
- Ork *Capture*
- Ork *Bombard*
- Ork *Rescue*
- Ork *Assault*
- Ork *Cleanse*
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- Space Marine *Capture*
- Space Marine *Bombard*
- Space Marine *Rescue*
- Space Marine *Assault*
- Space Marine *Cleanse*

Battle Group Incarnus

- *Exodus*
- *Malachi*
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ORK ARMY KEY

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- *Skum Chukka*
- Evil Sunz
- Buggies
- Spleenrippas
- Wartraks
- Nobz Warbikes
- Bad Moons
- Warboss
- Stormboyz
- Wildboyz

Assault detachment pounced on the smoking debris of the Warboss' Battlewagon and grabbed the Ork Rescue mission. Another 5VPs for the Space Marines, grrr!

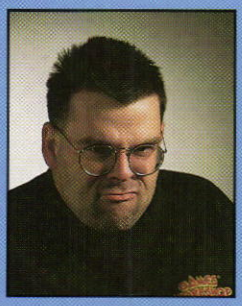
As for my own force, the rallied War Buggies charged Incarnus *Leviticus*. Complete madness of course, but they had to follow their clan instincts, charging towards the table edge and engaging the enemy in close combat. I knew that Incarnus *Leviticus*' chainfist would make the combat very short-lived.

The War Buggies on the right flank caught up with the Land Speeders and brought them into combat too. The Nobz Warbikes belted off after the Thunderhawk Gunships, which had screamed in behind *Bildin' Busta*, their missile pods and battle cannon swivelling ominously towards the Mega-Gargant. Speaking of *Bildin' Busta*, he sat still, ready to open fire with all his weapons with no jostling around to spoil the gunners' aim.

Then my plan fell at the first post! The Mega-Gargant's Weirdboy Tower only managed to take down the last of Incarnus *Leviticus*' void shields, and my dream of smashing the Reaver with psychic power fizzled out. Then came the rest of the Mega-Gargant's weapons, but all those massed dice came up with nothing! The only damage was to *Leviticus*, one of its Turbo Laser Destructors destroyed by the ineffective fusillade. There was no chance of clawing back any VPs now. Sob, sob, sniffle!

Ian: The rest of the turn was filled with some tit-for-tat firing, my force cutting down the rest of the Orks, both in shooting and hand-to-hand combat. Then everything I had left to fire opened up on *Bildin' Busta*. Resolved to his fate, Adrian watched as the Mega-Gargant was peppered with shot after shot, fires erupting everywhere, the hull torn to scrap by the pounding of missiles and shells. The deciding shots come from the two detachments of Vindicators (as I suspected they might), which had closed in and proceeded to smash the Mega-Gargant's Gun Decks with Thunderer shells.

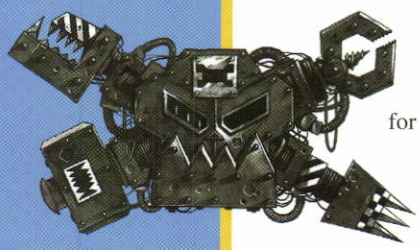
The blazing wreck was finally dispatched by the Thunderhawks, two shells from their battle cannon disappeared into the rear of the blazing monster, detonating its ammo. The resulting roll on the Fire table caused a massive explosion which consumed the remaining Orks. As the roar of weapons gradually died, the only survivors of the battle were the Mekboy Gargant and a Stormboyz stand (*Ian, aren't you forgetting an entire Space Marine army? – Ed*). Oh yeah, them as well.



FINAL VICTORY POINTS

Space Marines: 81
Orks: 10

TAKEN TO THE CLEANERS



Adrian: So much for my first outing (in print at least) with the Orks in Epic. What a disaster! I had no idea whether I was coming or going and got completely thrashed for my trouble! Hopeless!

Whining aside, what went wrong? I think my first and biggest mistake was to get too enamoured with the new objectives – I think you have to be careful when working out how to deal with them. Scouting them out is no problem, but because of the diverse ways in which they work, it's better to kick the enemy about a bit before committing yourself. For instance, trying to swamp *Cleanse* objectives with troops is not such a hot idea when the enemy is still at full strength (as the Evil Sunz found out…). I think that Ian had the best plan, consolidating his position before pressing forward. I still need to re-think some of my tactics and spend more time blasting the enemy rather than relying on objective grabbing, particularly considering the steamroller Ork army.

Although I love Mega-Gargants, I think it was a mistake to tie up so many of my points in a single awesome weapon. Also, using it as a kind of huge barrage weapon was a complete waste of its potential to wreak havoc.

As you may know, I always praise infantry because it is in your foot troops that you find the real power in Epic. However, this time I forgot my own advice and went against the grain. I took too few clans and made the ones I had too big and unwieldy. Big clans have their place, but I'm going to need a little more practice with the Epic Orks before I feel ready to use them again.

Although I think it can be good to build a clan's break point with transport vehicles for instance, perhaps having more clans would give me more flexibility overall. I certainly found myself falling over the Boyz, the Ork command rule stretched to its limits. I should have charged Incarnus *Exodus* with *Bildin' Busta*, instead I tried to rely on firepower to nail the whole battle group rather than making sure of one Titan. In fact, I can see a whole catalogue of errors of judgement which together brought my attack grinding to a halt.

If I sound a little unsure of my conclusions, remember I am an avid Imperial player, Artillery companies and all, and have only played with Orks in Epic on a handful of occasions. Not one to use inexperience as an excuse, I am still trying to find my feet with this army. However, never one to accept defeat I am now determined to get together an Ork force of my own in Epic in order to master the Boyz!

"There's nothing like being completely panelled to make you learn some new tactics."

Andy Chambers on Adrian's performance

The Ork Battlewagon sped across the broken ground, its crude suspension causing the vehicle to bounce around madly. Inside the Battlewagon, ten huge Goff Nobz clung on as best they could. Through the din a squeaky, high-pitched voice came from above.

"It looks like we've lost 'em boss, can I come down now?" The small, green head of Smirkett the Gretchin appeared upside-down looking into the cramped troop compartment, "I want to 'ave a look at da gizmo!"

"Nah. Get ya no-good scrawny face back up dere on look owt!" came the gruff reply of Warboss Snagrotz. Snagrotz returned his attention to the strange box shaped object in front of him.

"Yeah boss, wot iz dat fing? It better be wurf us runnin' away. I woz lookin' forward to stickin' it to 'em!" moaned a surly Goff.

"B-b-boss, ya better come an' look at dis!" Smirkett sounded a lot more worried than before.

"Wot, wot, wot d'ya want? Can't ya see dat I'm busy. Dis is important Warlord biznizz!" Snagrotz' brow furrowed with concentration as he turned the strange object round an round. What could it be? Snagrotz had no idea, but he couldn't say that in front of da Boyz, he would look stoopid. Da Meks would tell him. Meanwhile, he had to keep da Boyz quiet.

"It's a Vortecks grenade" he said decisively. "An' it's very dangerous. Ya sees dese writings 'ere, dat's Imperial goffic for ***Warbosses Only****, so don't anyone touch it, ya got it?"*

From the front of the Battlewagon, Snagrotz could hear Hotrodz the driver muttering to himself…

"I remember Uzgob Krazznit, da Bad Moon Warlord. 'E used to 'ave a Vortecks grenade and it didn't look… " Snagrotz leaned forward and slammed the driver's hatch down hard, preventing the rest of da Boyz from hearing what Hotrodz had to say.

"Shut it yooze, an' keep ya eye on da road!"

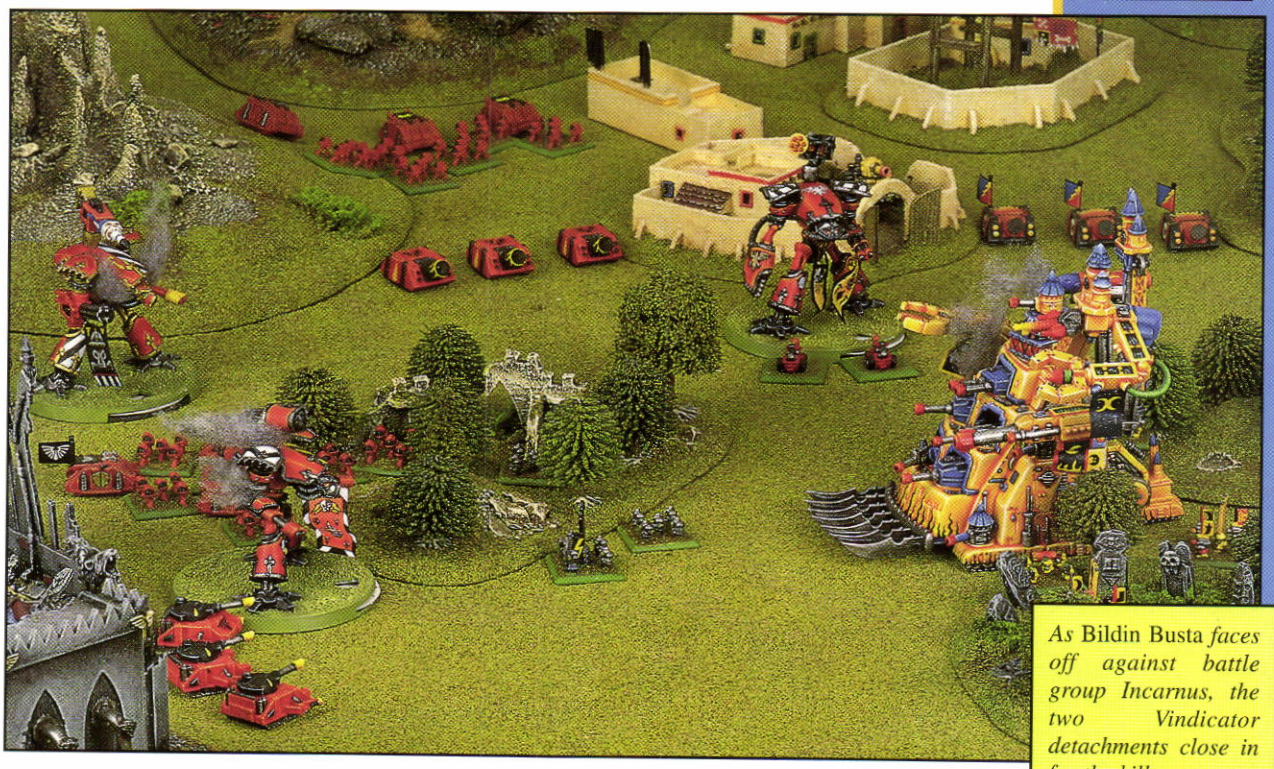
In the background, the persistent voice of Smirkett could still be heard, only more desperately now.

"Boss… BOSS! Dis is really, really, really important! I really, really, really fink you should come an' get a dekkers at dis!"

Snagrotz looked up to see Smirkett's feet disappear through the tiny vision slit "Oi! Where d'ya fink ya goin'?" Snagrotz climbed up to the vision slit. "Smirkett, ya no good lousy Grot, get back 'ere before I… " the words died in his throat as Snagrotz caught sight of the Thunderhawk Gunships closing in. "Zoggin 'eck!" The words were barely audible as Snagrotz stood transfixed by the graceful flying fortresses, now cruising comfortably a few metres behind his Battlewagon. Smirkett was scrambling away to the safety of some nearby cover, but his flight was short lived…

Shouting "Owt! Ev'ryone owt! Bail owt!" Snagrotz leapt across the Battlewagon and kicked the door open. Grabbing the "Vortecks grenade" Snagrotz went to dive from the speeding vehicle, but it was all too late. A huge roar deafened the burly Ork as the Battlewagon erupted into a ball of flame…

The Space Marine bounded over from the cold, charred debris of the Battlewagon. Saluting his Sergeant, the grim figure held out the missing Imperial transponder they had all been looking for…



As Bildin Busta *faces off against battle group Incarnus, the two Vindicator detachments close in for the kill...*

APOCALYPSE NOW!

Ian: 81-10, 81-10, 81-10! That was a truly awesome stuffing. I've had more Space Marines killed in a game of Warhammer 40,000 (*Now, now Ian, don't gloat – Ed*). Sorry. Anyway, now that I've got that out of my system, did the battle hold any lessons for me? Yes it did. This is one of the great things about taking part in a battle report, they really force you to analyse how you played. If you remember, in my introduction I was fairly nervous about fighting an Epic battle, not to mention having my every move scrutinised by tens of thousands of readers. However, I feel that I've learned quite a bit, and also gained a lot more confidence with the Epic game.

From a more strategic point of view, as I was explaining in my intro, I used to play without due respect to the objective counters. I now know that it is also possible to play Epic with too much emphasis on grabbing objectives and not enough respect for the enemy. The complete opposite from what I was doing! This, I believe, is the trap that Adrian fell into.

Adrian told me before the battle that he always looks for a way to win the game in one turn. This can only be achieved by bagging most of the objectives. Maybe I wouldn't be writing this now if Adrian had brought his Mega-Gargant to the fore in turn 1, instead of going for the *Bombard* objectives. Your best bet is to secure enough of the nearby objectives in the first turn to give you a healthy balance of victory points and hopefully prevent your opponent achieving his one turn victory. Remember, by the end of the first turn almost all of the objectives will probably be controlled by one player or the other – Adrian's basic plan involves controlling most of them at this point.

At this stage, the start of turn two, it is time to start looking at the whole battle. Look for places where the enemy is weak, or has overstretched his forces. Seek out key points on the battlefield and decide how you are going to take them with the troops and vehicles left at your disposal. If you're winning, your first consideration must be how to hold onto your lead, your second consideration should be how to increase it. If you're losing, then you obviously must decide how to reverse the situation.

Do not overstretch yourself in order to get a quick victory. Just take it slow and steady, there isn't any hurry to finish the game. Expanding too rapidly will only leave you poorly supported with weak points for the enemy to exploit. Never, ever forget that your opponent is going to do his utmost to stop you from doing what you want. Eliminate the enemy and the objectives will come by way of reward. However, capturing the objectives will never get rid of the enemy!

EPIC

By
Ian Pickstock

HONOUR & GLORY

Once again it is time to delve into Gav and Ian's big bag of Epic ideas. This is the same bag that brought you those Epic objectives, and for those that are curious and want to know just what Gav and Ian's big bag of Epic ideas is, I'll tell you! While we were on the Journal, Robin Dews (*who? – Ed*) the then Editor of White Dwarf magazine (*oh him – Ed*) asked us if we could come up with some ideas for Epic articles. Unfortunately these were the days when White Dwarf looked like it was suffering from a strange wasting disease. It was fussy about what it ate too, so it won't come as a surprise that Robin turned down all our ideas, too radical, too different. Huh! Too good more like! Well the revolution has happened, the walls have been cast down and ol' man Dews has been deposed. The new order is here (new team, new ideas, new style, new beard…) and the White Dwarf has developed a healthy appetite again. His beard is looking thick and glossy, his eyes glimmer with maniacal menace and his axe is as keen as a Colosseum lion that just woke up to find that some poor unfortunate Christian has joined him for breakfast.

So what's the idea then? Well, I play a lot of Warhammer 40,000 and one of the things I like about it is all the little details. All the armies have their own background and place in the Warhammer 40,000 universe. For example, the Imperial Guard Codex gives details of five of the most famous Imperial Guard regiments, the Eldar Codex has information concerning the largest of the remaining Craftworlds, and so the list goes on. I think that sometimes the Epic game loses some of these nice details. This is understandable as Epic is a game for whole companies of infantry, dozens of tanks and gigantic forty foot Titans:

An embattled Imperial Guard company calls in support from a Warlord Titan and Thunderbolt fighters to reclaim a ruined Imperial city from the clutches of the relentless Tyranid onslaught.

who cares if the Infantry wear smart blue uniforms and come from Mordia?

Well I do actually, and I thought it would be fun to come up with some new Epic units based on the detailed Warhammer 40,000 background, and maybe even come up with a scenario or two to go with them.

A mounted Imperial Guard assault company prepares for a fierce fight as fast moving Eldar forces close in from all sides.

BATTLE FOR CATACHAN

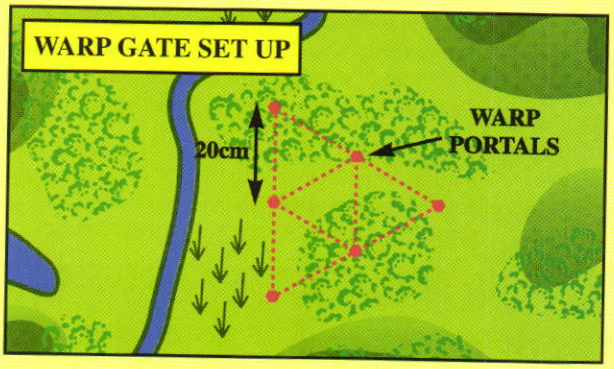
The Death World of Catachan is one of the most famous planets in the Imperium. It has raised dozens of regiments from its small populace of hardy jungle people, and it has become one of the most prominent Imperial Guard planets in the Imperium. So, when the planet itself came under attack, it was vital that Catachan didn't fall to the forces of Chaos.

The first signs of trouble came when numerous jungle patrols simply disappeared. People going missing on a dangerous world like Catachan is not uncommon, but three patrols of trained jungle fighters had failed to report back. Something was going on!

The Catachans started to probe the jungles with the orbital augeries in the hope of solving the mystery, and there it was, a huge army of Chaos heading towards the capital fortress of Catachan! There was no explanation as to how the daemonic legion had got there, but it had to be stopped…

Jhurgan Slaughter, Champion of Chaos and Space Marine for more than ten thousand years knew exactly what was going on. It seemed like he had been battling against the hideous warbands that roamed the Eye of Terror for an eternity, and now the Chaos Gods had given him a chance to prove himself worthy of immortality. It was they that had sent him to Catachan to destroy the puny human population forever.

At this point in the conflict the struggle for Catachan was at a critical stage, the next few battles would probably seal the fate of the planet for better or worse. It was here that disaster struck for the Imperium. Loyal Catachans had been captured by Jhurgan and his daemonic allies. Subjected to tortures and ordeals that no human should ever have to endure, they had revealed the location of a possible warp gate. This was Jhurgan's opportunity, if he could open the warp gate he could call forth a horde of Daemons and crush the Catachans utterly.



Fortunately for the Catachans the story of warp gate was well known. For centuries people had speculated as to the nature of the ruined structures that stood in the jungle. None could doubt the mystery of the structures, why hadn't they been destroyed like everything they had ever try to build. A few high ranking Imperial Guard officers were privy to the real secret of the warp gate. The warp gate itself is formed by three warp portals located in thick jungle amongst many other ruined structures. The Catachans had only a short period of time to prepare a counter attack, while the Chaos forces tried to locate the real warp gate amongst the ruins in the jungle.

SETTING UP THE TABLE

Included over the page is a special terrain table. The table works just like the one in the Titan legions rulebook, but places a greater emphasis on jungle, swamp and marshes.

CATACHAN FORCES

You may choose 3000 points of Imperial Guard forces. I don't want to apply too many restrictions, so I'll just make a few suggestions. Later on the article are details for a veteran company of Imperial Guard called the Catachan Devils. I recommend that the Imperial Guard player should only take one of these and that any other companies are from less distinguished Catachan regiments. However, if you wish and your opponent agrees, then you could try having a whole army of Catachan Devils. Or, if you prefer, you could try letting any Imperial Guard infantry support cards attached to the Catachan Devils benefit from their special rules.

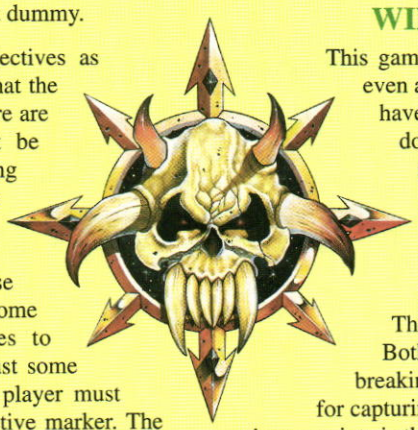
CHAOS FORCES

You may choose 3000 points of Chaos forces. As with the Imperial Guard, I don't want to apply any restrictions. But I do feel that using the Chaos Primarchs and their chapters would be going against the feel of the background. The Chaos player also has a special unit, the Blood Slaughterers. The Chaos player is kind of restricted to having a single company of Blood Slaughterers as there is only one Jhurgan Slaughter to lead them, but you could try letting any extra detachments of Chaos Space Marines that are attached to the Blood Slaughters benefit from the rules for these Chaos warriors.

OBJECTIVES

The object of this game is for the Chaos player to gain control of the warp gate. The warp gate is formed by three portals, and to activate the warp gate you must have control of all three portals at the same time. This may seem fairly simple, unfortunately there are six portals, creating four possible locations for the warp gate (see map). Only by actually touching the portals will you be able to tell whether a portal is part of the warp gate, or whether it is just a dummy.

The Imperial player sets up the six objectives as indicated on the map, and in such a way that the three real warp portals form a triangle (there are more possible combinations than might be immediately apparent!). I recommend using the objective counters from White Dwarf196. Use the *Take and Hold* markers to represent the real warp portals, and any other markers to represent the false ones. I would also recommend placing some sort of terrain model on the objectives to represent the warp portals, even if it is just some ruins. To get control of a warp portal a player must move a model into contact with the objective marker. The player may then look at the marker to see what it is. In order to claim victory points for the objective, the player must have at least one model in contact with the portal at the end of the turn.



At the end of the turn the Chaos player gets 5VPs if he has control of one warp portal, 15 VPs if he has control of two warp portals and 30VPs if he control of all three. The Chaos player gets no VPs for having control of false warp portals.

The Imperial player gets 5 victory points for each objective that he has control of, regardless of whether they are real or false warp portals.

WINNERS AND LOSERS

This game differs from a normal game of Epic, or even a game using the special objectives, in that I have set down very definite conditions. You don't want the game to end just because one side has scored so many victory points. You want the game to end when either one side or the other has control of the warp gate. I think what I'll do here is list a few options that you can try, to determine the winner.

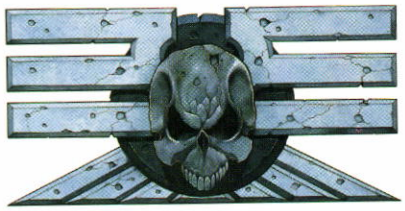
The first one is the sudden death variation: Both players do **not** get victory points for breaking enemy units, they only get victory points for capturing the warp portal. The first player to get 30 victory points is the winner. This means the Chaos player will have to capture the three real warp portals and the Imperial Guard player will have to capture all six of the warp portals!

With the second option both players **do** get victory points for breaking enemy formations and the victory points for capturing the warp portals. The first player to get more than 45 victory points is the winner.

CATACHAN TERRAIN TABLE

Number of terrain pieces per 2' by 2' area: 1-2 = One, 3-4 = Two, 5-6 = Three.

	1	2	3	4	5	6
1	Hill	Hill	Hill	Jungle	Jungle	Rubble
2	Jungle	Jungle	Jungle	Jungle	Hill	Craters
3	Hill	Rubble	Jungle	Hill	Jungle	Hill
4	Jungle	Jungle	River	Lake	Hill	Jungle
5	Marsh	Craters	Marsh	Rubble	Jungle	Rubble
6	Lake	Hill	Jungle	River	Marsh	Town



THE BLOOD SLAUGHTERERS

The Blood Slaughterers are one of the many Chaos Space Marine warbands that roam the Eye of Terror, looking for ways to serve their foul Chaos Gods with offers of warfare and blood sacrifice. The warband is led by an aspiring Chaos Champion, Jhurgan Slaughter, who is looking to impress the Chaos Gods. He has led his force on a bloodthirsty crusade of war and slaughter against all other warbands in the Eye of Terror.

Jhurgan seeks the ultimate prize: immortality, the coveted position of Daemon Prince, so that his Blood Slaughterers might stand shoulder to shoulder against the likes of the mighty World Eaters, Death Guard and Emperor's Children.

As a Chaos Space Marine warband, the Blood Slaughterers do not have a patron daemon (yet). The Blood Slaughterers will have to take morale checks as normal, passing on a D6 roll of 2 or more). However, owing to the bloodthirsty nature of the Blood Slaughterers, they may reroll any failed morale test if they are within 20cm of an enemy model. In addition any Blood Slaughterers stand that is within 20cm of an enemy model at the start of a turn must be given Charge orders.

Unlike other Chaos army cards, the Blood Slaughterers can be included in your army without a patron daemon, and up to a further five support cards can be attached to the warband.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Blood Slaughterers	10cm	None	+3	Missile Launcher	50cm	1	4+	-1	See rules

CATACHAN DEVILS

This is probably one of the most famous of the Catachan regiments. All the Imperial Guard raised from this lethal Death World have always been famed for their jungle craft and ability to operate in treacherous conditions. But the Catachan CLVII was raised at a time when the planet of Catachan itself was under attack by Chaos raiders. The regiment not only used its combat training to fight the foul hordes of Chaos, but used their jungle skills and knowledge of their native planet to drive the Chaos forces into deadly traps, either of their own or ones that grew naturally. The regiment was named the Catachan Devils, after they managed to drive the Daemon Prince leader of the Chaos raiders into the jaws of a Catachan Devil, where upon he was devoured by a force of nature far beyond the control of his hideous Chaos Gods.

An Imperial Guard heavy company prepares to defend an artillery company against an assault by Slaaneshi raiders.

To represent the increased prowess of the Catachan Devils, I've decided to give them a special ability based loosely on the Warhammer 40,000 veteran ability *Stealthy*. When in a forest or jungle, Catachan Devils may roll an extra D6 in close combat. Apart from this, Catachan Devils are a normal Imperial Guard Tactical company.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Catachan Devils	10cm	None	0	Lasgun	50cm	1	5+	0	+1D6 CAF in jungle

OTHER STUFF YOU CAN DO

There really is no limit to what you can do. Most of the time all you need to do is get some of the existing models and give them a interesting paint scheme to mark them out from the rest of your army. Then you can come up with some veteran units like the ones in the *Battle for Catachan*. I have included a few more below, and we've included the army cards for them in this issue. Why not give them a whirl?

KREUGER'S HEROES

This is an idea I had for a special tank commander character for the Imperial Guard Codex, but at the end of the day there simply wasn't room in the book. So, I thought, why not use them in games of Epic?

Captain Hans Kreuger is renowned as a hero of the Imperium. The tank captain of the famous Kreuger's Heroes, a squadron of three Leman Russ battle tanks. Kreuger's squadron earnt their fearsome reputation by single-handedly recapturing the Hive city of Belisarius from Ork raiders.

Kreuger's Heroes

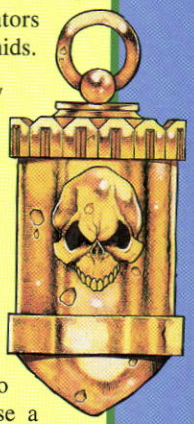
The ferocity of Kreuger and his squadron is known throughout a large sector of the Imperium, and many would rather run than face the full might of his three Leman Russ battle tanks. Any enemy units with 15cm of any tank in Kreuger's squadron that have to take a morale check suffer a -1 penalty to their roll.

SCYTHES OF THE EMPEROR

My final example is based upon the ideas I discussed in my Space Marine Chapters article last month.

Since the near destruction of their chapter by the Tyranids, the legendary Scythes of the Emperor harbour a fierce hatred for Tyranids. Scythes of the Emperor Terminators automatically pass any morale checks caused by Tyranids.

The Scythes of the Emperor Terminators usually destroy Tyranid Hive ships by actually boarding them! Although you are unlikely to fight this as a game of Epic, I thought about how the Scythes of the Emperor might approach a more conventional battle and came up with the idea that the veterans deploy straight from their orbital battle barge, using Thunderhawk Gunships to deploy where the battle is fiercest!



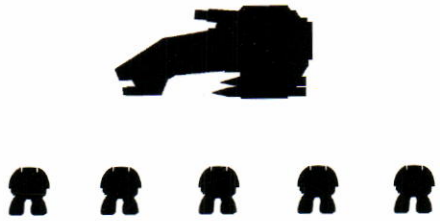
So that's it folks, a scenario with a couple of veteran units plus two more examples for you to use in your games. I think I'm going to devise a scenario to re-enact Kreuger's storming of Belisarius hive city, maybe you can come up with your own scenarios to go with your favourite units.

SPECIAL CARD

SCYTHES OF THE EMPEROR

TERMINATOR DETACHMENT

A Scythes of the Emperor detachment consists of five Terminator stands and a Thunderhawk gunship.



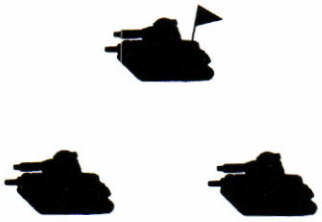
POINTS VALUE 250

SPECIAL CARD

KREUGER'S HEROES

LEMAN RUSS TANK SQUADRON

Kreuger's Heroes are a Leman Russ tank squadron consisting of 3 tanks including 1 squadron HQ tank.

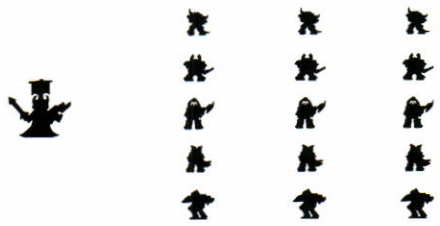


POINTS VALUE 200

THE BLOOD SLAUGHTERERS
CHAOS SPACE MARINES

The Blood Slaughterers consist of three detachments of Chaos Space Marines and a Champion of Chaos. Each detachment consists of five Chaos Space Marine stands.

Chaos Champion + Detachment 1 | Detachment 2 | Detachment 3



POINTS VALUE 500

THE CATACHAN DEVILS
IMPERIAL GUARD TACTICAL COMPANY

The Catachan Devils are an Imperial Guard tactical company consisting of 1 company HQ unit and 3 tactical platoons. Each platoon comprises 10 tactical stands and includes a section HQ.

Company HQ UNIT + Tactical Platoon 1 | Tactical Platoon 2 | Tactical Platoon 3

POINTS VALUE 600

YOUR NEW CARDS

This issue we've got a set of crate counters for *The Heist* Necromunda scenario as well as some new Epic army cards. We've also included card versions of the Wargear cards for Marneus Calgar, Chief Librarian Tigurius and the *Banner of Macragge* from Codex Ultramarines.

KREUGER'S HEROES

BREAK POINT 2: Kreuger's Heroes are broken once the squadron has lost **2** models. Once the squadron is broken, it must take a morale check.

MORALE VALUE 4: Imperial Guard have a morale value of **4**. They must roll 4 or more on a D6 to pass their morale check.

Kreuger's Heroes do not have to remain within 25cm of a company HQ to receive orders. You may give the squadron orders as normal in the Orders phase.

The ferocity of Kreuger and his squadron is renowned throughout a large sector of the Imperium, and many would rather run than face the full might of his three Leman Russ battle tanks. Any enemy units with 15cm of any tank in Kreuger's squadron suffer a -1 penalty to any morale check they have to make.

VICTORY POINTS 2

Your opponent gains 2 VPs when the squadron is broken

SCYTHES OF THE EMPEROR TERMINATOR DETACHMENT

BREAK POINT 3: The Scythes of the Emperor Terminator detachment is broken once it has lost **3** models. Once the detachment is broken, it must take a morale check.

MORALE VALUE 2: Space Marines have a morale value of **2**. They must roll 2 or more on a D6 to pass their morale check.

Scythes of the Emperor Terminators automatically pass any morale checks that Tyranids may cause them to take. However, if the detachment is broken then it must still take a morale check as normal.

VICTORY POINTS 3

Your opponent gains 3 VPs when the detachment is broken

THE CATACHAN DEVILS IMPERIAL GUARD TACTICAL COMPANY

BREAK POINT 17: The Tactical Company is broken once it has lost **17** models, either Guard stands, HQ stands, or the Rhino. Once the company is broken, each platoon must take an individual morale check.

MORALE VALUE 4: Imperial Guard have a morale value of **4**. They must roll 4 or more on a D6 to pass their morale check.

For a platoon to receive orders it must be within 25cm of a company HQ at the start of the Orders phase. The same also applies to any support units allocated to the company. If troops are unable to receive orders they cannot move, but they may fire in the advance fire segment of the combat phase in the same way as other troops with no orders.

The company HQ is a command unit. It does not therefore need orders, and there is no need for the unit to check morale.

The Catachan Devils use their jungle skills and knowledge of their native planet to drive enemy forces into deadly traps, either of their own or ones that grow naturally.

When in a forest or jungle, Catachan Devils may roll an extra D6 in close combat.

VICTORY POINTS 6

Your opponent gains 6 VPs when the company is broken

THE BLOOD SLAUGHTERERS CHAOS SPACE MARINES

BREAK POINT 8: The Company is broken once it has lost **8** models. When the company is broken, each detachment must take an individual morale check.

MORALE VALUE 2: Chaos Space Marines have a morale value of **2**. They must roll 2 or more on a D6 to pass their morale check.

Jhurgan Slaughter is a Chaos Champion and therefore he never checks morale, even when the company is broken. Any Blood Slaughterers Chaos Space Marines add +1 to their morale value if their Chaos Champion is within 10cm. This means they will automatically pass their morale check if Jhurgan is within 10cm.

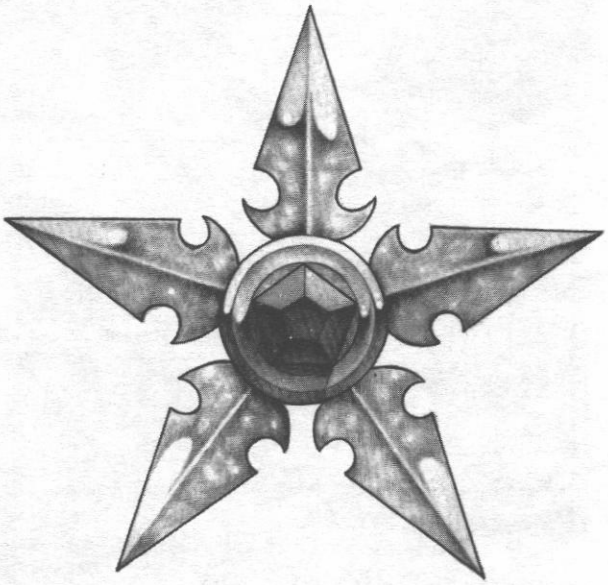
Unlike other Chaos troops the Blood Slaughterers do not have a patron daemon, so the Blood Slaughterers will have to take morale checks as normal. However, owing to the bloodthirsty nature of the Blood Slaughterers, they may reroll any failed morale test once, if they are within 20cm of an enemy model. In addition, any Blood Slaughterers detachment that has any stands within 20cm of an enemy model at the start of a turn must be given Charge orders.

VICTORY POINTS 5

Your opponent gains 6 VPs when the company is broken

RAIN

Weather Level	Weather Description	Effect
2	Dry	Weather becomes clear for the remainder of the battle.
3-5	Drizzle	No effect.
6,7,8	Rain	Vision becomes difficult, (-1 BS).
9	Heavy Rain	Hills and slopes become slippery, (half movement), Vision difficult, (-1 BS).
10	Very Heavy Rain	Hills and slopes become impossible to traverse, vision becomes low, (-2 BS), ground becomes slippery, (-1 M), gunpowder weapons become impossible to fire.
11	Storm	Hills and slopes impossible to traverse, Low visibility, (-2 BS), very slippery ground, (-2 M), gunpowder weapons impossible to use
12	Lightning Storm	Hills and slopes impossible to traverse, Low visibility, (-2 BS), Very slippery ground, (-2 M), both players must roll a D6 for any units in their force carrying banners or pole arms in an attempt to roll under their strength, any unit that fails is struck by lightning and takes D6 strength 5 hits.



In conclusion

When using the Weather Conditions system it is always a good idea to keep in mind that, as in real life, the weather is highly changable and you can end up finding your opponent's most powerful characters out in the rain or your most fearsome monster not being able to hit an enemy unit because of a deep impenertrable mist.

In short, this system can be an advantage or disadvantage to friend and foe alike, but if the luck of the roll is on your side it could bring you your greatest victory.

Always try to plan your tactics to cover any eventuality and you might find fate smiling down on you.

Above all, remember that this system is an optional system and as such shouldnt be treated as an unbreakable rule in your games. Feel free to modify it in any way you see fit, if you think it will improve the system or invent your own system for weather generation. As always the choice is up to you.

SPACE MARINE®

RANDOM SPACE MARINE ARMIES

By Ian Pickstock and Gavin Thorpe

When you choose an Army using the Epic Army cards you represent the supreme commander of a large force and the Epic Army cards represent the quantities and restrictions of the force available to you. Unfortunately when fighting long campaigns, many commanders do not get a choice of what forces they fight with. This can happen for a variety of reasons, it may be that a previous battle went wrong, you may not be the supreme commander and your superiors may have decided what part of their resources is available to you or you could be like the Orks and just don't care as long as everyone gets a go at da shootin'.

Because Space Marine armies are chosen using cards, it is very simple to introduce a random element to your armies by simply shuffling the cards and dealing a set amount to the players. If you experiment by dealing yourself some test armies to see what the total points cost is for certain amounts of cards, you'll soon find that the various races have an average points value for a pre determined amount of cards, for instance the Imperial Guard starting force in the Last Stand scenario averages out at around 3000 points, but in testing I got as much as 3600 points for one army and as little as 2250 for another. Whereas if you were to play Last Stand with Space Marines you will find that three company cards and ten support cards cost about 4000 points. It is worth bearing this factor in mind when choosing Space Marine armies with a random element, although you can't predict what troops you will get, you can to some extent predict what the points value of the Army will be.

I have included the following table to be used as guide for players wishing to play Space Marine with random armies, so they can estimate the value of a random element. It shows the average value for various armies chosen by picking four company cards and discarding one of them and ten support cards.

Army:	Average Points Value:
Imperial Guard	3000
Space Marine	4000
Squats	3800
Orks	2800
Eldar	3900
Chaos	3200

There are three major considerations to bear in mind when choosing random armies.

Firstly, in order to stand a good chance of being able to use the troops dealt to you, you will have to have enough models to be able to make at least one of each of the type of company in the army of your choice. If you don't have quite as large an army as that then it is a good idea if you allow some flexibility, by dealing out extra company cards and discarding the one you don't want or haven't got the models for.

Secondly, because the random armies don't include Special cards your army is going to be rather devoid of commanders, Titans, specialist vehicles etc. With this in mind it is a good idea to allow a separate points allowance to be spent on Special cards, or simply allow the player to take certain Special cards for free. It is entirely up to you and your opponent how you allow Special cards to be used, and it is up to you make any restrictions on Special cards for any scenario you are playing, for instance the Imperial Guard player in Last Stand isn't allowed any Titan in their starting force, as this is inappropriate for an army that is on the run from the enemy.

Thirdly, certain armies have rather more restrictive army lists than others, or have certain Support cards which can only be used with a particular Company card. For instance with Orks only Goff clans can have Lungbursta support cards. With Chaos only Greater Daemons of Khorne can have Khorne Juggers. In this case it is a good idea to separate all the specific cards, and let a player who picks say a Goff clan card swap one of it's support card for some lungburstas. Or with Chaos divide all the Minion cards into the four Chaos powers and let a player who picks say a Greater Daemon of Nurgle allow them to discard three minion cards and randomly deal three cards from the Nurgle Minion cards. With the Space Marine Legions, if the player picks a Primarch then allow them to trade in one of their other Greater Daemon cards for the Space Marine Legion.

LAST STAND

A Space Marine Scenario for Imperial Guard Armies

THE IMPERIAL GUARD OBJECTIVES

After losing a battle, the remnants of your Imperial Guard army has been forced to retreat. Having been pursued by the enemy for days, you will soon be running out of fuel and supplies. Instead of accepting your fate you have decided to fall back to some deserted defences around the city of Cragintarius and make your last stand and sell your lives as dearly as possible. Fortunately as you are digging in and reinforcing your defences, you receive orders from regimental HQ. They inform you that your pursuers have overstretched themselves, the enemy's rearguard has been smashed and a relief force is hot on the heels of the enemy. You must hold out and repel the pursuers long enough for reinforcements to arrive.

The Imperial Guard Starting Forces

As the Imperial player, you only start with the remnants of an army and have little choice of the troops in your force. To determine the Imperial Guard forces, take all the Imperial Guard company cards and shuffle them, deal yourself four company cards. Take all the Imperial Guard support cards (do not include Grey Knights unless the battle is against Chaos forces) and shuffle them, deal ten support cards to yourself. You may pick three of the four company cards and all of the support cards. In addition, you may take enough Commisars to bring the total up to a maximum of three. The Imperial Guard player may also spend an extra 900 points on fortification cards.

The Imperial Guard Relief Forces

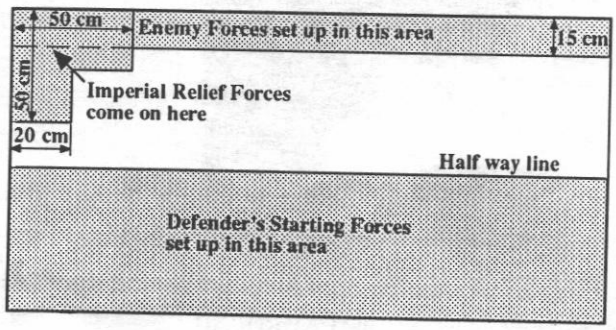
You may spend up to 3000 points on your relief force, in the normal manner.

THE ENEMY OBJECTIVES

You have been in pursuit of the remnants of an Imperial Guard army. The Imperial Guard have proved elusive and have reached some deserted defences around the city of Cragintarius and are preparing to make a last stand. Unfortunately your long and protracted pursuit has left your rear exposed to attack from Imperial Guard reinforcements. A large relief force is now threatening your rear. It is imperative that you overrun the defenders and secure the defences for your own use. Otherwise your force will be smashed against the citys' defences by the relief forces.

Enemy Forces

The opposing player may spend up to 6000 points in the normal manner on the army of their choice.



The Set Up

The game is played using the Assault rules, as printed in the Space Marine Battles book. The Imperial Guard player is the defender, and the Enemy is the attacker.

The Imperial Guard player should set up their starting force, fortifications, dug-in counters and hidden set up counters in their deployment zone. The Enemy player should set up all their forces in their deployment zone.

The game then proceeds like a normal game of Space Marine using the Assault rules for victory points, the attacker receives double VP's for capturing objectives and the defender receives double VP's for breaking enemy detachments. If the Imperial player achieves the amount of VP's required to win then the attackers are beaten off and the relief force polishes off the retreating attackers.

The Relief Force

If the Enemy player achieves the amount of VP's required to win the game, this indicates that the Imperial Guard relief force has arrived. The relief forces should be set up in the end phase, anywhere within 50cm of the opposing players left hand corner of the table and no further than 20cm from the table edges. The relief force may be given orders, move and shoot as normal in the following turn.

Objectives and Victory Points

When the relief force arrives the Enemy player becomes the defender and receives double VP's for breaking enemy detachments. The Imperial player becomes the attacker and receives double VP's for capturing objectives. In order to win the battle the Imperial player must now get the number of VP's required for a 6000 point army. The enemy player must get the number of VP's required for a 9000 point army.

GRAB DA TURF LADZ

A Space Marine Scenario for Ork Armies

BACKGROUND

The Imperial Guard forms the first line of defence against Chaos incursions and marauding Orks. Most of the time they have enough manpower and vehicles to deal with a threat, but on some occasions the only option is for them to hold off the enemy while Titans or Space Marines are despatched to destroy the invaders. In these situations the Army will choose a highly defensible position the enemy cannot avoid, then sell their lives as dearly as possible. The Imperial Army is highly adept at constructing fortifications in a short space of time; erecting pre-fabricated bunkers in minutes, unrolling coils of razorwire from the back of speeding tanks and digging trenches stretching for thousands of metres.

In this assault scenario one player controls a force of Imperial Guardsmen who have fortified a small city in the path of an arriving Ork army. The Orks have such numbers they are bound to win through eventually, it is up to the Imperial Commander.to keep the Orks busy as long as he can, whilst inflicting as many casualties as possible. The Orks are simply trying to break through the Imperial line and establish a beach-head outside the walls of the planets capital.

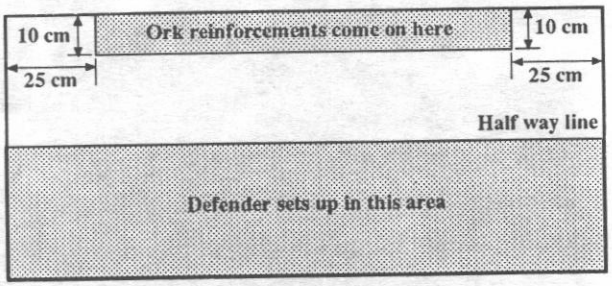
Imperial Guard Forces and Objectives.

The size of the opposing Ork army is based on the number of points spent by the Imperial player. As with normal Space Marine games the larger the force,the longer the game. An Imperial force between 4,000 and 6,000 points gives a challenging game that will last for a long evening. The Imperial player chooses a force in the same way as if he was the Defender in an Assault scenario , he may choose fortifications and normal troops cost double the number of points. He may NOT select Titans.

The Imperial player gains double the number of Victory Points usually awarded, when he destroys or breaks the Ork formations. In addition he also gains a number of victory points EACH turn for surviving. The number of victory points per turn is related to the size of the Ork force that initially starts the game.

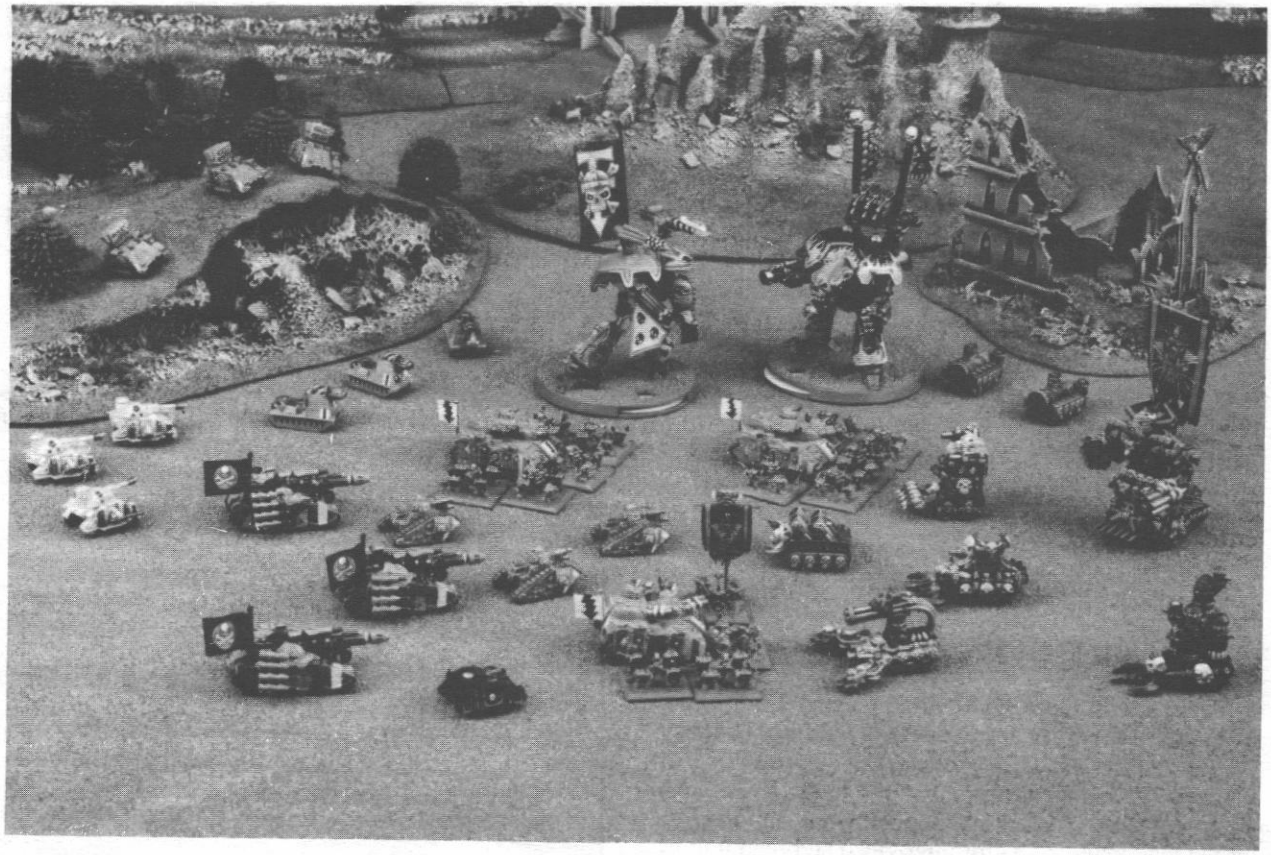
Ork Forces and Objectives

The Ork player starts with half the number of points that the Imperial player has and chooses his force in the normal manner. For every 2,000 points the Ork player has in his initial 'strike force' the Imperial Commander gains 1 Victory Point in the End Phase of every turn. Before orders are placed at the start of the turn the Orks receive reinforcements that have just emerged from their Hulk. On the second and subsequent turns the Orks recieve additional troops as detailed below. Place the Ork Clan and Special cards in a single deck and remove the Gargant Big Mob Special card. Remove the Clan specific Support cards from the deck (Goff Lungburstas for example) and place them to one side. Each turn take one of the Clan or Special cards randomly, this is your main reinforcements for the turn. You may also take a number of support cards equal to the roll of a D6 (if you roll a 6 count it as 5 Support cards) which are also dealt randomly from the deck. If your main card is a specific Clan, you may swap ONE of these cards for a Clan specific support unit.e.g.Goffs swap a unit of Gretchin for a detachment of Gutrippas. Place the main card on a discard pile- you may not re-use it until the whole of that deck has been exhausted, replace the Support cards back into their deck. Units that are picked up with a Clan card are of the same clan for all purposes such as Out of Command reactions etc. All special rules apply to them. If you haven't got the right models the card is wasted and placed back in the deck or on the discard pile, as appropriate. You may take Kustom Cards for your initial forces but may not pick them for subsequent Mekboy Cards- the Orks arriving later were at the back of the queue when the Meks were doing their rounds. There are no limits for the number of Mekboy cards, regardless of the Clan or Special card picked. The Orks get double V.P.s for capturing objectives, plus normal V.P.s for breaking Imperial troops. You can continue playing until there are no unbroken Guard units left on the table or until the Imperial player gets the number of VPs required to win the game, based on the points value of their army. How long can you last....?



Set Up and Deployment.

Use the set up instructions given with the Assault scenario rules for placing the initial Imperial and Ork forces. Ork reinforcements are placed on the Orks table edge no more than 10cm onto the table and at least 25cm from the left and right hand sides. At least seven or eight buildings should be placed in the Imperial players deployment zone.



IMPERIAL FORCES DELIVER RETRIBUTION TO THE FOUL KHORNATE RENEGADES

ALAITOC ELDAR STRIKE SWIFTLY AT BELEAGUERED SPACE MARINES

WARHAMMER®

MAGIC ITEM COMPETITION

It has come to our attention that quite a few of you battle hardened gamers out there have exhausted the magic items and spells in the Warhammer Battle Magic box, and although you have found a number of them that you call your favourites, you constantly think

"I wish I had an all powerful magical sword that can do this, or a potent talisman that can do that".

Well, now's your chance!

THE COMPETITION

We are currently looking to write a feature on the kind of magic that you want to see happening in fantasy battles, and as such we have set up this competition. All you need to do to enter is rack your brains for the most imaginative and useful magic items you can think of, write them down on the form provided and send it to us at the following address.

The Journal Bunker.
Games Workshop Design Studio.
16 Castle Boulevard.
Nottingham.
NG7 1FL.

The best entries will be printed in the Journal in actual magic item format ready for you to use in your battles and any particularly splendid cards might even be published in a future magic supplement.

THE GUIDELINES

Above all, we ask that you follow these guidelines as closely as possible.

1. You may enter this competition as many times as you wish, but if you are planning on going for complete overkill and entering quite a few times, we would prefer you sent them all in one envelope.

2. Magic item cards that are sent in must be of no more than 150 points in cost.

3. Bear in mind that any spell and magic item cards sent in with an overlying theme of 'kill everything in the enemy army in one magic phase' or 'make my forces totally invulnerable to any kind of damage' do not make you very popular and are disallowed in this competition.

4. All entries must be in by 01/06/94. Any received after this date, unfortunately cannot be considered.
Well, that just about covers it.

Good luck

NAME OF MAGIC ITEM:_____

POINTS VALUE OF MAGIC ITEM:_____

CAN BE USED BY:_____

DESRIPTION OF MAGIC ITEM:_____

EFFECTS OF MAGIC ITEM:_____

YOUR NAME:_____ MR/MRS/MISS

ADDRESS:_____

_____POST CODE:_____

SPACE MARINE®

KNIGHTS

Fast Moving War Machines for Space Marine by Ian Pickstock

Knights are fast-moving powerful war machines, thirty to forty feet tall and controlled by a single warrior, that fight on battlefields throughout the galaxy in the service of both Eldar and Imperial armies. Recruited from feral worlds where lesser versions of these machines are used to herd mighty Megasaurs, Knights take to the field of war alongside other members of their noble families. With their devastating visor-mounted psychic and shock lances, the mere gaze of a Knight can bring death to its enemies.

THE BIRTH OF THE ELDAR KNIGHTS

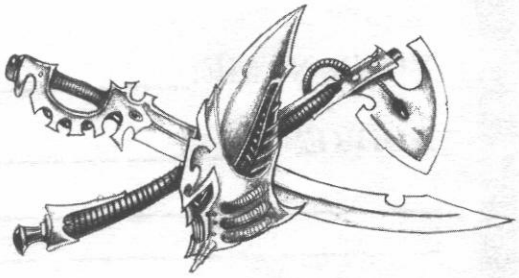
Long before the Dark Age of Technology, numerous barren planets were visited by Eldar seed ships. These inhospitable worlds were prepared for the long process of terraforming and then seeded with the essential ingredients to sustain life. The Eldar plan was to create new worlds to colonize in thousands of years time. These worlds were known to the Eldar as *Lilaethan* or *Maiden Worlds*.

As their civilisation neared its collapse, a number of Eldar groups denouced the easy decadence offered by Chaos and abandoned the homeworlds in a series of migrations they called the *Exodus*, referring to themselves as *Exodites*. These groups travelled far away and colonized the Lilaethan, determined to escape the terrible fall of their race that they had foreseen. On their arrival, the Exodites split into individual clans each led by a warrior elite.

Those who joined the Exodus came from all levels of Eldar society but were united in their determination and powerful will to survive. The Exodites were a group which had long been aware of the dangers of indulgence and hedonism by choice, they choose worlds where their life would be hard so as to avoid the trap of sloth. To a great extent, this suppressed the natural Eldar character of immense emotion and intellect, and did indeed save them from the Fall. Among the Exodites, the intensity of the Eldar nature is expressed as a powerful loyalty to their individual clans and a strong determination to achieve objectives.

The struggle for survival on these worlds was indeed grim. To enable them to deal with the harsh conditions, the Exodites converted the sleek war machines they had bought with them into tall walkers which they piloted across their new planets, tending the virgin worlds. The ruling warrior Elite gradually developed a system of status and honour which brought about the society now known as the Eldar *Knights*. Dwelling in tall keeps, the Knights strove to hasten the planets' evolution and bring life and order out of the primeval maelstrom.

After the Eldar Fall, the craftworlds sought out the colonists to offer them a place on board. The Exodites coldly told their craftworld brethren that they preffered to stay where life was simple if harsh, and dangers were obvious. Though the craftworlds and Exodite colonies trade with one another, the Exodites still maintain that the easy lifestyle on the craftworlds is dangerously close to that which brought the downfall of their race.



In order to produce the food neccessary to trade with the craftworlds, the oceans of the planets were seeded with algae to form vast floating weed beds. These weed beds and the lush vegetation of the primitive jungles provided nourishment for docile brontosaurus-like herd beasts called *Megasaurs* created by the Knights through cloning and genetic engineering.

The Megasaurs in turn provided protein rich food for the craftworlds. The herds were shepherded by the Knights in their machine-bodies, protecting the megasaurs from predators and moving them from place to place to feed. On occasion Knights of different clans would clash over watering rights or border disputes, though combat took an almost ritualized form more intended to hone the Knights' skills than to bring about bloodshed.

THE COMING OF MEN

During the Dark Age of Technology, scouts from Earth travelled far throughout the galaxy seeking planets to be used as agricultural worlds to provide food for the huge hiveworlds of the Imperium. They copied the farming techniques used by the Eldar Knights already living on some of the worlds discovered. In a period reffered to by the Eldar as *The coming of Men,* the Eldar and Human colonists clashed in a series of bloody wars as the Eldar Knights sought to protect their homes from the interlopers.

When these planets were cut off in the Age of Strife, they became feral worlds. A warrior aristocracy grew up on the Human worlds, mimicking the lifestyle of the Eldar clans. On many worlds, the Eldar clans resurged to win back the lands they had lost and settled into a pattern of battling and raiding both against the Humans and each other. The wealth of the noble Human houses and Eldar clans was based on their herds and much herd raiding went on. The herds were greatly reduced in size, but as the only available food source , were just as important.

While the Eldar shared their duties equally throughout the clan, the Human nobility enforced a feudal system on those below them. A sub-class of *Drovers* looked after herds, as the nobles would not soil their hands with such work. The Drovers' walkers were not , by law, armed with weapons even though they lived in constant danger from raiders and predators. This ensured that the drovers had to rely on the Knights of the nobility for protection and nullified any chance for revolt. As well as nobles, each house could field large numbers of men at arms, either mounted on horses or on foot. These were equipped much like Planetary Defence Force and Imperial Guard units elsewhere in the Imperium, though with not nearly as much heavy weaponry.

On many of the worlds, groups of artificers and technicians became the most important of the nobles' subjects. They initially simply maintained the Knights for the nobles but soon learnt to speak with one voice, threatening to withdraw their services from any Lord who failed to take heed. They styled themselves as a priesthood for the half forgotten mysteries of technology and were called *Sacristans.* As their power grew, they arbitrated between the different houses to ensure they did not wipe one another out in bitter feud. The ever present dangers of their worlds meant that the Knights couldn't survive wars of attrition and genocide, and this necessitated the use of chivalric values to settle disputes. Eventually the Sacristans on many worlds ritualized these virtues of Honour, Duty and Valour and passed on these traditions from generation to generation. With the acceptance of these values the nobles became known as *The Chilvary.*

In addition to the threat posed by hostile houses, the Chilvary had to fight constant battles against swift Carnosaurs which prey upon the herds. Hunting the Carnosaurs honed their fighting skills to a deadly art, preparing them for the periods of violent warp activity which created monstrous beasts. When such a beast was sighted , all the Chilvary would go on quests to seek out and destroy the creature before it tainted the land.

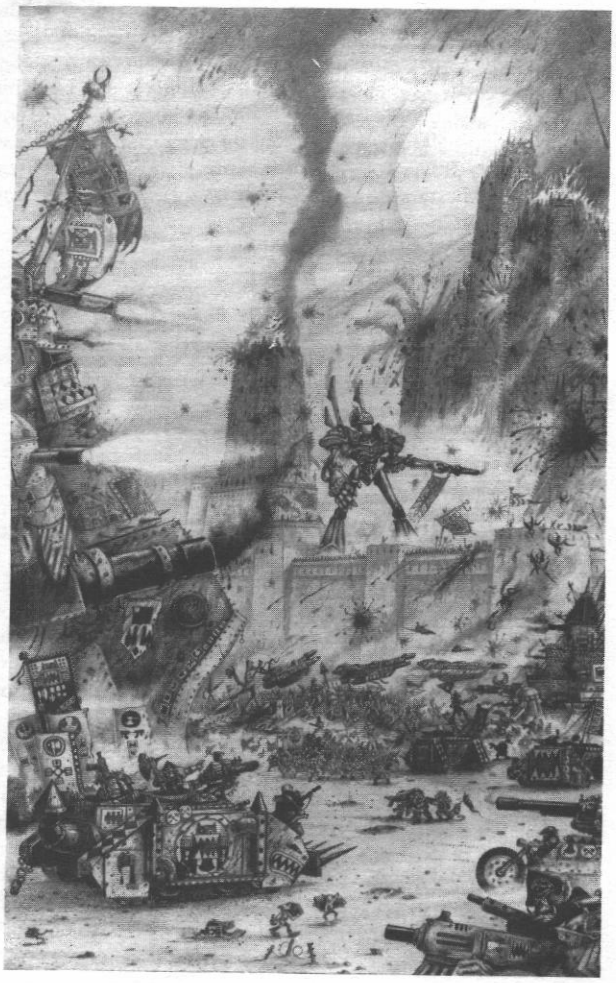
THE REDISCOVERY

Thousands of years later, the planets were brought back into the Imperium. Their value to the Imperium both as a massive food resource and as a source of born and bred warriors. The Administratum were quick to recognise these assets and immediately set about rediscovering the rest of the long lost agriworlds. To their delight, they found that two in three of the originally settled worlds were still occupied by Humans working along very similar social lines. The remaining worlds were either occupied by both Eldar and Human Knights of held exclusively by clans of Eldar Knights with strong links to the craftworlds, trading natural raw materials for technology.

Often a Knight world would be affiliated to a Titan forgeworld, producing food for it, while the Sacristans would come under the control of the Adeptus Mechanicus. Often Knight worlds were left with a large degree of autonomy, required only to produce food and obey the call to arms when given.

The Imperial cult was introduced in a such a way that the Chilvary could be called on by the Imperium to enter a *crusade*. Old rivalries forgotten, the Knights (especially younger ones) would form family units to fight with Titan Orders or the Imperial Guard.

Young knights sometimes don't have their own armour, but train on that of their father. When fighting a crusade they are given their own armour, built on a Titan forgeworld. Once they return home they are able to keep their armour and form ther own house.



KNIGHT SUITS

Knight suits are similar to Titans in that they are controlled through a direct mind link. Imperial Titans are imprinted with a feral personality, which must be dominated by the Princeps in order to control the machine. The Titan's personality is there to handle all the mundane tasks in operating such a machine, like balancing and walking, leaving the Princeps free to concentrate on more important things.

Eldar Knights

The Eldar Knight suits operate in a similar way to the craftworlds' Aspect Armour. Each Eldar Knight suits contains a spirit stone which acts as a buffer and stores all the pilots feelings, his passionate excitement and desire to satiate the dark side of their nature. When the pilot leaves the Knight suit it is like waking from a bad dream, which quickly fades from memory, leaving the Knight free to pursue other tasks in the clan. As the Knight suit is passed on from Knight to Knight the spirit stone stores all the experiences of previous wearers. These experiences supply's the personality for the machine which is shared with each and every pilot. When the lone Eldar pilot links to the Spirit Stone, he becomes part of machine-warrior that has been fighting a constant war for thousands of years, the whole machine, pilot included pulses with the desire to destroy and shed blood. The spirit stones in Eldar Knights are often ancient artifacts dating back to the time of the Fall and contain the souls of many long dead heroes. This makes Eldar Knights strange characters often speaking in archaic tongues and referring to past ages with unnerving familarity.

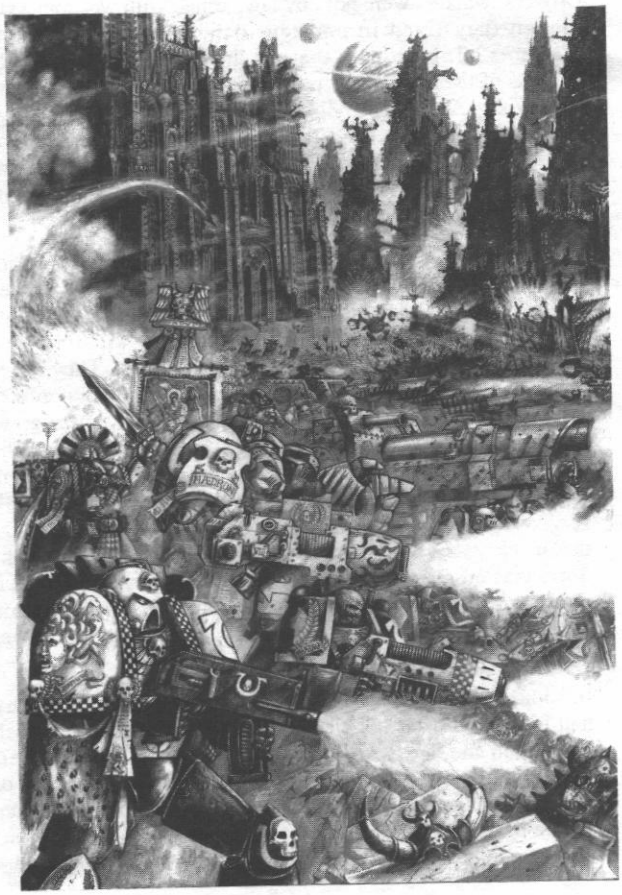
Each Eldar Knight is equipped with a psychic lance mounted in the Knights visor, the psychic lance is a derivative of the lance used on the Maiden Worlds to herd Megasaurs. Each lance consists of a crystal linked to the Knights spirit stone. The spirit stone uses the crystal to focus all it's pent up psychic anger into a single blast that can overwhelm targets brain and turn them into gibbering imberciles. The psychic lance is also particularly effective against daemons and warp enitiies, destroying their control over the material universe, and banishing them back to the warp.

Human Knights

Human Knight suits do not have a permanently imprinted personality. Instead the Knight has a *throne,* which is imprinted with aspects of his own personality. The throne is plugged in to the armoured Knight suit and may be transferred from one Knight suit to another, though this rare occurance usually only undertaken if the old suit is damaged beyond repair or a Knight passes his old suit to a younger relation. Imprinting your personality is a lengthy, sometimes dangerous, business. It has become a rite of passage for young nobles - this is how they become an adult. When he is old enough, a noble son who wishes to become a Squire undertakes a *vigil* in the family's chapel or sacristy, remaining seated in the throne throughout the long night. He is surrounded by the ancient thrones and battle banners of his forefathers which are kept in the sacristy, reminding him of the long traditions of honour and chilvary he is expected to maintain .

When a noble dies, his throne retains some of his character. Nobody else can use it to control their suit until they have overlaid their personality onto the throne. It is still possible however, to communicate with the personalities in the throne. Thus they are often kept in the family's sacristy, a direct link with the ancestors of a noble house. It is the height of dishonour to deny a family the opportunity to salvage the thrones of any Knight who have fallen in battle and the family will go to any lengths to get them back.

Though there are many different designs of Knight suit, a common feature to all is the *lance*. The lance is a short ranged weapon developed from devices used to herd Megasaurs. To affect the dull nervous systems of Megasaurs, lances needed to be very powerful. The war lances used by Knights in battle discharge all their tremendous energies in a single cataclysmic blast, making them a weapon much feared by their opponents. The lance is always mounted in the Knights visor, a practice that has given Knights a reputation of being able to kill with a single glance.



MARK 92

SPACE MARINE RULES FOR KNIGHTS

FORMATION

Detachments of Knights must follow the formation rule. No Knight in the detachment may be further than 6cm away from another Knight. If for any reason the Knights become seperated by further than 6cm, then they must assume an acceptable formation next time they move. The Knights may stay out of formation so long as the detachment doesn't move.

ORDERS PHASE

Detachments of Knights are given orders in the Orders Phase exactly like normal troops. Knights follow the normal turn sequence for moving and firing as printed in the Space Marine rulebook.

MOVEMENT

Knights move in exactly the same way as vehicles i.e. Knights with advance orders can be moved up to the their speed value as noted on their profile. Knights with charge orders may move up to double their speed value.

Terrain

Just like Titans, Knights are unable to move through some types of terrrain, while some terrain will slow them down. Because of the Knights smaller size, they are a lot more flexible and can move with greater ease than Titans.

One noteable exception from Titans is the Knights ability to move through woods normally, many of the Maiden Worlds are covered in forests and the pilots childhood within the forests lend a sort of affifnity with trees to their Knights personality. The ability of the Knight pilots to move through close terrain is one which Titan princeps would love to learn, but their Titan personalities never seem to grasp it to the full.

The restrictions incurred by various terrain is indicated on the terrain chart below. The modifiers to hit are the same as those printed on the terrain chart in the Space Marine rulebook but have been included here for convenience.

KNIGHTS TERRAIN CHART

TERRAIN TYPE	TO HIT	KNIGHT
Buildings/Trenches/Bunkers	-2	Impassable
Foxholes, rocks, rubble, craters, broken ground	-1	No Effect
Hill	0	No Effect
Marsh	0	Difficult
River	0	No Effect
Woods	-1	No Effect

Difficult: The terrain is crossed at half move rate.

Impassable: It may only be crossed if the terrain is lower than the knee height of the model and the Knight doesn't end his move on the Terrain.

FIRING

Knights fire in exactly the same way as normal vehicles. Knights with first fire orders may fire in the first fire segment, Knights with advance orders may fire in the fire in the advance fire segment and Knights with charge orders may not fire at all.

Knights follow all the rules for range and LOS as printed in the Space Marine rulebook and fire their weapons as if they were vehicles.

CLOSE COMBAT

Just like vehicles, if Knights have Charge orders they move up to double the distance printed on their speed value and may enter close combat. To enter close combat the Knights must move into base-to-base contact with an enemy unit. All Knights have a special lance attack which is dealt with in a special way. If the Knight detachment charges into close combat then it recieve the benefit of using their lances (see below). If the Knights allow themselves to be charged, then the close combat is resolved in the usual way as if the Knights were vehicles and using their Close Assault Factor.

Imperial Shock Lance

The shock lance is used by Human Knights to deliver high voltage electromagnetic shocks to enemies they are close assaulting. The engines of the Knight suit are fitted with huge dynamos, as the Knight builds up speed, literally charging into combat, the dynamos revolve, storing electric charge in capacitors mounted in the Knights visor. When the Knight enters close combat the charge in the capicitors is so great it can do nothing but earth itself, usually via the enemy troops, delivering a devastating electric shock which burn infantry to the bone, and shorts out vehicle weapon systems.

When an Imperial Knight detachment equipped with lances charges into close combat it doubles its CAF for the first round of combat. But Knights may only assist each other in multiple combat when fighting Super Heavy vehicles, Titans or Gargants, as they risk discharging the lance on each other.

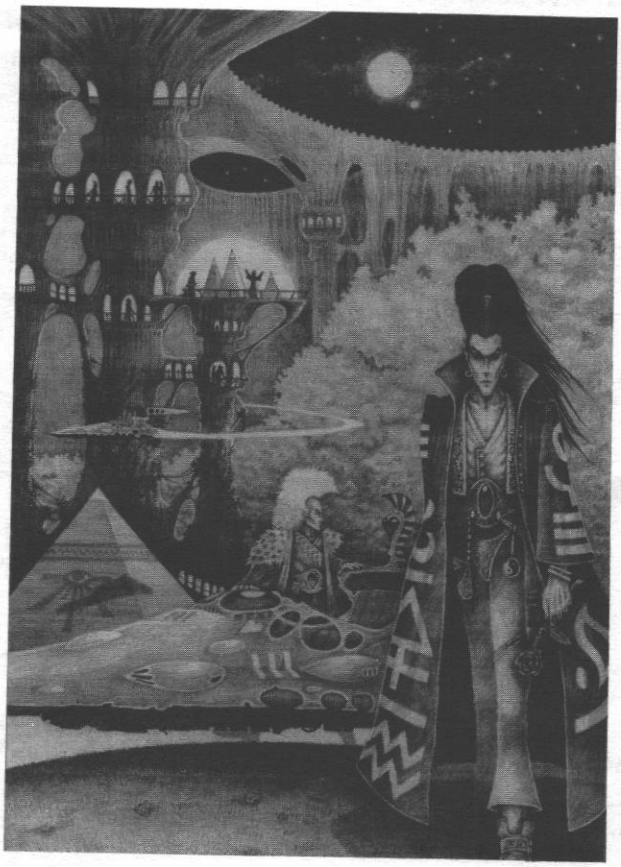
Knights who are charged themselves recieve no benefit from their lances, as their lances will not be'charged'.

Eldar Psychic Lance

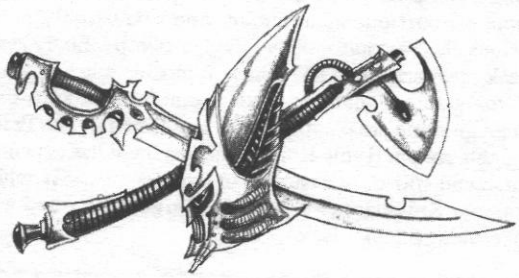
The psychic lance is used by Eldar Knights to deliver a massive psychic blow to enemies in close combat. As the Knight charges into close combat, the spirit stone replays all the previous close assaults that have occured in its thousands of years in existance, flooding the entire machine and pilot with psychic fury. These energies spit and froth from the machine in arcs of lightning, making the sight of a charging Eldar Knight awesome to behold. When the Knight enters close combat the psychic energies are of such an intensity that the spirit stone is screaming from the feedback. At this point the pilot diverts the psychic energies into crystal mounted in the Knights visor. This focuses the psychic energies into a catacylsmic blast that burns the minds of infantry, jams weapon systems and fuses electrical components.

When an Eldar Knight Detachment charges into close combat with infantry stands or vehicles the following procedure should be followed. Before the combat is resolved, roll a D6 for each unit that is in base-to-base combat with the Knight. On a roll of 1,2 or 3 the combat is resolved as usual, on a roll of 4 or 5 the target CAF is reduced to zero for the rest of the close combat, on a roll of 6 the target must make it's saving throw to avoid being destroyed, if the target makes it's saving roll then the combat is resolved as usual. Knights who are charged themselves recieve no benefit from their lances, as the Knights have to build up the psychic fury needed to charge the lance.

When the Eldar Knight detachment charges into close combat with a Titan or Gargant the following procedure should be followed, roll a D6 for each Knight in base-to-base combat with the Titan, on a roll of 1,2 or 3 the combat is resolved as usual, on a roll of 4 or 5 the titans CAF is reduced by D6, on a roll of a 6 the Titans CAF is halved for the rest of the close combat.



The Eldar psychic lance is particularly potent against Greater Daemons. If the Knight charges directly into close combat with a Greater Daemon, then the Greater Daemon must make an immediate saving throw to avoid being destroyed. The save is modified by -1 for each Knight in the base to base contact with the Daemon. The chaos player may add +1 to their saving roll for each Chaos card they use. The Chaos player must nominate how many cards they wish to use before rolling for the save. If the saving throw is failed the Greater Daemon loses it's control over the material universe and is banished back to the warp.



FIRING AT KNIGHTS

When firing at both Eldar and Imperial Knights they are treated just like vehicles, with one noteable exception, both Eldar and Imperial Knights carry a shield defense.

Eldar Shields

Eldar Knights use a system of disruptive holo fields similar to those employed by the Eldar Harlequins and Eldar Titans. The holo fields act to diffract a Knight's image as it moves; the faster it moves, the more widely spread the the Knight's image and the harder it becomes to target. To represent this each Knight recieves an additional saving throw based on it's orders for that turn. This is taken before the Knight's normal saving throw and isn't modified for any reason. Look up the Knight's orders on the table below to find the save recieved by the Knight for fire against it. Holo fields are useless against barrage weapons, and the Knight recieves no extra save against weapons or attacks which use a template. If the Knight fails it's save for the holo fields it recieves it's normal saving throw, if the Knight fails this roll, as well, it is destroyed and removed from play as usual.

Orders	Save
Charge	3+
Advance	4+
First Fire	5+
Fall Back	4+

Human Shields

The shields carried by the Imperial Knights are a derivative of power field technology. Human Knights carry a small but powerful directional generator. This works by creating a powerfield across a 90° arc to the front of the Knight. To represent this any hits fired at the front of the Knight recieve no save modifier. The Knight's saving throw to the front cannot be affected by weapon save modifiers. Shots which strike the Knight from the side or rear are allowed to use their save modifier as usual. Barrages are considered to hit the Knight from the direction the weapon is fired (this represents the Knight's shield deflecting the fire before it passes him). Indirect barrages are considered to come from the centre of the burst template. If the Knight fails it's saving throw it is destroyed and removed from play as usual.

IMPERIAL KNIGHTS

Since the Knights inclusion in the Imperium, Imperial Knights have earned themselves a fearsome reputation as bold warriors who will risk all for the Emperor. Many an Imperial commander has called upon the services of the Noble houses to break an unrelenting foe or to smash through enemy lines with their high speed and devastating Shock lances.

PRAETORIAN KNIGHTS

The Praetorian Knights is one of the most common types of Knight suit used by the Imperial Knights. Built to roughly the same proportions as a human, one arm usually mounts a vicious close assault weapon, used to sweep infantry aside and crack open armour. The other arm mounts a heavy armament of some sort, usually a battle cannon or an auto-cannon, although some are equipped with multi-melta. The Praetorian Knights are multi-role Knights that can hold there own at long range and still be devastating in close combat. As with most Imperial Knights, the Praetorian Knights are fitted with the devastating Shock Lance.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Sabre	20cm	2+*	+3	Multi-melta	25cm	1	3+	-2	Lance: Double CAF on charge
Scimitar	20cm	2+*	+3	Battle Cannon	50cm	1	4+	-2	Lance: Double CAF on charge
Claymore	20cm	2+*	+3	Auto Cannon	50cm	2	5+	-1	Lance: Double CAF on charge

When shot at from the front Praetorians Knights recieve the benefit from their shield and their save cannot be modified by weapon modifiers of any type.

CENTURION KNIGHTS

Although less common than the Praetorians, almost all of the houses have a few detachments of Centurion Knights, the Centurion Knights are highly mobile and used for scout missions where speed is essential. The Centurion Knights carry heavier weaponry, but this is usually for defensive purposes and fighting off marauding infantry and vehicle units. The Centurion Knights are best used in a scouting role, running around the enemies flanks, revealing hidden troops.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Hunter	25cm	3+*	+2	Battle Cannon Bolters	75cm 25cm	1 2	4+ 6+	-2 0	Lance: Double CAF on charge
Striker	25cm	3+*	+2	Lascannon	75cm	2	5+	-2	Lance: Double CAF on charge

When shot at from the front Centurion Knights recieve the benefit from their shield and their save cannot be modified by weapon modifiers of any type.

LORDS

Lords are the leaders of households, they have survived many battles and lead their house from victory to victory. The Lord's armour is decorated with captured banners and trophies. A Lords Knight suit is usually a Praetorian, but many are customised so that the lord can lead Centurion Knight charges, bearing the household banner aloft and inspiring the other knights to great deeds of courage and heroism.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Lord	25cm	2+*	+4	Battle Cannon Bolters	75cm 25cm	1 2	4+ 6+	-2 0	Lance: Double CAF on charge

When shot at from the front Lords recieve the benefit from their shield and their save cannot be modified by weapon modifiers of any type.

ELDAR KNIGHTS

The Eldar Knights are the envy of every Human Noble. The sleek forty foot war machines move through the forests and cross the grassy steppes of the Maiden Worlds, with grace and style, that makes the Human Knights look like a clumsy old drover. The superior Eldar technology allows some of the Eldar Knights to mount the deadly Maelstrom Laser. A high powered Laser weapon, with it's ability to punch a hole in even the toughest keep, it is known as the Eldar Knights' calling card.

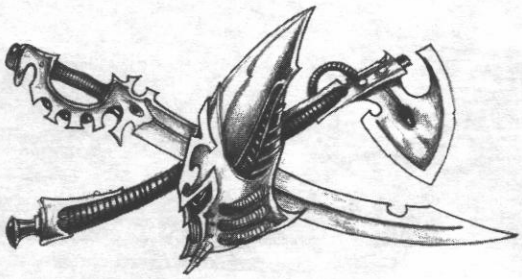
FIRE KNIGHTS

The Eldar Fire Knight is one of the most common Knight types. The ability of the Fire knight to mount several different weapon combinations is very popular with the Eldar pilots who like to personalise their armour. The Fire Gale carries the deadly Maelstrom laser, a high powered lascannon that is feared throughout the Maiden worlds and is well capable of destroying most heavily armoured opponents. The Fire Gales other arm mounts an Eldar Scatter Laser for dealing with Infantry units which may stray too close to the Knight. The Fire Reaper carries a potent triple barreled lascannon for dealing with massed armoured targets. The Fire Reaper carries a vicious power fist to enhance it's ability in close combat. The Fire Storm shows how versatile the Fire Knight is by completely replacing its weapons with multi-launchers, that fire a barrage of missiles which are deadly to groups of massed infantry and light vehicles. The Fire Storm carries Shuriken cannons for dealing with Infantry units which threaten to charge the Knight.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Fire Gale	20cm	3+	+2	Maelstrom Laser Scatter Laser	75cm 25cm	2 3	4+ 5+	-2 0	Psychic Lance Holo Fields
Fire Reaper	20cm	3+	+3	Lascannon	50cm	3	5+	-1	Psychic Lance Holo Fields
Fire Storm	20cm	3+	+2	Missiles Shurikens	100cm 25cm	4 Barrage Points 2	6+	-2 0	Psychic Lance Holo Fields

BRIGHT WARRIORS

The Bright Warrior represents the epitome of Eldar walker technology. The ability of these four legged Knights to move across the battle-field with grace and swiftness lies with the pilots, who come from the grassy steppes of the Maiden worlds. They spend most of their younger years taming the wild horses and riding with the herds of gazelles that roam the grasslands. This lends them an affinity with the swift creatures and enables them to pilot the huge Bright Warriors with the coordination and agility of a trained horseman. Both the Bright Stallion and Bright Stalker carry the deadly Maelstrom laser. The Bright Stallion also carries an Eldar Scatter Laser for anti-personel purposes. The Bright Stalkers carries a lascannon to give it additional punch against armoured targets. Although both the Stallion and Stalker do not carry any close combat weapons, their abilty to rear up on their hind legs and trample infantry and tanks with their front hoove makes them formidable close combat opponents.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Bright Stallion	25cm	4+	+3	Maelstrom Laser Scatter Laser	75cm 25cm	2 3	4+ 5+	-2 0	Psychic Lance Holo Fields
Bright Stalker	25cm	4+	+3	Maelstrom Laser Lascannon	75cm 50cm	2 1	4+ 5+	-2 -1	Psychic Lance Holo Fields

TOWERING KNIGHTS

The Towering Knights are the largest and heaviest of all the Eldar Knights. The mental agility required of the lone Eldar to control these four armed Knights, is something most humans can't even comprehend. It takes many centuries of learning before even the Exodite can master the art of controlling a Towering Knight, because of this, these walking towers are piloted by the oldest and most experienced Exodites pilots. Two of the arms are mounted with a variety of vicious close combat weapons. Combined with an Eldar psychic lance, this gives the Towering Knights an unparalleled advantage in close combat. Both the Towering Destroyer and Towering Fury carry the deadly Maelstrom laser, giving them the potential to destroy human keeps. The Towering Destroyer also carries an Eldar Scatter Laser for defending itself against marauding groups of infantry and light vehicles. The Towering Fury carries a lascannon to give it additional punch against armoured targets, freeing the Maelstrom Laser to concentrate on targets of more strategic importance, such as enemy strongholds and Titans.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Towering Destroyer	20cm	2+	+5	Maelstrom Laser Scatter Laser	75cm 25cm	2 3	4+ 5+	-2 0	Psychic Lance Holo Fields
Towering Fury	20cm	2+	+5	Maelstrom Laser Lascannon	75cm 50cm	2 1	4+ 5+	-2 -1	Psychic Lance Holo Fields

INCLUDING IMPERIAL KNIGHTS IN YOUR IMPERIAL GUARD ARMIES

Imperial forces can include Imperial Knight support and company cards. An Imperial player can attach Knight support cards to Imperial Guard company cards. This represents smaller houses being drafted into Imperial Guard armies.The Knight detachments are completely independent and do not have to conform to the Imperial Guard command structure. The only formation the Knights have to maintain is the 6cm between themselves. If the Imperial player has a leviathan, which is destroyed at some stage in the game, then the Knights are completely unaffected by the breaking of the chain of command.

Knights can also be bought as company cards. This represents the larger houses that are left under autonomous rule, being called to serve the Imperial cause as and when the need arises.

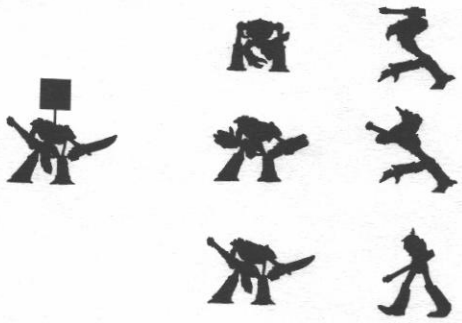
Just like other company cards you can buy up to five support cards. These may be more Knight detachments or any of the following units from the Imperial Guard support cards: Tactical Platoons, Assault Platoons, Sentinel Squadrons, Rough Rider Squadrons, Bike Squads and Thudd Gun Batteries. These are the Knights men-at-arms, Imperial players should use normal Imperial Guard models and paint them colours matching their Knights house.

Note: If you buy a complete company of Imperial Knights, although any support cards attached to it may be Imperial Guard, and the models used are Imperial guard, the troops represented are not Imperial Guard, they are the Knights men at arms, and do not have to maintain a chain of command.

IMPERIAL KNIGHT HOUSEHOLD

An Imperial Knight Household consists of one detachment of Praetorian Knights and one detachment of Centurion Knights, led by their Lord.

Lord + Praetorian Knights | Centurion Knights



POINTS VALUE 500

IMPERIAL KNIGHT HOUSEHOLD

BREAK POINT 4: The Imperial Knight Household is broken once it has lost 4 Knights. Once the household is broken each knight detachment must take an individual morale check.

MORALE VALUE 2: Knights have a morale value of 2. They must roll 2 or more on a D6 to pass their morale check.

VICTORY POINTS 5

Your opponent gains 5 VPs when this company is broken

PRAETORIAN KNIGHT DETACHMENT

A Praetorian Knight Detachment consists of any mix of 3 Praetorian Knights.

POINTS VALUE 200

PRAETORIAN KNIGHT DETACHMENT

BREAK POINT 2: The Praetorian Knight Detachment is broken once it has lost 2 Knights. Once the detachment is broken it must take a morale check.

MORALE VALUE 2: Knights have a morale value of 2. They must roll 2 or more on a D6 to pass their morale check.

VICTORY POINTS 2

Your opponent gains 2 VPs when this company is broken

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INCLUDING ELDAR KNIGHTS IN YOUR SPACE MARINE ARMIES

All of the Eldar Knight clans maintain a small number of ground troops for the defence of their realm. From their trading with the craftworlds, all the Knight clans have close links with at least one of the craftworlds. Both the clan and the craftworld have a mutual defence policy and will come to each others aid, purely in the interests of preserving as many Eldar as possible. Although an Eldar Knight clan would never come under direct command of a craftworld, the Knights are still Eldar, and they more than most Eldar understand the plight of their declining race.

Eldar Knights are available as an allied contingent for your Eldar army. The contigent may contain the following company cards: at least one company of Knights, Defender Warhosts and Wind Rider Hosts.

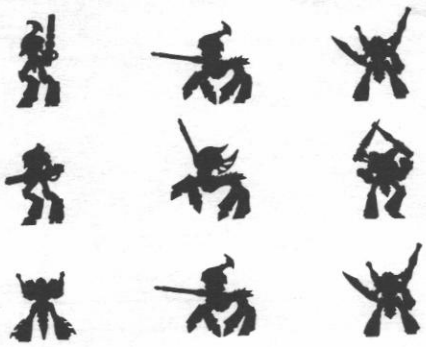
Each Eldar Knight company card allows you to buy one Special card and up to five support cards. These may be either extra detachments of Knights or support cards chosen from the following cards from the Eldar support cards: Guardian Defenders, Eldar Jet Bike Squadron, Vyper Squadron, War Walker Squadron, Eldar Anti-Grav Lascannon. Each Eldar Knight company allows you to buy the following Special cards: Warlocks, Scouts and Harlequin Troupes.

If you prefer you may actually field an entire Eldar Knight army. Although you would be quite limited in your choice of troops, it would be interesting if you played against a purely human Knight force. In this way you could recreate the battles fought during the Age of Strife, for supremacy of the Maiden Worlds

ELDAR KNIGHT HOST

An Eldar Knight Host consists of three Knight detachments. Each Knight detachment consists of a mix of any three Knights from each of the three different types of Knight.

Fire Knights | Bright Warriors | Towering Knights



POINTS VALUE 900

ELDAR KNIGHT HOST

The Eldar Knight Host is the core force of knights, representing an Eldar Exodite Clan.

BREAK POINT 5: The Eldar Knight Host is broken once it has lost 5 Knights. Once the host is broken each knight detachment must take an individual morale check.

MORALE VALUE 2: Knights have a morale value of 2. They must roll 2 or more on a D6 to pass their morale check.

VICTORY POINTS 9

Your opponent gains 9 VPs when this company is broken

FIRE KNIGHT DETACHMENT

A Fire Knight Detachment consists of any mix of 3 Fire Knights.

POINTS VALUE 250

FIRE KNIGHT DETACHMENT

BREAK POINT 2: The Fire Knight Detachment is broken once it has lost 2 Knights. Once the detachment is broken it must take a morale check.

MORALE VALUE 2: Knights have a morale value of 2. They must roll 2 or more on a D6 to pass their morale check.

VICTORY POINTS 3

Your opponent gains 3 VPs when this company is broken

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BRIGHT WARRIOR DETACHMENT

A Bright Warrior Detachment consists of any mix of 3 Bright Warriors.

POINTS VALUE 300

BRIGHT WARRIOR DETACHMENT

BREAK POINT 2: The Bright Warrior Detachment is broken once it has lost 2 Knights. Once the detachment is broken it must take a morale check.

MORALE VALUE 2: Knights have a morale value of 2. They must roll 2 or more on a D6 to pass their morale check.

VICTORY POINTS 3

Your opponent gains 3 VPs when this company is broken

TOWERING KNIGHT DETACHMENT

A Towering Knight Detachment consists of any mix of 3 Towering Knights.

POINTS VALUE 350

TOWERING KNIGHT DETACHMENT

BREAK POINT 2: The Towering Knight Detachment is broken once it has lost 2 Knights. Once the detachment is broken it must take a morale check.

MORALE VALUE 2: Knights have a morale value of 2. They must roll 2 or more on a D6 to pass their morale check.

VICTORY POINTS 4

Your opponent gains 4 VPs when this company is broken

CENTURION KNIGHT DETACHMENT

A Centurion Knight Detachment consists of any mix of 3 Centurion Knights.

POINTS VALUE 200

CENTURION KNIGHT DETACHMENT

BREAK POINT 2: The Centurion Knight Detachment is broken once it has lost 2 Knights. Once the detachment is broken it must take a morale check.

MORALE VALUE 2: Knights have a morale value of 2. They must roll 2 or more on a D6 to pass their morale check.

VICTORY POINTS 2

Your opponent gains 2 VPs when this company is broken

PRAETORIAN KNIGHT DETACHMENT

A Praetorian Knight Detachment consists of any mix of 3 Praetorian Knights.

POINTS VALUE 200

PRAETORIAN KNIGHT DETACHMENT

BREAK POINT 2: The Praetorian Knight Detachment is broken once it has lost 2 Knights. Once the detachment is broken it must take a morale check.

MORALE VALUE 2: Knights have a morale value of 2. They must roll 2 or more on a D6 to pass their morale check.

VICTORY POINTS 2

Your opponent gains 2 VPs when this company is broken

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MAN O'WAR™

BLOOD AND IRON

By Gavin Thorpe

Over the next issues of the Journal we will be publishing a series of articles expanding on the rules for different races in your Man O' War battles. This issue we deal with the mighty Dwarf steamships.

Sometimes a Dwarf fleet is accompanied by a Runesmith, whose potent abilities can aid his clansmen in battle. Before launch a Runesmith can forge special cannon and armour plates that have powerful Runes cast upon them. The mighty Ironclads and Dreadnoughts are the pride of any Dwarf fleet and are sometimes home to their original builders, an ingenious and talented Master Engineer. With his constant tinkering and ability to patch up damage that would baffle lesser technicians he is forever improving the ships ability to fight.

RUNESMITHS.

The Runesmith is the Dwarfs equivalent of an Elf Mage or a Chaos Sorceror. Using ancients signs and sigils called Runes they can imbue items with a magical power. The tunnels and chambers of Barak Varr echo to the sound of hammers on anvils, but occasionally this is drowned out by the deep and sonorous chanting of a Runesmith creating artefacts of power for a new vessel. Since the Runesmith is asked by the fleets Admiral to give his services many accompany their kindred as part of their payment. The oppurtunity to meet new races and see new sights is sometimes enough to tempt even the most old and venerable of this order.

All Dwarf ships carry Engineers on board but a few special vessels have a mighty Runesmith as part of its complement. Runesmiths can cast potent Runes onto the weapons and armour plating of a ship, making it even more powerful than its less enhanced sister ships. The Runesmith has special abilities which will enhance the performance of any fleet he is with.

As well as using magic for themselves, Dwarf Runesmiths are adept at thwarting the abilities of more magically-attuned races such as Elves and Humans. A fleet with a Runesmith will dispel incoming spells on a roll of 5 or 6 instead of 6. Runesmiths also carry many items which can bend the forces of nature to their will. The presence of a Runesmith adds +1 to your chances of summoning a Sea Monster. He is worth two battle honours. In addition, the presence of a Runesmith allows the Dwarf player to purchase abilities for his Men O' War, chosen from the Rune cards below. You may buy up to two Runes from each category per ship. Certain Runes may be bought more than once, their effect being cumulative (E. g. a Rune of Piercing bought twice would inflict a -2 save modifier). The price of each Rune is given on the appropriate Rune card. Each Rune also modifies the Battle Honours awarded to your opponent if the ship is sunk, as stated on the card. There are three types of Rune, as below. Cannon Runes and Runic Shot are known collectively as Weapon Runes.

Cannon Runes
Cannon Runes are bought for a particular turret or battery and will apply to all shots made by that location. The word 'turret' has been used on some occasions but a broadside battery has the same bonuses. Broadside cannon will have one dice roll on each side using the special Rune. There is a marker that should be placed on the appropriate location on the ships template. If the location is destroyed you may not use the Rune cannon until is has been repaired.

Runic Shot
The powers that can be used once are embossed onto cannonballs that must be loaded specially. At the start of the turn you must declare that the ship has the Runic shot loaded. When using Runic Shot ALL shots fired by the ship on that turn are using that ammunition. If you buy two sets of the same Runic Shot the effect is not cumulative, they are two separate loads.

Hull Runes.
Hull Runes are embossed upon the armour plates that cover the outside of the ships Hull. They can add protection for the ship against physical and magical attacks. Hull Runes last for the duration of the battle.

Remember that an unmodified roll of one will always fail and a natural six will always succeed, regardless of Runes, Magic. or other factors.

DWARF FLEET

Runesmith: 0- 1

The fleet may include up to one Runesmith who is on the Admirals Flagship.

Cost: 50 points for one Runesmith.

Master Engineer: 0+

You may buy a Master Engineer for each Man O' War in your fleet. He is placed with a single Man O' War and allows you to buy a maximum of two Master Engineer cards for that ship.

Cost: 25 points per Master Engineer.

Slayers: 0- 1

You may have one contingent of Slayers for your Admirals flagship.

Cost: 50 points for one contingent.

STORM THE FORT

Scanners show that the enemy is well prepared having constructed emplacements, dug trenches, and laid razorwire. Your lines of approach are covered by hidden foxholes and the enemy's rear is guarded by battle bunkers. You must lead a force and smash the enemy lines, capturing fortifications for your own use.before the enemy's position becomes unassailable.

Primary Objective

In addition to victory points gained for destroying enemy forces you receive the following bonus victory points for capturing enemy fortifications.

For each fortification which has at least one of your models in it and no enemy models: +2 victory points

Secondary Objective

In addition to points gained from completing your primary objective you receive the following points for destroying enemy defences or nullifying their effectiveness.

For each fortification which is destroyed or has no unbroken enemy troops in it (not including razorwire): +1 victory point

Special Rule

This mission is being run to a tight schedule. Roll a D6 to see how long the game lasts. **1-2:** 4 turns. **3-4:** 5 turns. **5-6:** 6 turns.

Concealed Unit 1	Concealed Unit 2	Concealed Unit 3	Concealed Unit 4
Concealed Unit 5	Concealed Unit 6	Concealed Unit 7	Concealed Unit 8
Concealed Unit 9	Concealed Unit 10	Concealed Unit 11	Concealed Unit 12
Concealed Unit 12a	Concealed Unit 14	Concealed Unit 15	Concealed Unit 16
Concealed Unit 17	Concealed Unit 18	Concealed Unit 19	Concealed Unit 20
Concealed Bunker 1	Concealed Bunker 2	Concealed Bunker 3	Concealed Bunker 4

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SPACE MARINE

INNER FORCE

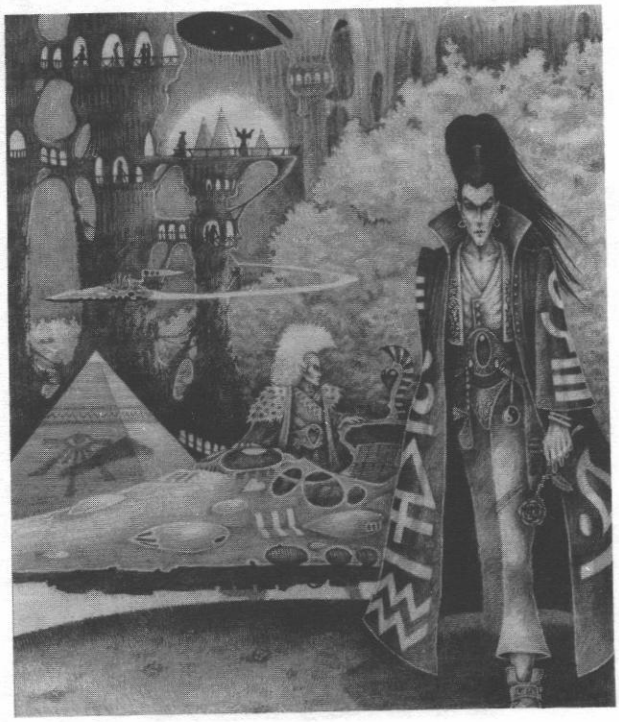
By Gavin Thorpe

An awesome power, or a temptation of the soul? An expanded psychic system for Space Marine.

The Galaxy of the 41st millennium is a place full of many strange wonders and horrors. Orks, Eldar and Humans live side by side, though with constant conflict between them. The unimaginable threat of the Tyranid Hive Fleet slowly encroaches upon the Ultima Segmentum, and abhuman Beastmen and Ogryns fight together in the ranks of the Imperial Guard.

Most alien of all is the Warp. The Chaos Realm, where the souls of men live in flickering light and daemons can stalk and hunt without bonds. Warpspace is where the raw power of the Astronomicon tears through realities to guide the Emperor's loyal servants to their destination and preaches guidance through the medium of the Imperial Tarot. It is here that the foul Chaos gods plot the course of men, planets and stars. They dabble ever in some inter-cosmic game that will see their unfathomable dreams and plans come to fruition.

There are some in the material universe who can open their minds to the forces within the Warp and can channel the power they receive to alter the reality we dwell in. Some can use their talents to produce items of exquisite beauty, such as the Eldar Bonesingers who create the Wraithbone cores of their Craftworlds, vehicles and weapons. There are others, such as the Navigator sub-species, who can use their ability to steer huge space craft through the endless ripples and waves that the Warp consists of. Most of the time the powers imbued to a psyker are used for battle. Magi of Chaos are granted an infinitesimal part of their masters power so that they may pour Wytchfire into the veins of their enemies. The Inquisitors of the Imperium use psionic power to crush daemonic intrusions into our worlds. The Eldar Seers use Wraithbone Runes to help them seal the fate of a foe, or to guide their weapons with greater skill. Even Ork Weirdboyz can channel the psychic energy produced by their warlike associates, sending out bolts of pure force and flattening waves of Orkiness.



The present rules for using psychic powers in Epic battles is fast and simple, like the rest of the game. The few models that can utilise psychic energy may use one of their powers per turn in the combat segments. There are activation rolls etc. but it is taken as granted that the small cabal of Warlocks or Librarians can summon enough power to perform the deed, and are proficient enough to execute the ability in the correct manner. This article, and those over the next issues, give a more detailed system for using the powers of the Warp in your Epic battles, and should slip in comfortably with the existing rules. They don't take up much more of your time and there are even a few new troop types so that the system can be used to the full.

GAME RULES

The secret behind using psionics is the ability to summon enough power to alter the world in the manner you require. This is easily represented in the form of the new Warp deck in the Warhammer 40,000 supplement Dark Millennium. The deck is divided into three types of card; force, nullify and Special cards. First of all I'll deal with the distribution of cards and how you build up force.

The new psychic system is very simple and streamlined. Most of the powers have stayed the same in effect, one or two have been added and the points of some psychic troops have been changed. the largest difference is in the use of the cards. With the existing rules many powers will succeed or fail on a roll of the dice. For example, the Warlock power Mind Blast needs a roll of 4+ to affect it's target. Under the new system all powers have an 'activation' roll. Each player receives a number of Warp cards that can be used to augment their rolls, or to deduct from the attempts of the enemy.

There is a change to the normal turn sequence. In between the Movement phase and Combat phase there is now a special Psychic phase. At the start of the phase the players determine how much power is available to their psykers. They then take it in turns to try and use powers, while employing nullify cards to thwart their opponents powers.

SEQUENCE OF PLAY	
1:	Orders Phase
2:	Movement Phase
3: NEW	**Psychic Phase**
4:	Combat Phase
5:	End Phase

The Psychic phase is further divided into a number of segments, as follows;

Psychic phase.
Force segment.
The players detemine the nature and power of the force available from the Warp.

Powers segment.
The players take it in turn to use their psyker's powers.

The Force segment.
The power of the warp fluctuates in an almost random fashion, changing from being strong and aggresive to being weak and passive in an instant. To represent this the number of cards dealt from the Warp deck is decided by the roll of 2D6 (each player rolls 1D6 each). The result is the number of cards that are dealt out between the players, starting with the side that has the initiative (so that the player with initiative will end up with one card more if there is an odd number dealt out). The cards are dealt out between the players even if one side has no psykers, as there are certain cards that can be used by an army with no psyker. You may like to increase the number of dice rolled if you are using a large number of psykers, though I recommend you don't ever roll more than 4D6.

POWERS SEGMENT.

Constant powers.
Some powers may continue to affect a battle in turns after they were initially used, such as the Eldar Warlock Titan power *Doom*. The effects of these powers are worked out at the start of the Powers segment, before the players try to use powers this turn. Having a power still in play does not affect a stand's ability to cast that, or another power at a later stage of the batlle. Each player, taking it in turn from the side who has the initiative, chooses one of ther powers still in play and resolves any movement of a template or other effects it may have. Instead of resolving a power a player may use his turn to attempt to nullify a power in play (this is described more fully in the Nullify cards section). Once both players have resolved any powers and attempted any nullifies this segment ends and play proceeds to the Powers segment.

Utilising Powers.

The player who has the initiative decides which psyker he will use, and what power. He declares this to his opponent, along with the target of the power, if there is one. The player using the power declares how many force cards he is putting into the power, and his opponent then declares how many of his force cards he will use to prevent the power succeeding. For each force card the casting player uses he may add one to his 'activation' roll, for every force card used by the opponent the roll is reduced by one. The total needed to cast is then calculated and the cards are placed on a discard pile. To use a power you must expend at least one force card.

If a psyker tries to use his powers against a target which is protected by an energy defence such as void shields, there is a chance that the power is scattered by the fluctuating energies of the field. After both players have revealed their power and cards you should roll for the shields. Roll 1D6, on a roll of 4+ the power is negated by the shield, all power cards used are wasted. It is important that the player who is trying to negate the power declares how many force cards he is using before rolling for shields and psychic saves.

The player attempting to use the power must then roll equal to or above the casting number on a D6, adding or deducting the amount shown by the use of the Warp cards. If he is successful the power takes effect as described. If he fails then the cards used are wasted, as the opposing psykers have managed to cut off the power before the results were fully formed. Play alternates between the players, each taking it in turn to use one of their psykers, until both cannot use any more powers. The turn then proceeds to the First Fire segment. Psychic powers follow all of the normal rules regarding Line Of Sight. Some powers actually send a physical blast or bolt towards the enemy, and these may be modified by cover, as noted in the description of the power.
It is possible for a single psyker to use several powers in the same turn, if you are dealt sufficient force cards. Remember that you must play at least one force card to use a power. A psyker cannot use the same power more than once in each turn.

Note: Rolls above six can be achieved using the method described on page 22 of the Space Marine rulebook.

Nullify cards.
Nullify cards can be used to stop your opponent from successfully using a psychic power. When it is determined that a psychic power has been successfully cast you may play a nullify card for one of your psykers to attempt to stop the power. When you try to nullify a power roll 1D6. On a result of 4+ the power is successfully nullified and has no effect, on any other result it will work as normal.

You may attempt to nullify a power as many times as you wish, up to the number of nullify cards you have in your hand. However, each psyker may only attempt to nullify a single power once. This does not affect a psyker's ability to nullify another power cast later in the same turn.

Players may also use nullify cards in the Constant powers segment. Each card can be played against a power that is still in play and the results are worked out as normal, with a roll 0f 4+ nullifying the power. Nullifying persistent effects may only be performed in the Constant powers segment and does not affect a psyker's ability to use nullify cards later in the same turn.

Force Weapons
Some of the Psykers are equipped with weapons which can use psychic power in combat, such as the Eldar Witchblade. Stands that have this ability are detailed in the troop description and on the appropriate army cards. Stands which may use force cards in close combat decide how many they wish to store at the end of the Psychic phase, after both players have finished using their psyker's powers. The player places the force cards on the army card to show who has the power. More than one psyker in an army may store power if they have this ability.

The power may also be stored from turn to turn, allowing a patient player to build up quite a potent close combat ability. When a stand with stored power is involved in close combat the player may choose to use some, or all, of the power available, declaring how much will be used before any dice are rolled. Each force card expended in this manner adds +1 to the stands CAF for that turn only. If a psyker unleashes force during a close combat, the attack is counted as being psychic, preventing Greater daemons from saving themselves with Chaos cards.

Force and nullify cards that are used are discarded immediately and are gone, whether used in close combat or for utilising a power or special card. If the Warp deck is exhausted, re-shuffle the cards into a new deck and continue as normal. Cards stored in force weapons are only usable in close combat and cannot be used to cast powers at a later stage.

Psychic saves
Some models are allowed a psychic save, such as Imperial Inquisitors. These work exactly as before, roll the save after you have worked out if the power was successfully used. If it is an area effect power other models under the template or within range will still be affected as usual. Remember that Greater Daemons cannot use Chaos cards to save themselves from banishment if they are destroyed by a psychic attack.

SPECIAL CARDS

There are six Special cards in the Warp deck which need to be detailed separately. You may play a Special card instead of using a power, or you may play it at a certain time to counter your opponent. When you may play the card is in the following descriptions. The descriptions replace those on the card.

Psychic Duel
This may be used instead of a Power. Nominate the target, which must also be a stand capable of psychic powers, and nominate which friendly psyker stand is initiating the duel. To find out who wins the duel each player rolls a D6. Before they roll the dice the players may secretly choose to mprove their chances by adding force cads to their roll. Each force card expended in this way adds +1 to their roll. Once both players have decided how much force they are going to use they roll a D6 each. The psyker who scores lowest, after any additions, receives a Psyked Out marker, place this next to the model. Whenever this stand wishes to use a psychic power roll a dice, a roll of 1-3 means that the psykers are unable to channel any power and may not use any Warp cards this turn. If the player rolls a 4 or more the attempt is successful, proceed as normal. You may only make one attempt per Psychic phase, though if you pass there is no need to roll if you attempt to use a second or third power that turn. If there is an power that continues to effect the battle belonging to the psyker currently on the table, it will be automatically nullified if the controlling psyker is beaten in a *Psychic Duel*. The *Psychic Duel* card is discarded after use. Note that a Psyked Out model may not use nullify cards.

Destroy Power
You may play this card when an opposing psyker attempts to use a power on one of your psykers or a model within 15cm of one of your psykers. The power is automatically nullified. In addition, each player secretly rolls a D6 and adds as many force cards as he wishes to the roll, each force card allows him to add +1 to the roll. The players then compare their totals. If the player who played this card has a lower result then there is no effect. However, if this player wins the roll then the opposing psyker is in trouble. The power he was attempting to employ has been taken from him, note this down on a scrap of paper or place a marker on the army card. The stand may not try to use this power for the rest of the battle. *Destroy power* may be retained in your hand, as marked on the card. This means that the player may keep the card from turn to turn, until it is used. Discard *Destroy Power* after use.

Reflection
Reflection is used when an opposing psyker successfully uses a power against a friendly psyker or other stand within 15cm of one of your psykers. The power automatically rebounds 2D6x5cm back at the casting psyker. This follows a straight line and will hit the first model along it's path, with all the normal effects. Powers with a template can be affected by *Reflection* if part of the template is within 15cm of a psyker. Constant powers will still remain in play and have all of their usual effects, but from the new position. A persistent effect cannot be reflected unless the power was used this turn. *Reflection* is discarded after use, but may be kept in your hand from turn to turn if it is not used.

Ultimate Force
This card is played instead of force cards when you are using a power. This card counts as 3 force cards for and,when this card is played, the opposing player may not use any of his force cards to reduce the casting number. A player may not use *Ultimate Force* in conjunction with normal force cards (he cannot use *Ultimate Force* and two force cards to gain a +5 bonus, for example). In addition, your opponent may not use nullify cards to nullify a power on the turn it was cast. Powers which have a persistent effect can be Nullified normally in future turns (see Persistent Effects section). If *Ultimate Force* is stored in a force weapon it adds D6 to the stands CAF for the turn it is unleashed. Ultimate Force cannot be used in close combat in conjuction with other stored force cards. *Ultimate Force* is discarded after use.

Daemonic Attack
You may play this card when an opponent has declared he is using an ability and has decided how many force cards he is going to use. The affected player must then roll a D6 and compares the result with the chart on the card. There are no modifers to this roll, disregard the modifers on the card. Destroyed stands count for Victory Points as usual. A Warlock Titan that is affected by *Daemonic Attack* must roll on the Head damage chart, with a +1 modifier to the roll. *Daemonic Attack* is discarded after use.

Energy Drain
The *Energy Drain* card may be played at any time, instead of using a power. When this card is played the Psychic phase ends immediately and all powers with a persistent effect are immediately nullified and removed from the table. All cards stored in force weapons are safe, but other cards that are retained in the players hand, such as *Destroy Power*, are also lost.
With the exception of *Daemonic Attack* and *Energy drain*, Special cards may only be used by an army with at least one psyker in play.

Example: It is a game between an Eldar army and a Imperium army. The Eldar have the initiative. At the start of the Psychic phase in the first turn both players roll a D6 each, giving a total of 9 for the number of Warp cards dealt out (5 to the Elar, 4 to the Space Marines). There are no powers in play yet so the players go straight to using their psykers.

The Eldar player declares his warlock Titan is going to *Doom* an opposing Warlord Titan. *Doom* requires a 5+ to succeed and the Eldar player puts 1 force card into the attempt (the minimum number of cards needed for a power). Not wishing his Titan to be affected by *Doom* the Imperial player also puts one force card into thwarting the attempt. The Eldar player rolls a 5 which is enough for *Doom* to work. Next the Space Marine player declares he is going to use a nullify card on behalf of his Librarian. He rolls a 3 which is not enough to nullify the power. Finally the Imperial player rolls to see if the Warlord Titan's void shields disperse the psychic energy. He rolls a 2, which is not enough. Against the odds the Titan is affected by *Doom*.

The Space Marine player declares he is going to *Mind Blast* (3+ to work) an Eldar Tank and puts 3 force cards into the power, making it an automatic success if the Éldar player doesn't use some of his force to stop him. The Eldar player plays 2 force cards, so the Imperial needs to roll 2+, which he does. He then proceeds to use the *Mind Blast*. Both players decide that they do not wish to use any more powers this turn. The Librarian stores 2 force cards in his force weapon.

In the next turn a 4 is rolled for the number of warp cards dealt out, and the Imperial player has the initiative. At the start of the Powers segment he rolls to see if the Warlord's void shields disperse the *Doom*. He rolls a 4 which means the Warlord Titan is now unaffected. There are no other powers in play so the players move on.

The Librarian attempts to use *Purge Psyker* on the Eldar Avatar. He uses 2 force cards and the Eldar player plays the *Destroy Power* Special card (as the Avatar is within 10cm of one of his Warlocks). The *Purge Psyker* is automatically nullified and the players roll to see if the Librarian loses the power permanently (which he does). The Eldar player uses his last force card to attempt to *Psychic Lock* the Warlord Titan. He rolls a 6 which means the power is usccessfully used, but a roll of 5 indicates that the void shields of the Warlord Titan stop it from being affected. With that last attempt both players have run out of cards and so the Psychic phase has ended.

The following descriptions replace those in Renegades and Armies of the Imperium. Next issue we hope to bring you rules for Chaos Magi, Imperial Adeptus Psykers and Space Wolves Rune Priests.

WARLOCK.

Warlocks are the main psykers in an Eldar force, being able to assume the personality of a warrior. Like Aspect Warriors, Warlocks become completely overcome by the war-like side of their nature when they don their armour.

Hurling maelstroms of psychic energy against their foes, they stride into battle. Their psychic powers allow them to see partially into the future, giving them the opportunity to foresee the enemy's actions and warn nearby Eldar.

A Warlock is a command unit, and so never needs to be given orders. Due to their psychic foresight Warlocks can help nearby Eldar outwit their foes. To represent this, any stand that starts the turn within 10cm of a Warlock need not be given orders straight away. Once all orders have been revealed you must place orders for them as usual.

Warlocks carry Singing Spears, Witchblades and other force weapons. This allows them to hold force cards and use them in close combat as detailed in the rules. In addition, a Warlock may use the following powers per turn, without affecting the stand's ability to move or fire.

Mind Blast. The Warlock projects a mind-shredding blast of psychic energy. Choose a target within 25cm. This power will work on a roll of 3+. If the target is successfully hit it is destroyed with no saving throw. Titans affected by this power will take damage rolled on the Head location chart.

Psychic Lock. The Warlock unleashes a bolt of psychic energy which wraps itself around the target and renders it immobile. This power will work on a roll of 4+. The target must be within LOS and 75cm range, and will be unable to move or fire while it is affected. Psychic Lock continues to immobolise the target until it is nullified or stopped, and any nullify attempts should be made at the start of the Powers segment before any other powers are used. While affected by a Psychic Lock models are exempt from the normal formation rule and Titans may repair damage and regenerate void shields as normal. When a model that is affected by Psychic Lock is engaged in close combat it cannot defend itself very well and so you do not roll any dice, just use its basic CAF as its close combat score.

Eldritch Storm. The Warlock summons a huge tempest of psychic energy, which gathers and swirls above his head. The maelstrom is then sent hurtling across the battle to smash into enemy formations, scattering them like leaves in the wind. The Eldritch Storm has a range of 50cm and will work on a 5+. Position a barrage template over the target area and work out which models are affected. Any model under the template will be flung to the edge, determine the direction by rolling the scatter dice for each model. Models scattered by the Eldritch Storm may do nothing for the remainder of the turn. The Eldritch storm template stays in place and will not be removed until it is nullifed. It will block LOS and any model entering the storm will be flung to the edge as described above, although indirect barrages may be fired over the template as normal.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
WARLOCKS	10cm	None	+2	Shuriken Pistols	25cm	1	5+	0	Command unit Psyker

WARLOCK TITAN.

This is a slightly different format to the other psykers, as it would be a horrible waste of space to publish the Hit location templates and Titan weapon rules all over again, so here we just cover the Warlock Titan's psychic powers.

The Warlock Titan does not need to be given orders until all other orders have been revealed, making it very good at countering your opponent's plans. The Warlock Titan still gains it's bonus to hit when using a Psychic Lance (see Renegades, page 22). A Warlock Titan is surrounded by an aura of psychic energy, so any close combat attacks that it makes count as being psychic attacks for the purposes of Greater Daemons saving themselves with Chaos cards (or not saving themselves, in this case).

Doom. The Warlock Titan assembles the threads of fate that spell destruction for the target. Binding them together the psychic power emanating from the Warlock stones ensure that the target's fate is sealed. This power works on a 5+ and has the following effects. A target of Doom will be hit by any ranged attacks on a 3+, irrespective of the weapon's normal to hit roll or any other modifiers. In close combat it's score is halved. A model affected by Doom will continue to suffer the effects until the Doom is nullified.

Witch Sight. The Spirit stones gather their power and cast their essence along the strands of time, to see what dangers will threaten them. With this foresight the Titan can take evasive action and avoid the shots and blows of enemy models. Witchsight will work on a roll of 4+. For the rest of the turn any enemies shooting at the Titan suffer a further -1 to hit modifier on their roll. In addition, Titans, troop stands and vehicles that are fighting the Warlock Titan in close combat roll one less dice than normal. If the Warlock Titan cannot take avoiding action (if it's legs are damaged, for example) then it will not gain any benefit from this power.

Mind Shout. The Warlock Titan unleashes a terrifying psychic roar that reverberates through the minds of nearby friends and foes. This power will take effect on a roll of 4+. All enemy models within 25cm must pass an immediate Morale check or go onto fall back orders. Such is the potency of this power that models that are usually immune to morale checks (such as Chaos troops with LOS to their patron daemon) will still have to check. A roll of 1 will always fail in this case, so even models with a Morale value of 1 may fail the test. Friendly troops on fall back orders within 25cm may make an immediate rally test and will count as being on advance orders during the following combat phases.

SPACE MARINE LIBRARIAN.

In battle, a Librarian uses his psychic prowess to hurl righteous fire at the enemy, or to embolden the spirits of nearby friendly forces. They are also one of the most valuable troops to have when combating the forces of Chaos, as they have certain abilities that are particularly effective against daemons, which are intrinsically vulnerable to psychic attacks.

A Librarian is a command unit and follows all of the rules given in the Space Marine rulebook. A Librarian is armed with a Force axe and may store force cards in the weapon. These can be used in later close assaults as described in the rules. A Librarian may use the following powers:

Purge Psyker. The Librarian can use this power to destroy an enemy psyker within 50cm. Purge Psyker can be used to attack any stand or model capable of psychic powers. It will not affect troops such as Wraithguard, Chaos Androids and Eldar Dreadnoughts. Basically, Purge Psyker will affect anything invulnerable to Destroy Daemon, and vice versa. The power will work on a roll of 5+ on a D6. Choose a viable target within 50cm and roll 2D6 to represent the strength of the Librarian's psychic power. The enemy psyker rolls 1D6. If the Librarian's score is higher then the enemy stand is destroyed, remove it from play and award Victory Points. If the enemy's score is higher then there is no effect unless it is twice that of the Librarian's, in which case the Librarian is destroyed and VP's are awarded as normal. If the scores are equal both players roll again.

Mind Blast. The Librarian projects a blast of psychic energy which shreds the minds of living creatures. This power works successfully on a roll of 3+. Choose a target within 25cm, this model is successfully hit, with no saving throw. Targets with shields gain the usual benefits, and hits on Titans will be worked out by rolling on the Head damage chart.

A Mind Blast has no effect on Robots as they obviously have no mind, nor on daemons or daemon-like troops which are not flesh and blood living creatures. A list of the latter is given in the Destroy Daemon attack (below).

Destroy Daemon. The Librarian unleashes a potent bolt of energy which focuses onto the nearest daemon. The bolt has a maximum range of 25cm and will target the nearest visible daemon stand or greater daemon. It will work on a roll of 4+. Destroy Daemon works against Eldar Avatars, as well as Wraithguard and Eldar Dreadnoughts, both of which contain the spirit of dead Eldar. It is also effective against all Chaos daemons, as well as the captive daemons inside Chaos Androids. The Librarian player rolls 2D6 to represent his psychic power. The target piece rolls 1D6 if it is a daemon stand or Chaos Android, 2D6 for Wraithguard and Eldar Dreadnoughts and 3d6 for Greater Daemons and Avatars. If the Librarian's score is higher the daemon is destroyed, all the usual rules apply. If the daemon scores higher there is no effect, unless the daemon's score is twice that of the Librarian. If this is the case the Librarian is destroyed. If the scores are equal both players roll again.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
LIBRARIAN	10cm	None	+4	Bolt Pistols	25cm	1	5+	0	Command unit Psyker

SPECIAL CARD

WARLOCK

The Warlock stand is accompanied by a Falcon Grav-tank.

POINTS VALUE 150

WARLOCK

The Warlock is a command unit and therefore needs no orders and never checks morale. The Warlocks may use their powers in the psychic phase without affecting it's ability to shoot or fight in close assaults.

BREAK POINT: The Warlock cannot be broken, and VP's are awarded only when the Warlock stand is destroyed. The Falcon Grav-Tank is removed from play if the Warlock is destroyed

MIND BLAST: Choose a target within 25cm. This power will work on a roll of 3+. If the target is successfully hit it is destroyed with no saving throw.

PSYCHIC LOCK: This power will work on a roll of 4+. The target must be within LOS and 75cm range, and will be unable to move or fire while it is affected.

ELDRITCH STORM: The Eldritch Storm has a range of 50cm and will work on a 5+. Position a barrage template, any model under the template scatters to edge and does nothing for remainder of turn.

WITCHBLADE: The Warlock has a Witchblade or Singing Spear and may store unused force cards for use in close combat.

VICTORY POINTS 2

Your opponent gains 2 VPs when the Warlock is destroyed

SPECIAL CARD

WARLOCK TITAN

POINTS VALUE 750

WARLOCK TITAN

The Warlock Titan does not need to be given orders until all other orders are revealed. The Warlock Titan may use one of the following powers in the Psychic phase without affecting its ability to fire or fight in close combat.

DOOM: This power works on a 5+. A target of Doom will be hit by any ranged attacks on a 3+. In close combat it's score is halved.

WITCH SIGHT: Witch Sight will work on a roll of 4+. For the rest of the turn any enemies shooting at the Titan suffer a further -1 to hit modifier on their roll. Close combat opponents roll one less dice.

MIND SHOUT: This power will take effect on a roll of 4+. All enemy models within 25cm must pass an immediate Morale check or go onto fall back orders. Friendly troops on fall back orders within 25cm may make an immediate rally test.

VICTORY POINTS 8

Your opponent gains 8 VPs when the Warlock Titan is destroyed

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SPECIAL CARD

SPACE MARINE LIBRARIAN

The Librarian stand is accompanied by a Rhino Transport.

POINTS VALUE 100

SPACE MARINE LIBRARIAN

The Space Marine Librarian is a command unit and therefore needs no orders and never checks morale. The Librarian may use a single power in the psychic phase without affecting it's ability to shoot or fight in close assaults.

BREAK POINT: The Librarian cannot be broken, and VP's are awarded only when the Librarian stand is destroyed. The Rhino is removed from play if the Librarian is destroyed.

MIND BLAST: Range 25cm. Shreds the mind of target on casting roll of 3+.

PURGE PSYKER: Range 50cm. Affects another psyker. Roll 2D6 Vs. 1D6. Kills enemy if it loses, kills Librarian if enemy's total double or more. Works on roll of 5+.

DESTROY DAEMON: Range 25cm. Affects troops shown below. Roll 2D6 Vs 1D6 (daemon stands and Chaos Androids), 2D6 (Wraithguard and Eldar Dreadnoughts) and 3D6 (Avatars and Greater Daemons). Results as for Purge Psyker. Works on roll of 4+.

FORCE AXE: The Librarian has a Force weapon and may stored unused force cards for use in close assaults.

VICTORY POINTS 1

Your opponent gains 1 VP when the Librarian is destroyed

PSYKED-OUT	PSYKED-OUT	DOOMED	DOOMED
DOOMED	ELDRITCH STORM	ELDRITCH STORM	ELDRITCH STORM
WITCH SIGHT	WITCH SIGHT	PSYCHIC LOCK	PSYCHIC LOCK
WITCH SIGHT	WITCH SIGHT	PSYCHIC LOCK	PSYCHIC LOCK

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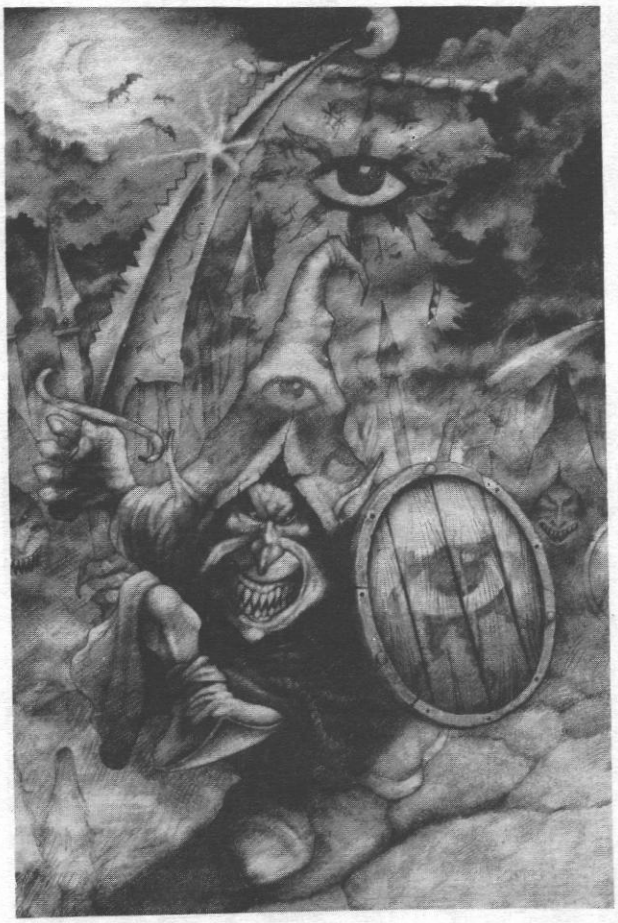
MARK 92

JOURNAL

READERS INQUISITION



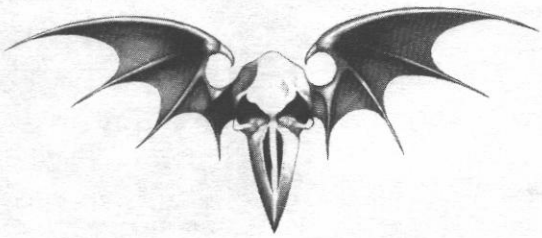
So here we are, already three issues into the Citadel Journal and still going strong. Issue 1 sold out at startling speed and issue 2 is rapidly heading that way too. Over the last two issues we've tried to include as wide a variety of interesting articles and have hopefully succeeded in provoking a few ideas in all you battle hardened gamers out there. However, it has occurred to us that although the articles may be interesting and thought provoking, are they mouth wateringly good enough to get you feverishly clawing for your favourite game or diverse enough to get you phoning up your opponents demanding a battle? Here's where we find out. This questionnaire is designed with the idea of reader input in mind, after all it's your magazine and we wouldn't want to do it without you. What we are looking to do is find out exactly what you, the dedicated gamer wants to see in the Journal, whether it be rules articles or battle reports, modelling guides or photos, we need to know. All you need to do is simply photocopy the form and fill it in, making any notes you want to include in the appropriate space. Place it in an envelope with a stamp and marked with a huge black (or blue, or green or red or pink or mauve or orange or sulphur desert yellow...) marker:

READERS INQUISITION

to the address below and send it on its merry way, what could be simpler?

The Journal Bunker
Games Workshop Design Studio
16 Castle Boulevard
Nottingham
NG7 1FL

Another reason for this questionnaire (kind of a secondary objective) is to find out what sort of response the Journal has provoked to date and how many people are reading it. This doesn't just mean the person who owns the copy of the Journal but also anyone who reads it or even steals it from the owner (you know who you are), we need everyone's opinion. So if someone else reads your copy of the Journal give them a photocopy of the questionnaire and tell them to get it sent in to us with all haste.



Don't feel you have to try and fit all your comments, army and games information on one form. If you happen to have an army or suggestion that really is something special, please feel free to continue on another form or a separate piece of paper. All that we ask is that you scribble page numbers on them to make it easy for us, and write neatly and clearly.

Oh well, there you have it, your task has been set, now its all up to you. Remember, the Journal needs you, don't let us down.

Of course if you have entered a White Dwarf Mega-prize-tastic all-singing, all-dancing prize winners poll you might be thinking to yourself 'What do I get for my 19p stamp, and my time?'. Well, you get a better Journal, more articles suited to your requirements, and a greenish-purple sent through the post (actually, the greenish-purple is just a pigment of my imagination).

FORTIFICATION DAMAGE TABLES

STRUCTURE

D6	Damage
1-4	The fortification rocks violently. Any of the models inside the fortification or on the roof are knocked to the ground or are trying to prevent the bunker from collapsing and may do nothing in their next turn. Add +1 to all future damage rolls against this bunker.
5	The ground erupts everywhere and the fortification collapses. All the occupants are either killed or buried alive. Remove the bunker and replace it with a rubble.
6	The fortification is totally destroyed taken nearby fortification with it. Any fortification which are joined to this fortification must make a roll on their structure table with a -1 modifier. A result of a 0 indicates that it has no effect.

FIRING PORT

D6	Damage
1	The gunner is hit, the model must make its basic saving throw to survive. If there is no gunner then count this as a Vision Slit hit instead.
2-3	The weapon mounted in the firing port is badly damaged and may only be fired if you first roll a 4 or more on a D6.
4-6	The firing port and the gunner are destroyed. The firing port is blockerd and useless.

VISION SLIT

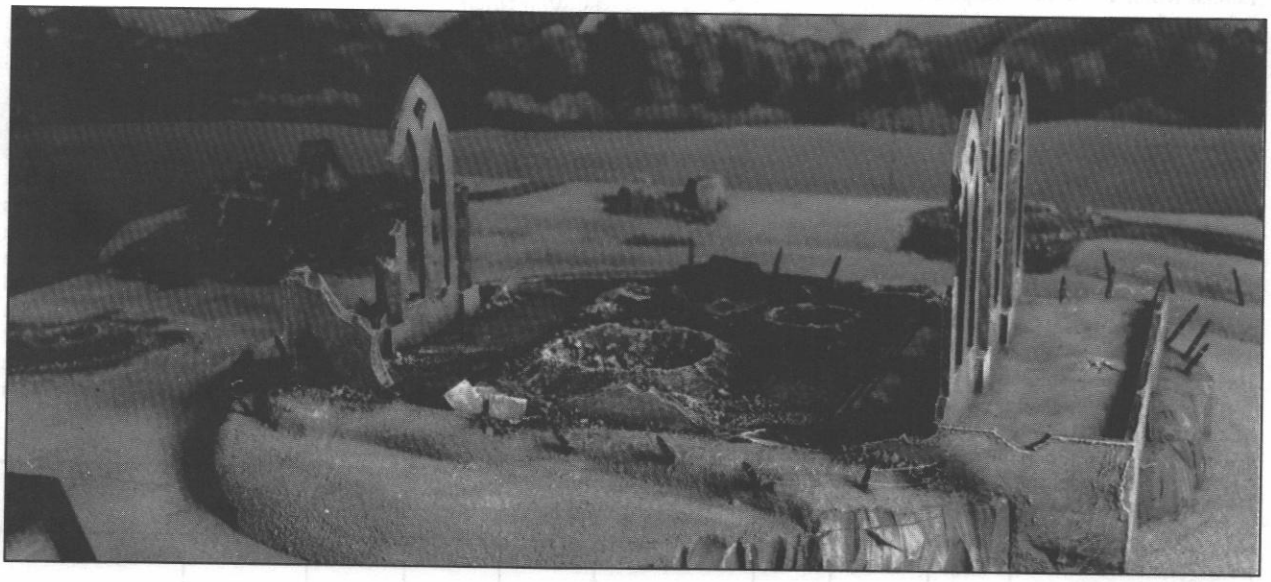
The attack goes through the vision slit hitting one of the models inside the fortification. The attack hits one randomly determined model in the fortification causing damage using the normal Warhammer 40,000 rules.

TURRET

D6	Damage
1	The weapon mounted in the firing port is badly damaged and may only be fired if you first roll a 4 or more on a D6..
2	The Turret is jammed and may no longer rotate. The weapon may only fire is a straight line at targets directly in front of it.
3	The turret gunner is hit and must make its basic saving throw to survive. Unless his position is taken over the weapon may no longer be fired.
4-5	The ammunition stored in the turret explodes. The turret is blown off, flying 2D6" in a random direction before it crashes to the ground. Anything under the spot where it lands takes D6 strength 9 hits with a -6 save modifier.
6	The turret is destroyed as above and takes a part of the fortification with it. Make a roll on the fortification's Structure Damage table to see what effect this additional damage has.

DOOR

D6	Damage
1	The door is badly buckled and jammed shut. No model may enter or leave the building until the door is blown of its hinges.
2-5	The door is blown off, leaving a large door shaped hole Any future hitson this particular door will pass into the fortification with the same effect as a Vision Slit hit.
6	The door is totally obliterated and part of the fortification has gone with it! Make a roll on the fortification's Structure Damage table to see what effect this additional damage has.



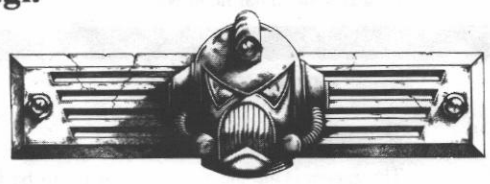
SPACE MARINE®

The Power Within

By Gavin Thorpe

This article introduces some new troop types for Space Marine players. Included are Imperial Adeptus Primary Psykers, Space Wolf Rune Priests and Chaos Magi.

The new troop types in this article are all psykers, and follow the rules given in the expanded psychic system, presented in issue 3 of the Citadel Journal. If you have any ideas for other types of troops, either using the expanded system or the ordinary rules, don't hesitate to send them in to us at the normal address.



SPACE WOLF RUNE PRIESTS

While most Space Marine Chapters have psykers known as Librarians, the Space Wolf Chapter is more unorthodox. It's psykers are named Rune Priests and their abilities and outlook are much different to those of other Chapters. The Space Wolves are renowned for their ferocity and skill in close fighting, and the Rune Priests are no exception. They are found in the thick of the fighting, slaying many foes with their weapons, as well as with their minds.

As with other Librarians, it is the Rune Priests who are the keepers of the Chapter history. However, the Space Wolves have few written records and the tales of their battles is sustained by the spoken Sagas. Before embarking on a Great Hunt, the Rune Priests tell the Sagas of such men as Ranalf, Durfast, Berek Thunderfist and Jaeger Silverclaw, not to mention the tales that are centred on their great Primarch, Leman Russ. These tales inspire the Marines to the greatest heights of courage and heroism, and it is for this reason that the stories are painstakingly handed down from Rune Priest to Rune Priest.

A Rune Priest may only be included as a Special Card for Space Wolf companies. Space Wolves cannot choose an ordinary Librarian. A Rune Priest stand is a command unit and follows all of the rules given in the Space Marine rulebook.

A Rune Priest has a Rune Staff, which allows him to store unused force cards, to be used later in close combat. A Rune Priest may use the following psyhic powers each turn:

Courage of Russ: The Rune Priest instils vivid images of Leman Russ in the minds of nearby Space Wolves, goading them into acts of extreme valour. The power works on a roll of 5+ and has the following effects on all Space Wolf models within 15cm. Affected models are immune to all Morale checks, they will automatically pass with no need to roll. The Space Wolves may re-roll their dice for close assaults, the second roll is final. The Courage of Russ lasts until the start of the next orders phase.

Wolf Howl: The Rune Priest utters a loud and haunting howl which strikes terror into the hearts of his enemies. As the howl intensifies the enemy are overcome with pictures of wolves tearing at their flesh, and past scenes of Space Wolf triumphs. This power works on a roll of 6+. All enemy models within 15cm must make an immediate Morale check. Roll separately for each model, with those failing being removed as crew abandon vehicles and others running to hide. Affected units count as destroyed and VP's should be awarded as usual. A detachment which is broken by Wolf Howl will have a -1 modifier to the resulting Morale check. Models which do not usually check morale, such as command units, are unaffected by Wolf Howl.

Fangs of Fenris: Shadowy shapes appear around the Rune Priest, and can be vaguely discerned as the great wolves of Fenris, the Space Wolf home planet. These huge beasts charge the enemy and rip them to pieces. Fangs of Fenris works on a roll of 5+. The Rune Priest selects a target within 25cm, this model is attacked by the shadow-wolves. Fight a close combat immediately, the wolves have a CAF of +5. If the wolves destroy their target then the Rune Priest selects another within 5cm of the last target. Fight another close combat against the new target. Second and subsequent targets gain the additional D6 for being secondary attackers. This will continue until a close combat is drawn or lost by the shadow-wolves, who will then dissipate into the realm from which they were summoned. The Wolves are not substantial beings and cannot be shot at by troops on first fire orders.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Rune Priest	10cm	None	+5	Bolt Pistols	25cm	1	5+	0	Command unit

ADEPTUS PSYKER

Adeptus psykers are remarkable individuals. They have passed all the tests posed by the Inquisition and have an innate ability to protect themselves from the predatory denizens of the Warp. Unlike Astropaths, Adeptus psykers are strong enough to resist Chaos without undergoing the blinding ritual of the Soul-Binding. They are usually attached to the Imperial Guard and are often seen stalking the battlefield, sealing the fate of foes or using mystical energy to blast their enemies.

Adeptus psykers are not quite as powerful as the Librarians of the Space Marines or the Warlocks of the Eldar, but there are many more of these in Imperial service and so it is a rare Imperial Guard campaign that cannot draw on the services of a few of these eccentric Imperial servants.

An Adeptus psyker stand can be represented by a collection of spare infantry models. Adeptuspsykers often have a small bodyguard of Beastmen and Ogryns. A typical stand could consist of a Commissar (the psyker himself), an Ogryn, a Beastman or standard bearer and two troopers. The presence of an Adeptus psyker bolsters the confidence of nearby troops, while his telepathic abilities allow him to communicate orders to the soldiers around him. An Adeptus psyker stand is a command unit and follows the rules given for Commissars in the Armies of the Imperium supplement. An Adeptus Psyker may use the following powers each turn.

Embolden: The psyker unleashes a wave of power that fills nearby units with courage beyond normal expectations. This power works on a 4+ and has the following effects. Each Imperial unit within 15cm of the psyker (including the psyker stand) is immune to Morale checks and may add +1 to its CAF. The power lasts until the start of the next orders phase.

Telepathic Link: The psyker reaches out with his mind and directs the fire of his comrades by means of his telepathy. This power works on a 3+. Until the start of the next orders phase the psyker may spot for friendly barrage attacks with unerring accuracy. Any indirect barrages that use the psyker as a spotter need not roll for scatter, treat the firing model as if it had direct LOS to the target. All the normal rules for spotting apply to the psyker.

Righteous Fire: The psyker calls forth the power of the Emperor to hurl gouts of cleansing fire at the opposing army. This power works on a 5+. The psyker may make an immediate ranged attack that has a 50cm range and 1 attack dice. It will hit on a 4+ and the target must make its saving throw with a -2 modifier. This counts as a psychic attack and therefore prevents Greater Daemons from saving themselves with Chaos cards. Please note that the attack is a physical missile and follows all of the normal rules for LOS and cover .

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Sanctioned Psyker	10cm	None	+2	Bolt Pistols	25cm	1	5+	0	Command unit

Nurgle Magi

Nurgle is the lord of pestilence and decay, and his followers are often but a hair's breadth from being walking corpses. The Magi of this foul god are often corpulent, maggot-ridden examples of utter deterioration. They shamble into battle, or are borne upon palanquins carried on the shoulders of stumbling zombies or upon a tide of constantly moving Nurglings.

The powers bestowed to them by the Lord of Decay reflect the utter dedication Nurgle and his followers have for their cause. Withering gazes turn men into piles of rotten flesh and bone, buildings crumble and fall into ruin at the chanting of a verse.

A Chaos Magi of Nurgle is constantly surrounded by a swarm of flies, which buzz into vision slits and jam weapon mechanisms. Any enemy in close combat with the Magi suffer a -1 penalty to their CAF.

Nurgle's Stench: A foul odour begins to exude from the Magi, causing nearby troops to wretch and vomit, collapsing to the ground as the unholy fumes corrode their innards. This power works on a 4+. Any model that is not a follower of Nurgle (friend or foe) within 15cm must make a saving throw with a +1 modifier or be destroyed. This means that models which do not usually gain a saving throw will succeed on a roll of 6.

Corrupting Glare: The Magi sweeps his gaze across the battlefield, turning all he looks upon to crumbling dust or rotten flesh. Buildings are eroded in seconds, while the telling tale of decades works upon the flesh of those who meet his malevolant stare. This power works on a 5+ and if successful allows the Magi to attack D3 targets within 50cm and in LOS, including buildings. Any model looked at in this way will be hit on a roll of 4+ and must save with a -2 modifier or be destroyed.

Corpulent Flesh: The body of the Magi begins to swell to impossible proportions, his guts spewing through tears in his skin. As he fattens his skin takes on a leathery feel and soon becomes rock hard. This power gives the Magi an unmodified saving throw of 4+. So tough is his skin that he may also make a saving throw to prevent himself being killed in close combat. This lasts until nullified.

Slaanesh Magi

The decadent followers of Slaanesh have given themselves over entirely to the needs of the flesh. No sensation, no matter how perverted or strange, is unbearable to them. The Magi of Slaanesh revel in disgusting orgies of ecstasy and degradation. They welcome the feel of pain, turning mind-numbing horror into a sensory thrill that they can barely stand. Slaanesh followers do not only revel in the sensations they feel themselves, they also gain great pleasure from inflicting pain and suffering on others. The sight of their enemies writhing in ecstatic agony sends a mind blowing buzz coursing through their drug befuddled minds.

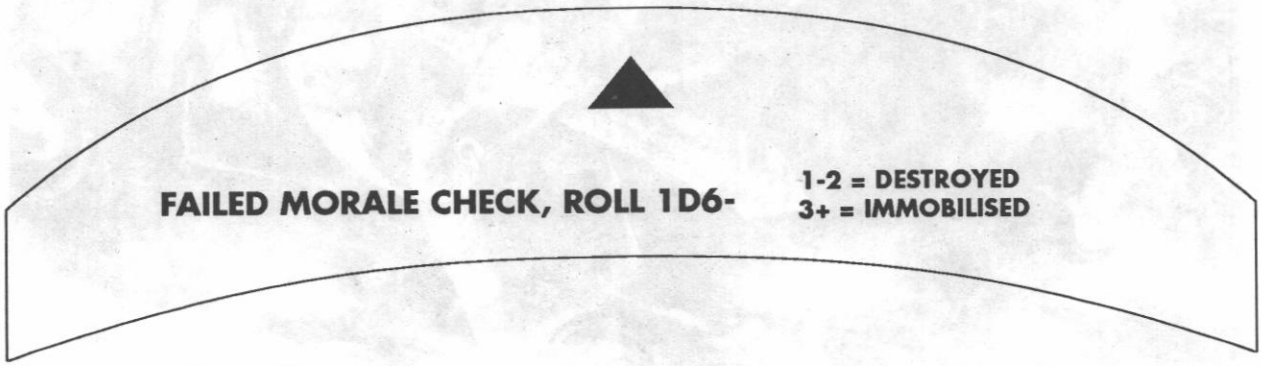
Slaanesh Magi are surrounded by a mystic aura and douse themselves in many exotic scents and perfumes which seriously hinder the judgement of nearby creatures. Any non-Slaaneshi model (friend or foe) which starts the turn within 15cm of the Magi must roll a d6, on a roll of 1 they may not move or shoot that turn and have their CAF reduced by -2, test before placing orders.

Promise of Slaanesh: A whispering voice of alluring beauty gently enters the minds of nearby non-worshippers. With haunting promises of pleasures beyond belief, the melodic chant persuades the affected soldiers to lay down their arms and join Slaanesh in wonderful fulfilment. This power works on a roll of 4+ and affects an area covered by a barrage template, placed within 50cm and LOS of the Magi. Each stand affected must make a morale check or be destroyed. A roll of 1 will always fail even if the model has a morale value of 1. Models which are unaffected by morale will not be affected in any way.

Temptation of Daemons: The Magi summons a horde of lesser Warp entities, known as Succubi, who are enslaved to Slaanesh. Directed by the Magi to subvert the craven warriors of the enemy, they swirl across the battlefield and try to possess the bodies of the foes of Slaanesh. This power works on a 5+. Place a Barrage template within 50cm of the Magi, within LOS. Every model under the template must win a close assault or be possessed and destroyed. The Succubi do not have a normal CAF, instead they roll 3D6 to determine their close combat score.

Lewd Enchantments: The Magi starts to chant in a hissing, sibilant tone. To others on the battlefield the Magi takes on the form of their heart's desire, a beautiful female in most cases (though Orks normally see a large cannon!). When ordered by their commanders to attack such exquisite beauty they blanche and disobey the order. This power works on a 4+. Whenever a model wishes to shoot at the Magi they must make a morale check. If they fail they may charge or shoot at another eligible target. A roll of one will fail, even if the model has a morale value of 1+. Models which are immune to morale checks are unaffected by this power. This power lasts until nullified.

TZEENTCH TERROR WAVE TEMPLATE



CHAOS MAGI

Chaos festers everywhere within the galaxy. From the depths of Hives, where Scavvies pray in ignorance to Nurgle, to the lofty spires of Terra, within whose ivory walls decadent nobles secretly succumb to the promises of Slaanesh. It is the task of the Inquisition to root out these subversives and destroy them. No matter how tireless the efforts of the Ordo Malleus there are always new fools willing to risk their souls on the chance of achieving their dreams. As a threat to the stability of the Imperium, these petty worshippers are of little consequence, more sinister are the well organised and highly militant Chaos cults. These societies are often very powerful, thrusting their tendrils into every aspect of society, from politics to religion, education to military forces. At the heart of every cult there is a controlling cabal of dedicated suppliants; the Coven. These powerful individuals wield their followers like immortal gods, directing them, betraying them and slaughtering them, all to achieve the purposes set in their minds by their twisted deity.

The leader of the Coven and supreme head of the cult is somebody who has intimate knowledge of the cult's patron. They are usually led by a Chaos Champion, who has already served the god over untold years, but occasionally the society is headed by a Magi. Chaos Magi are potent sorcerers, granted strange powers by their deity. Sometimes twisted and malformed by the corrupting influence of their masters, they use their psychic abilities to bring political destruction on their enemies, and physical destruction when the time has come to throw off the veil of normality and seize the planet in the name of Chaos.

Chaos Magi are available to any Chaos force. You are allowed one of the special Chaos Magi cards for your army. This does not take up a minion card allotment, but must be of the same Chaos power as one of your Daemons (i.e. you couldn't have a Chaos Magi of Tzeentch if you didn't have Magnus the Red or a Lord of Change). They do not have a patron daemon but may be the recipient of Chaos cards as normal.

Chaos Magi are command units and never need to be given orders or test for morale. The Magi gains the psychic powers appropriate to his god, as listed below.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Chaos Magi	10cm	None	+4	Bolt Pistols	25cm	1	5+	0	Command unit

Tzeentch Magi

The Magi of Tzeentch are the most adept Chaos followers, being granted incredible power by the master of sorcery. They are very capable of twisting fate, so that everything from the elements to your weapons seem to be conspiring against you. Not only are they highly skilled in the subtle manipulation of the mind, they can also wreak havoc with bolts of pure Warp energy, mutating their victims into hideous creatures that are barely recognisable. These spawn live briefly and with frantic energy, bounding and capering across the battlefield before they finally expire.

Terror Wave: The Magi gathers together all the negative emotions of his enemies. For a brief while they are strangely heartened. When he has gathered enough power the Magi hurls the feelings at the opposing army, a solid wall of terror, pain and hatred surges through the enemy ranks.

This power works on a 5+. Place the Terror Wave template touching the Magi at the centre, so that the arrow in the middle is facing in the direction you want the Wave to pass. Roll D6x10, this is the distance in centimetres that the Wave moves, in the direction of the arrow.

Any enemy model the template passes over must make an immediate morale check. A roll of one will always fail in this case, even if the model has a morale value of 1+. This will not affect models which are not subject to morale. Roll a D6 for any model that fails its test, on a roll of 1-2 the model is destroyed, the troopers scattering and hiding, or crew abandoning their vehicle. On any other result the model is simply immobilised until the start of the next turn and they will have a -2 modifier to its CAF while they are terrified and may not move or fire. If the Wave moves into contact with a shielded Titan the Chaos player must roll immediately to see if the power is nullified by the shields. If the Titan is affected roll a hit on the Head damage chart.

The Terror Wave continues to move 2D6x5cm in the direction of the arrow at the start of any subsequent psychic phase, after attempts to nullify it have been made that turn. If the roll is a double the Terror Wave dissipates after moving. It is not possible to have more than one Terror Wave in play at any one time as there is only so much emotion in a battle.

Mind Warp: The Magi uses this power to project images into the minds of nearby enemies. The images are scenes directly from the Warp. Past personal tragedies, future disasters and mind-tearing pictures of the Immaterial universe that the Chaos gods dwell in.

This power works on a 5+ and affects all enemy units within 25cm. Affected units must score a 5 or 6 on a D6 or be placed on Fall Back orders. Models which roll a one on the dice are automatically destroyed with no saving throw. Psykers within range may re-roll the dice, the second result will count, even if it is worse. Titans will suffer damage to the Head location if their shields do not nullify the attack and they fail to roll a 5 or 6.

Inferno of Change: The Magi thrusts his arms forward, gouts of pink and blue flames streaming from his fingertips. As the mystic fires envelop the enemy they begin to corrupt and twist everything they touch, forming hideous new forms with the intensity of the raw power contained within the burning magic.

This power will work on a roll of 4+. Using the flame template that is used for the Inferno Gun and Hellhound, position the template so that it is touching the Magi stand and covers the intended targets. Any model under the template will be hit on a 4+, irrespective of cover. Models that are hit begin to warp and change, they must make a saving throw with a +1 modifier or be destroyed, this means that troops who do not usually have a saving throw will succeed on a roll of a 6. Unlike other attacks, there is no automatic save, if any model, regardless of its saving throw, rolls a 1, it is destroyed as the fabric of its being is twisted to destruction, its molecular structure stretched between realities.

SPECIAL CARD

CHAOS MAGI

The Chaos Magi stand follows Tzeentch, Slaanesh or Nurgle.

POINTS VALUE 100

CHAOS MAGI

A Chaos Magi is a command stand and so never needs to be given orders or check morale. A Chaos Magi does not have a patron daemon but may be affected by chaos cards like other troops stands.

BREAK POINT: The Chaos Magi cannot be broken, and VP's are awarded only when the Chaos Magi stand is destroyed.

POWERS: The powers available to a Chaos magi depend upon the Chaos God he follows, see the main text for details.

VICTORY POINTS 1

Your opponent gains 1 VP when the Chaos Magi is destroyed

SPECIAL CARD

SPACE WOLF RUNE PRIEST

The Rune Priest stand is accompanied by a Rhino.

POINTS VALUE 100

SPACE WOLF RUNE PRIEST

A Space Wolf Rune Priest is a command unit and therefore needs no orders and never checks morale. The Rune Priest may use psychic powers without affecting his ability to shoot or fight in close combats.

BREAK POINT: Works on 5+.The Rune Priest cannot be broken, VPs are awarded when the Rune Priest stand is destroyed. The Rhino is removed from play if the Rune Priest is destroyed.

COURAGE OF RUSS: All Space Wolves within 20cm immune to morale and may re-roll close assault dice once. Lasts one tum.

WOLF HOWL: Works on 6+.All enemy within 15 cm take immediate morale check or be destroyed. -1 modifier to subsequent morale checks due to breaking. Troops immune to morale unaffected.

FANGS OF FENRIS: Works on 5+. Range 25cm, makes close assault with CAF of +5. May then attack model within 5cm of last target. Wolves keep attacking until they fail to destroy target.

VICTORY POINTS 1

Your opponent gains 1 VP when the Rune Priest is destroyed

SPECIAL CARD

ADEPTUS PSYKER

The Adeptus Psyker stand is accompanied by a Rhino.

POINTS VALUE 100

ADEPTUS PSYKER

An Adeptus psyker is a Command unit and therefore needs no orders and cannot be broken. The Adeptus psyker may use these powers without affecting his ability to fire weapons or fight in close assaults.

BREAK POINT: The Sanctioned psyker cannot be broken, and VPs are only awarded when the stand is destroyed. The Rhino is removed from play when the Sanctioned psyker is destroyed.

EMBOLDEN:. Works on 4+. 15cm range, all Imperial troops have no Morale checks, and +1 CAF. Lasts until next tum.

TELEPATHIC LINK: Works on 3+. May spot for barrages, no need to roll for scatter.

RIGHTEOUS FIRE: Works on 5+. Immediate attack with 25cm range, 4+ to hit, -2 saving throw modifier.

VICTORY POINTS 1

Your opponent gains 1 VP when the Sanctioned Psyker is destroyed

MARK 92

SPACE MARINE®

SNAKEBITE CYBER-WYVERN

By Paul 'humie- smasha' Sawyer

Due to their suspicion of 'new-fangled' technology the Snakebite clan has a larger proportion of Painboys and Runtherds than Mekboys. This is most evident as the Snakebites charge into battle mounted on vicious Warboars and massive Squiggoths - creatures exclusive to the Snakebites. These creatures aren't the only result of Painboy/Runtherd co-operation, however. These traditionally-minded Orks have taken a typically Orky mount - the Wyvern, and replaced parts of it with bionik bitz, the result being the Cyber-Wyvern.

Favoured Oddboys are often rewarded by their Warboss by being allowed to form Cyber-Wyvern squadrons. These squadrons are formed into two distinct types: Painboy and Runtherd squadrons. Joining a Cyber-Wyvern squadron is a great honour for many Orks who proudly don their ancestral armour and ceremonial sword. A squadron of Cyber-Wyverns is a majestic sight - enough to bring a lump to any Snakebite's throat as these mighty creatures pump their powerful leathery wings to gain height and speed before soaring in to attack their hapless victims.

Cyber-Wyverns are classed as *Skimmers* and so can fly over impassable terrain and difficult ground without the usual movement penalty as long as they do not end their movement in impassable terrain. Cyber-Wyverns can also make pop-up attacks.

The Cyber-Wyvern has an armour-plated underbelly which gives it a saving throw of 4+ from ground-based attacks. There is no saving throw against attacks from other skimmers (Squat Overlord Airships, Space Marine Thunderhawk Gunships, etc.) as the fleshy part of the Cyber-Wyvern is exposed to attack.

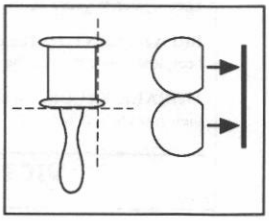
As Cyber-Wyverns are piloted by Oddboys they are exempt from the normal Ork command rule and therefore do not have to stay within 10cm of a command unit.

CREATING A SNAKEBITE CYBER-WYVERN

Creating the models for Snakebite Cyber-Wyverns is really very simple. To start you will need 3 Man O' War Orc Wyverns (for each squadron), 6 plastic Ork 'Eavy weapons plastic sprue (for each Painboy Cyber-Wyvern squadron), 6 battlewagon turrets from the Ork Horde plastic sprues (for each Runtherd Cyber-Wyvern squadron). You can get all of these components from Games Workshop's Mail Order staff. In addition you will need a pair of clippers, a bottle of Superglue, a tube of polystyrene cement, a sharp craft knife, a set of needle files and a small piece of thin plasticard.

Painboy Cyber-Wyvern

When making the Snakebite Painboy Cyber-Wyvern, carefully clip the Stikkbombz from the plastic sprue and clean away any flash lines left by the moulding process. Take each Stikkbomb and completely cut off the handle flush with the base of the head. Once you have removed all the handles you will need to remove part of the stikkbomb head, this is to allow them to sit squarely on to the plasticard (see diagram). You can do this by simply filing one side of the head flat.



Now, cut two pieces of plasticard 4mm by 6mm for each model. Line up two Stikkbomb heads over the plasticard and glue them in position with polystyrene cement. Once the glue is dry you are ready to attach the Squig-bombz to the Wyvern - simply superglue the plasticard under the wings and up against the body.

Runtherd Cyber-Wyvern

To create the Runtherd Cyber-Wyvern first take the turrets (two for each model) and cut off the locating pins on the underside. The turrets are located either side of the under belly and underneath the wings so carefully fix them there using superglue and leave this to dry. Once dry, you are ready to paint your models.

SNAKEBITE CYBER-WYVERN

The Runtherds that especially please their warboss are often allowed to join a Cyber-Wyvern squadron. The Cyber-Wyverns are then fitted with cupola-mounted autocannon crewed by enthusiastic Gretchin gunners. The Gretchin would happily blaze away at anything and everything in sight if it wasn't for the Runtherd rider shouting at them! The cupolas may fire in a 180° arc to the front, like other vehicles.

When the Waaagh! picks up momentum and battle approaches many Snakebite Painboys dust off their flying goggles and take to the skies on a Cyber-Wyvern armed with a rack of special Bouncing Bombs (more fun than running after rampaging Squiggoths!). The Painboy also carries a huge syringe filled with a special fungus mixture that drives the Cyber-Wyvern into a killing frenzy during close combat.

Each Painboy rider in the squadron may jettison one Bouncing Bomb per turn. To see if this hits, place small marker directly beneath the model and then roll the scatter dice three times. If you roll an arrow the bomb bounces off in that direction 2d6cm. If you roll a 'hit' or the bomb has bounced three times, the bomb's outer casing cracks open and a swarm of vicious buzzer squigs pours out! Take the buzzer squig template from the Ork and Squat Warlords boxed set and place it over the final landing site. Any model under the swarm template will be automatically hit as the enraged squigs vent their anger at being shaken about so badly.

The buzzer squigs don't like the taste of the algae in Ork & Gretchin blood so won't attack them. Those vehicles and troop stands hit must make a saving throw to survive, but as buzzer squigs can't bite through armour the save is made with a +1 modifier. This means that even those troops who don't usually get a saving throw recieve a save of 6+.

After they have attacked they may disperse, but once they have tasted flesh they may going into a feeding frenzy. Roll 1d6 and on a 6 the swarm moves 2d6cm in a random direction determined by the scatter dice, any model moved over suffers a hit as detailed above. This may only happen once per swarm.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
PAINBOY CYBER-WYVERN	25cm	Special (4+)	+3	Bouncing Squig-Bomb	0	Special		+1	Snakebites Only Skimmer
				Bolters	15cm	1	6+	0	
RUNTHERD CYBER-WYVERN	25cm	Special (4+)	+2	Autocannon	50cm	2	5+	-1	Snakebites Only Skimmer

SNAKEBITE PAINBOY CYBER-WYVERN SQUADRON

A squadron of Snakebite Painboy Cyber-Wyverns consists of three Cyber-Wyverns.

POINTS VALUE 150

SNAKEBITE PAINBOY CYBER-WYVERN SQUADRON

A Cyber-Wyvern squadron can be added to a Snakebite clan. It forms a separate formation and is not subject to the special Ork command rule. Each Cyber-Wyvern squadron forms a distinct formation.

BREAK POINT 2: The detachment is broken once two models have been lost. Once broken the detachment must take a morale check.

MORALE VALUE: Snakebites must roll 4 or more on a D6 to pass their morale check.

VICTORY POINTS 2

SNAKEBITE RUNTHERD CYBER-WYVERN SQUADRON

A squadron of Snakebite Runtherd Cyber-Wyverns consists of three Cyber-Wyverns

POINTS VALUE 150

SNAKEBITE RUNTHERD CYBER-WYVERN SQUADRON

A Cyber-Wyvern squadron can be added to a Snakebite clan. It forms a separate formation and is not subject to the special Ork command rule. Each Cyber-Wyvern squadron forms a distinct formation.

BREAK POINT 2: The detachment is broken once two models have been lost. Once broken the detachment must take a morale check.

MORALE VALUE: Snakebites must roll 4 or more on a D6 to pass their morale check.

VICTORY POINTS 2

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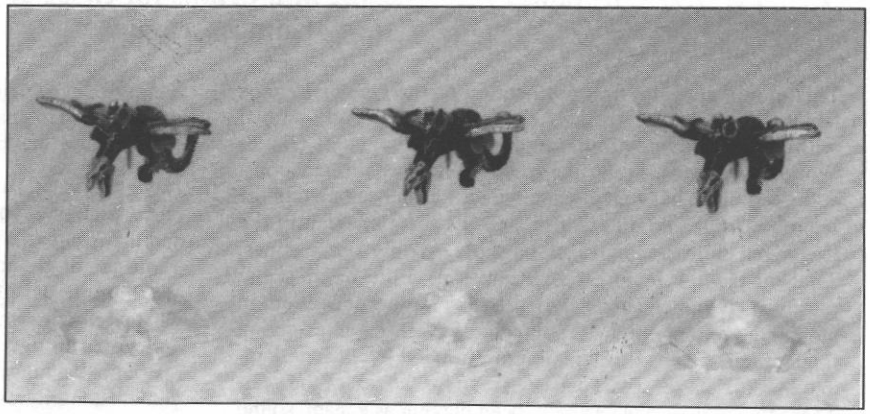
RUNTHERD CYBER-WYVERN SQUADRON



PAINBOY CYBER-WYVERN SQUADRON

SNAKEBITE CYBER-WYVERNS DIVE INTO BATTLE

JOURNAL

GAMES LEAGUE

This issue we bring you the definitive guide and update to the Citadel Journal Games League, whose winning, whose losing and details for those of you who want take part in the Games League.

This month sees the first publication of the Games League tables. We set up the Games League in issue 2 of the Journal with the objective of founding a national league of Games Workshop players. So far the response has been tremendous, and we've been busy processing the results and calculating the league ratings. To date we've had lots of gamers join the league but the vast majority of have played only 1 or 2 games. That means the league scores are still wide open at the moment. None-the-less two players have succeeded in amassing an impressive 48 points total over 16 games giving them league scores of a maximum 3 points! Well done Paul and Mark... lets see if you can keep it up for the rest of the year. These two players have actually been playing as a team, so the real cruncher has to be a result against each other! What about it then lads.

GAMES LEAGUE TOP TEN

	Player	Games Played	Points Accrued	Points Average	League Score
1	Paul Bentley	16	48	3	**3.0**
1=	Mark Gilchrist	16	48	3	**3.0**
3	Rob Thomas	3	9	3	**0.9**
4	Alastair Christie	3	8	2.7	**0.8**
4=	Owen Rees	3	8	2.7	**0.8**
6	Jez Saville	3	7	2.3	**0.7**
7	Jonathan Bertram	2	6	3	**0.6**
7=	Richard Jeens	2	6	3	**0.6**
7=	Daniel Merrit	2	6	3	**0.6**
7=	Craig Tongue	2	6	3	**0.6**

HOW YOUR SCORE IS CALCULATED

You accrue 3 points for each win, 2 for a draw, and 1 for a defeat. Your points average indicates the average number of points you have accrued so far. Your league score is the same as your points average if you have played 10 games or more, otherwise it is the points accrued divided by 10.

Your league position is based on your league score. Where league scores are equal your position is based on your league average and on the total number of games you have played (in that order).

JOINING THE LEAGUE

If you play Games Workshop games you can join the Games League. To join all you have to do is send us your results using a copy of the official league report form. We've included another form in this issue of the Journal - make copies by hand, or photocopy the form to make as many copies as you need.

Any game can be a league game. Before you begin a battle you must agree with your opponent that this will be a league game and the result will therefore stand as a league result. A league game is fought just life any other game of Warhammer, Warhammer 40,000, Epic, Man O War, Blood Bowl, or whatever. You can use whatever armies you normally would, and you can agree to any variations of the games rules, restrictions on the army lists, or whatever personal preferences you customarily use. In other words you just play a game like as you normally would!

Once the game is over the winner fills out the results form, both players add their names and addresses and then sign the form. We won't accept a form unless its signed by both players and has an address for both players. The results form also has space for questions on the type and size of armies, and it has a section for notes you might want to add. This is included so we can extract bits of information, keep a record of the most successful armies, and publish any bizarre or entertaining snippits in the Journal.

GAME REPORT FORM

Name.....

Address.....

.....

.....Postcode.....

Age.....

Game.....

Date.....Day.....

Type of Army.....

Size of Army.....

RESULT: WIN ☐ DRAW ☐ LOSE ☐

Player's Signature:

Name.....

Address.....

.....

.....Postcode.....

Age.....

Game.....

Date.....Day.....

Type of Army.....

Size of Army.....

RESULT: WIN ☐ DRAW ☐ LOSE ☐

Player's Signature:

PLAYERS COMMENTS, HINTS & TIPS, HIGHLIGHTS OF THE GAME ETC:

'Some may question your right to destroy ten billion people. Those who understand realise that you have no right to let them live!'

- In Exterminatus Extremis

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SPACE MARINE®

EPIC SPECIAL CHARACTERS

By David Corby, Michael Taylor and Gavin Thorpe

These additional Special characters are written by me (Gav) while the Blood Axe Kommandos and Warpheadz rules were sent in by veteran Ork player (what a guy!) Michael Taylor. David Corby supplied the Squat Ancestor Lord rules. Thanks to them both. Hope you enjoy them and feel inspired to think of your own.

The following special characters can be used in any appropriate army. For obvious reasons you can't have more than one of a special character in an army. Suitable models are easily converted. The Ork special characters can be represented by any appropriate Nobz model with a suitable banner. If you are particularly nimble fingered (more than me anyway) you can try and do little conversions. Irongutz' Doomdredd should be made suitably imposing, the Zooma of Mekboy Bignailz should have appropriate armaments, and so on.

Mad Doc Grotsnik

Mad Doc Grotsnik is one of the most famous Painboyz in Ork civilization. He was Boss Painboy to Ghazhgull Thraka during the Armageddon campaign, and many medical inventions that have changed Ork society recently have been pioneered by him. It is was Mad Doc Grotsnik who first transplanted a squig's brain into an Ork body, and with the aid of various Mekboyz he has devised many wierd and wonderful Bionik bits for patching up wounded Orks. Unfortunately, Mad Doc Grotsnik cannot see the difference between normal surgery and 'eksperimentin', and tries out new techniques on his patients, even in the thick of battle.

Mad Doc Grotsnik has a 'bodyguard' of Madboyz who escort him around the battlefield looking for casualties which he can try to treat, and his Gretchin helpers constantly scurry around him. Mad Doc Grotsnik and his aides follow all the normal Madboyz rules. If an Ork or Gretchin stand is killed within 10cm of Mad Doc Grotsnik roll 1D6. On a roll of 5 or 6 he manages to save them and they are not removed. On a roll of 1 his experimentation leads to more casualties, remove the nearest troop stand from the same formation. If two or more stands are an equal distance from Mad Doc Grotsnik the Ork player may decide which one is removed.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
MAD DOC GROTSNIK	10cm	None	+4	Bolters	50cm	1	5+	-1	See main rules

Da Dreadmob

The Dreadmob is a Freebooter formation led by Kaptin Irongutz. The Dreadmob consists of 8 Ork Dreadnoughts led by Irongutz' own Kustomized 'Doomdredd'. The Dreadmob will only take orders from Kaptin Irongutz, and Kaptin Irongutz may only give orders to the Dreadmob. If Kaptin Irongutz is destroyed then the Dreadmob will automatically go on to fall back orders with no morale check.

Kaptin Irongutz himself is a command unit and follows all of the normal rules.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
KAPTIN IRONGUTZ	10cm	4+	+5	Autocannon Battlecannon	50cm 50cm	2 1	5+ 5+	0 -1	Command unit See main rules

Enjuneer Bignailz

Enjuneer Rotfang Bignailz rose to prominence after joining a Waaagh! on the planet Skumgrot's Rock. He managed to build an entire Great Gargant big mob in a matter of weeks, and still had enough spares left over to make numerous smaller vehicles. His Apprentices have improved on many of his designs, and a large proportion of the Mekboy Dragsters and Speedsters that are on the battlefield owe some of their more intricate innovations to Bignailz.

Enjuneer Bignailz may not be targetted unless he is the closest model, like a command unit. However he must be given orders and checks morale as normal. In addition, any Ork vehicle that is destroyed within 10cm of Bignailz is not removed on a D6 roll of 5 or 6. However, if the D6 roll is a 1 the vehicle detachment loses another model as Bignailz has cannabalised it in his unsuccessful attempt. The vehicle removed should be the one nearest Bignailz, if 2 or more are the same distance away the Ork player may decide which one is removed.

Bignailz carries around a large Kombi-weapon, which is rather unpredictable. To find out how many attack dice it has roll 1D6 just before you fire. The result is the number of attack dice for that turn. If you roll a 1 it has backfired and you should roll 1D6, on a roll of 1 or 2 Bignailz is destroyed by the exploding weapon. Even if he survives Bignailz may not fire the weapon that turn.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
ENJUNEER BIGNAILZ	10cm	5+	+3	Kombi-weapon	50cm	D6	5+	-1	Command unit See main rules
DA ZOOMA	30cm	4+	+4	Autocannon Battlecannon	50cm 50cm	1 1	5+ 5+	0 -1	Bignailz' Transport

SPECIAL CARD

ENJUNEER BIGNAILZ

Enjuneer Bignailz is accompanied by 5 Apprentices and the 'Zooma' battlewagon. They form a single formation.

POINTS VALUE 500

ENJUNEER BIGNAILZ

Bignailz races around the battlefield in his 'Zooma', a Kustomised battlewagon with upgraded weapons and a larger engine. The 'Zooma' is a transport vehicle, but may only carry Bignailz and no other Ork stand.

Enjuneer Bignailz is always accompanied by his Apprentices, who drive around in their latest inventions. When you purchase Bignailz you must also take 5 Mekboy Speedsters or Dragsters.

Enjuneer Bignailz himself cannot be targetted unless he is the closest vehicle to the firing model.

BREAK POINT 4: The formation is broken once it has lost 4 models, wither Bignailz, his Zooma or the Mekboy dragsters..

MORALE VALUE 4: The Apprentices must roll a 4 or more to pass their morale check.

MEKBOY: Any Ork vehicle that is destroyed within 10cm of Enjuneer Bignailz is saved and not removed from the table on a D6 roll of 5 or 6. If the roll is a 1 another vehicle from the same formation is lost.

VICTORY POINTS 5

Your opponent gains 5 VPs when the formation is broken.

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SPECIAL CARD

MAD DOC GROTSNIK

Mad Doc Grotsnik is accompanied by four Madboyz stands as a bodyguard and they form one formation.

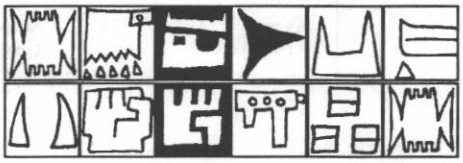
POINTS VALUE 100

MAD DOC GROTSNIK

Mad Doc Grotsnik and the Madboyz need no orders and never check morale. Mad Doc Grotsnik and the Madboyz follow all of the rules given for Madboyz in Ork and Squat Warlords.

BREAK POINT 3: Mad Doc Grotsnik and his bodyguard are broken once the formation has lost 3 models.

PAINBOY: Any Ork infantry stand that is destroyed within 10cm of Mad Doc Grotsnik is saved and not removed from the table on a D6 roll of 5 or 6. If the roll is a 1 another Ork stand from the same formation is lost.



VICTORY POINTS 1

Your opponent gains 1 VP when the formation is broken.

SPECIAL CARD

DA DREADMOB

Da Dreadmob consists of Kaptin Irongutz in his Doomdredd, and 8 ordinary Ork Dreadnoughts.

POINTS VALUE 400

DA DREADMOB

The Dreadmob will only take orders from Kaptin Irongutz.

Kaptin Irongutz is a command unit and therefore needs no orders and never checks morale. Kaptin Irongutz may only give orders to the Dreadmob.

BREAK POINT: If Kaptin Irongutz is destroyed then the Dreadmob will automatically go on to fall back orders with no morale check.

MORALE VALUE 4: The Dreadnoughts must roll a 4 or more to pass their morale check.

VICTORY POINTS 4

Your opponent gains 4 VPs when the formation is broken.

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Blood Axe Kommandos

The Blood Axes have always tried to employ the troop types and tactics of the Imperium, from camoflage clothing to Land Raider tanks. One if their more successful copies of human military practices is the use of Kommados. The Kommandos are highly trained, and can infiltrate deep into enemy territory to launch surprise attacks or set up ambushes.

As well as this they are potent close combat experts, allowing them to get to grips with the toughest foes. This combines to make them a higly effective, if somewhat limited, force. For when they have achieved their primary mission, the Blood Axe Kommandos carry Stikkbombz and Bolt Pistols, allowing them to attack their enemies from a distance.

Because the Kommandos can move swiftly and react to the enemy's deployment, they can be repositioned once both sides have set up. They can be moved a distance up to their charge movement (normally 20cm) and can move closer to the enemy if you wish, though no closer than 5cm. If both sides have scouts of this type (such as Eldar Scouts) roll a dice or toss a coin to determine who has to move first.

Because of their role in Ork warfare, Blood Axe Kommandos have a high degree of intelligence (for Orks!) and initiative. This allows them to act on their own without orders from Da Nobz. This means that Blood Axe Kommandos are immune to the Ork command rule and can always be given orders.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
KOMMANDOS	10cm	None	+3	Bolt Pistols	25cm	1	5+	0	No command rule

Weirdboy Warphead

Weirdboyz are Orks with raw psychic powers. When a Weirdboy uses his powers he channels pure Orkiness through his mind, sometimes leading to his head exploding and the subsequent loss of vitality (Death!). Becuase of this most Weirdboyz don't like being dragged around by huge Warbosses, intent on making them risk life and limb. For this reason they are normally locked up in tall Battletowers so they can't escape.

Weirdboy Warpheadz are locked up in Battletowers so that they don't get too carried away and blast apart the entire battlefield. The Warpheadz actually like channelling Ork Waaagh! power through temselves and are addicted to the rush of blood, the crackling sensation along the nerves and general feeling of being the living incarnation of Gork or Mork.

These rules use the expanded psychic rules written in issue 3 of the Journal. Weirdboy Warpheadz are treated like any other Weirdboy, accumalting Waaagh! power in the end phase, his head exploding and so on.

Weirdboy Warpheadz do not have to release their energy in a psychic blast like ordinary Wierdboyz, they can use some of the energy to draw Warp cards during the psychic phase. For every 4 points of Waaagh! power given up the Warphead can draw a Warp card and use these to cast the following powers.

The Weirdboy Warphead is a command unit and replaces the ordinary Wierdboy in a Battletower already purchased for your force (so you must buy at least one Battletower to use the Weirdboy Warphead). As a command unit the Warphead does not need to be given orders and is immune to morale checks.

The Weirdboy Warphead caaries a Copper Staff around with him, and this allows him to store force cards, as detailed in the main text of these expanded rules.

The Warphead may cast the following powers with any Warp cards he has picked up and any additional Waaagh! power left over may be used to make normal Weirdboy attacks, as detailed in the Ork and Squat Warlords supplement.

A Weirdboy Warphead may, unlike other psykers, use a single power any number of times during a single turn, as long as he expends at least one force card each time he uses the power.

Da Krunch. Da Krunch summons a ghostly foot, supposedly of Mork or Gork, to crash down upon his enemies. This power works on a 5+ with the following effects. Take the special Da Krunch template and place it anywhere within line of sight and 50 cm of the Weirdboy Warphead's Battletower. Anything half or more under the template, including buildings, takes a hit on a D6 roll of 3+ with a -4 saving throw modifier. Titans and other vehicles with void shields or power fields will lose a shield if Da Krunch is not nullifed. Unshielded Titans and other vehicles with a Hit location template will take a single hit as normal.

Waaaargh! This power infuses all nearby Orks with the power of the Ork gods, driving them into frenzied maniacs, frotginh at the mouth and possessed of incredible speed and strength. This power works on a 4+ and affects all Ork Infantry within 15cm. The affected Orks gaind an extra D6 in combat for the next combat phase and are immune to Morale checks for the rest of the turn. Orks on Fall Back orders which are affected immediately rally successfully and count as out of command for the rest of the turn. Unfortunately, due to their state of mind and general recklessness, the Orks are too wild to shoot effectively and any affected stands have an additional -1 to hit modifier in the subsequent combat phase.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
WARPHEAD BATTLE TOWER	25cm	4+	+2	None	-	-	-	-	See main rules

SPECIAL CARD

WEIRDBOY WARPHEAD

The Weirdboy Warphead replaces the Weirdboy in one of your Battletowers.

POINTS VALUE 50

WEIRDBOY WARPHEAD

The Weirdboy Warphead is a command unit and therefore needs no orders and never checks morale. The Weirdboy Warphead may use his powers in the psychic phase without affecting his ability to shoot or fight in close combats. He gains a Warp card for every 4 Waaagh points he exchanges

BREAK POINT: The Weirdboy Warphead cannot be broken, and VP's are awarded only when his Battletower is destroyed. Remember to award the 1VP for the Battletower as well.

PSYCHIC BOLT. This is worked out like an ordinary Weirdboy's psychic attacks.

DA KRUNCH. Works on a 5+. PLace template within LOS and 50cm. Covered models are hit on a 3+ with a -4 saving throw modifier.

WAAARGH!. This power works on a 4+, all models within 15cm gain a +D6 in close combat, are immune to morale and suffer a -1 to hit penalty. Lasts until end of turn.

COPPER STAFF. The Weirdboy Warphead has a Copper Staff and may store unused force cards for use in close combat.

VICTORY POINTS 1

Your opponent gains 1 VP when the Warphead is destroyed

BLOOD AXE KOMMANDOS

The Blood Axe Kommando Mob consists of 4 Blood Axe Kommando stands.

POINTS VALUE 150

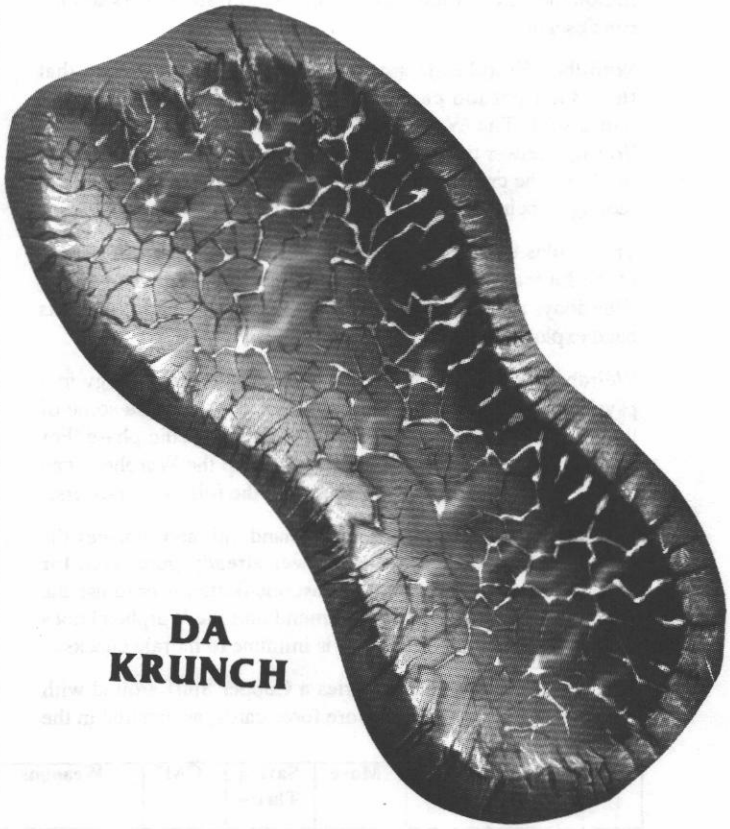
BLOOD AXE KOMMANDOS

BREAK POINT 2: The Blood Axe Kommandos are broken once they have lost 2 models..

MORALE VALUE 4: Blood Axe Kommandos need to roll a 4+ to pass their morale checks.

VICTORY POINTS 2

Your opponent gains 2 VPs when the Kommandos are broken



DA KRUNCH

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Ancestor Lord

Squats are renowned for their longevity, and often live for three hundred years or more. A few squats live much longer than this and begin to develop psychic powers, and are known as Ancestor Lords.

These Ancestor Lords are wise and have a long experience of life and its problems. Their peacetime role is as advisors t the Squat Warlords and Kings, on matters of trade, engineering and other dilemmas that may arise.

When the Squats go to war the Ancestor Lords use their considerable mental strength to protect their comrades, foretell the future and entrap the enemy.

The Ancestor Lord replaces the existing Squat Living Ancestor. An Ancestor Lord is a command unit and so never needs orders or to check morale.

An Ancestor Lord has a Force Hammer which may store unused Force cards for use in close combat. An Ancestor Lord may use the following psychic powers during the Psychic phase without affecting his ability to move, shoot or fight in Close Combat:

Heal: The Ancestor Lord's mind stretches out at those around him, mystically staunching injuries and sealing wounds. This power works on a roll of 4+ and affects all Squat stands within 25cm (including the Ancestor Lord, Bikes, light artillery, and so on, but not vehicles). All affected models gain an unmodified save of 5 or 6 against anty damage for the rest of the turn. This works against psychic powers, close combat, ranged attacks and any other form of attack.

Precognition: Casting his mind into the Warp, the Ancestor Lord foresees the future and instructs nearby Squats to act accordingly. This power works on a 4+ and affects all Squat detachments that have a model within 15cm. In the next orders phase each affected detachment may be given two order counters instead of one. The models may still only use one of the orders to resolve their movement and firing.

Force Dome: The Living Ancestor creates an impenetrable Force Dome over a part of the battlefield. This power works on a 5+ and allows the Squat player to place a Force Dome anywhere within 50cm of the Ancestor Lord. The Force Dome is represented by the 12cm template used for Gutbuster Airburst shells and Pulsa Rokkits. The range of the power is measured to the centre of the template. Anything completrely under the template is trapped isnside. Roll 1D6 for each model not completely covered, on a 1-3 the model id moved inside the Force Dome, on a 4-6 the model is pushed out of the Force Dome. Reposition the models accordingly.

The Force Dome completely stops any moving and firing through it, from inside and outside, though barrages may be directed over the Force Dome as usual. The Force Dome also stops psychic powers being used on troops within the Force Dome, or being used by trapped troops. No part of a barrage template may touch the Force Dome. A Force Dome remains in play but may be Nullified in future turns as described in the main rules.

Titans are too big to be contained within a Force Dome.

The following weapons have special rules for the Force Dome:

Vortex missile and Eldar Warp Hunter templates may Nullify the Force Dome in the same way as power fields and void shields (see main rules). If it does not then the Vortex will stop as soon as it touches the Force Dome.

Wave Serpent's firing their warp Wave may Nullify the Force Dome, just like void shields (see main rules).

Warp Missiles are stopped as normal, since the Dome exists within warp space as well.

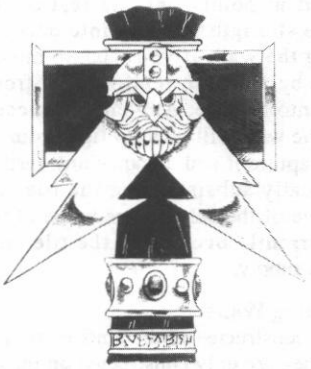
Doom Weaver webs on the Force Dome are removed.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
ANCESTOR LORD	10cm	6+ fixed	0	Laspistols	25cm	1	5+	0	Command unit

SPECIAL CARD

SQUAT ANCESTOR LORD

The Ancestor Lord is an ancient and venerated memeber of the Warlord's closest advisors.



POINTS VALUE 100

SQUAT ANCESTOR LORD

A Squat Ancestor Lord is a command unit and never needs to be given orders or check morale. The Ancestor Lord may use his psychic powers without affecting his ability to move, fire or fight in close combat.

BREAK POINT: The Ancestor Lord cannot be broken and victory points are awarded once he is destroyed.

HEAL: Works on a roll of 4+, range 25cm (including the Ancestor Lord, Bikes, light artillery, and so on, but not vehicles). All affected models gain an unmodified save of 5 or 6 This works against psychic powers, close combat, ranged attacks and any other form of attack.

PRECOGNITION: Works on a 4+, range 15cm. In the next Orders phase each affected detachment may be given two Order counters instead of one.

FORCE DOME: Works on a 5+. Place a Force Dome anywhere within 50cm. Roll 1D6 for each model not completely covered, on a 1-3 the model is moved inside the Force Dome, on a 4-6 the model is pushed. Lasts until nullified

FORCE HAMMER: The Ancestor Lord has a Force Hammer which he can store Force cards in for use in close combat.

VICTORY POINTS 1

Your opponent gains 1 VP when the Ancestor Lord is destroyed

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MIGHTY EMPIRES™

GREAT WALLS AND FRONTIER FORTIFICATIONS

By Nigel Stillman

The further the empire expands, the longer become its borders. The longer its borders extend, the greater the threat of invasion from outside. What better way of defending the empire can there be than to build a wall around it? Armies and fortresses can defend key regions, but they cannot be everywhere at once. There is always a risk that an invading force will slip through while the army is distracted elsewhere, and a fortress may be stormed or even succumb to treachery!

A wall is like a fortress in that it must be stormed in order to break into the territory it guards. This will either deter the invaders or halt them in their tracks. This buys time for the empire to rush forces to the threatened area,. It may deter some enemies altogether, especially numerically small or weak forces. Attempts to tunnel under walls or fly over them are considered to be part of an attempt to breach the wall, since few troops are likely to be able to do this and they will not be able to do so without being detected and interfered with by the defenders

The wall need not encompass the entire circuit of the empire, it may suffice to build a wall between mountains, marshes, existing fortresses or the sea in order to block obvious approaches and save on expenditure on the wall. There is no reason why a coastline should not be protected by a sea wall if the realm is threatened by invasion from this quarter.

Unlike a fortress, a wall is not defensible on all four sides. It only has two sides. The side facing hostile territory is equivalent to a fortress wall. The side facing into the hinterland of the empire is indefensible. Here are the military roads along which the garrisons march, the barrack blocks, the milecastles, the signal towers, and the supply depots. These are all vulnerable if the enemy can get behind the wall.

Walls are garrisoned by frontier troops levied from the local population within the empire. Usually these are only part time soldiers patrolling the wall on a rota basis. Often these are second rate recruits who would not be considered for military service in the main army of the empire. Most will live on or near the wall, perhaps on their own homesteads. Recruiting, paying and feeding these border troops costs the empire so little that it amounts to nothing as far as the game is concerned. this is because only a small number of troops is required to keep watch and because they can grow their own food and patrol the wall as much to secure themselves from enemy invaders as the rest of the realm. If an enemy horde appears on the horizon, signals are sent up and down the line of the wall to mass defenders at the danger point. This may be enough to delay the invaders until a large force from the interior can be dispatched to the region. If there are fortresses and cities behind the wall, then defence in depth will certainly slow down any invading force that breaks through the wall.

Wall garrisons are permanantly stationed on the walls they patrol and cannot be converted into mobile forces, moved elsewhere or increased. The garrisons are therefore not calculated in points like the rest of the army and their defensive strength is taken into account in the rules for breaching the wall. If you wish to move forces into a tile protected by a wall to reinforce the frontier, simply move banners into the tile. Any enemy succeeding in breaking through the wall will have to fight your forces in the tile in order to capture it and advance any further. A wall garrison automatically subsists from the tile containing the wall irrespective of the subsistence value of the tile or any other forces currently occupying the tile. Wall garrisons cost nothing to supply.

Constructing Walls

Walls are constructed in the construction phase of the winter season. They are only constructed on the edges of tiles, never across the middle of a tile. Each section of wall costs 3 gold crowns to construct. Settlements may not be converted into walls, nor may walls be converted into settlements.

Allow us to introduce ourselves to you and show you how three unlikely gits like us got, what can only be described, as the best job in the universe.

OUCH, OOO, AAAGH , WACK, SPLOT....Get off or I'll hit you again. Typical of those cowardly gits, you will be hearing from them later cos it looks like I'm the vanguard Da one who has to go first (applause, praise, etc). My name is James Funnell I come from a little known town called Chippenham and I play just about everything, but especially Epic cos its brill! (expect to see lots of it too). I have two Warhammer 40000 armies one Marine and one Imperial guard (Just because Ian's gone, it does not mean that you will be seeing less tank articles, He, He). I have a large Undead army for Warhammer and several allied contingents.. I wont start boring you with details of my best win ever(the truth is I just can't decide) but I will tell you that I got beat horribly in my first ever game of Man O' War by Phil, and he will suffer for that, believe me.

Because I'm the oldest I seem to have been forced in to the role of Tactical genius and Warhammer expert, so stop writing in about it , or else, you hear. Now there is a small, sad minority of people who are going to want to know how long I've been playing. Well Ill tell you. 6 years, happy now....good. Unfortunately I've got to hand you over to the gibbering coward's now, see ya.

Hello me postulating giblet infested cherubs. I'm Gavin Tyler, not Gavin Thorpe, so you should all forget the other one because **I'm here now!** I'm from Hitchin in Hertfordshire and I have lived there most of my happy, merry, brilliant and very, very flukey life.

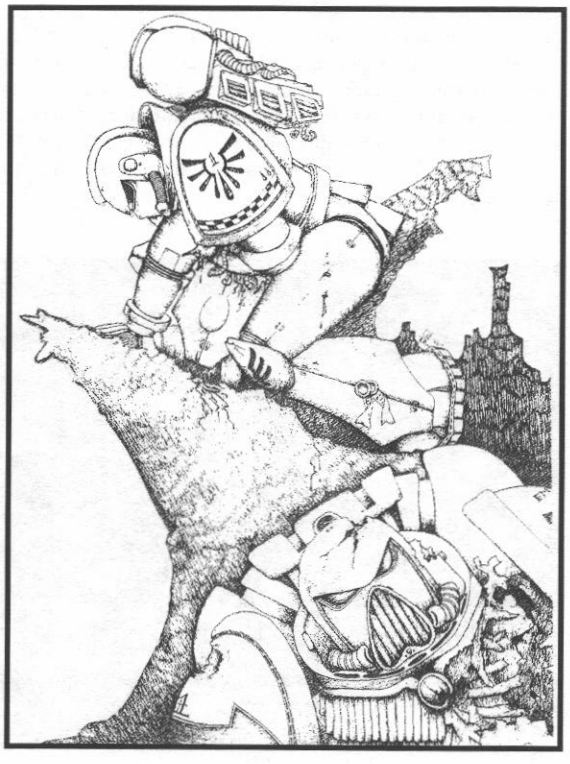
Its just been my birthday, so I'm 19 now (*happy birthday to me, happy birthday...*). For the last eight years I have been playing Warhammer 40,000 pretty much non stop, and so this is my thingy. However I have played almost every other game GW has done (even when it was just an importer of American games those many eons ago). My major army is a Warhammer 40,000 Space marine Chapter all of my very own, and they are all painted black -original hay? But Since coming here I've started a stunningly massive Imperial guard army after falling in love with the models they've got here at the studio. However, as with all my armies, mines different at the moment with support of a tank regiment of two Leman Russ's, Demolisher, a Chimera, Shadowsword, two Baneblades and a Leviathan! You've seen Ian Pickstock's tank fest, that's nothing compared to ours!!!

Hello to everyone that knows me, and I'm sure that everyone else will get to know me soon enough!

My name is Phillip Lowles, my friends call me Phil so I suppose you can too. For 18 years I have slobbered around in the town of Basingstoke. " Where?" I hear you cry, Basingstoke that's where. Believe it or not but, I used to work in a shoe shop in Basingtoke, up until 3 months ago that is. When I first heard about the job in White Dwarf I sent a load of rules I had written along with all the other usual stuff. I had an interview in February and only 5 months after I applied I received a letter telling me I had got the job.

Despite the threats to my life and the shouts of "You (CENSORED FOR OBSCENITY) git", I have moved house to Nottingham and begun work at the studio. All of the dark and sinister 'things' who work here are very nice to us, ie: they let us go home at night! The job is harder than you might imagine too. Have you ever played a game non-stop for two days. If you have you might know what I am talking about.

I have got six years of gaming experience under my belt and have played nearly every GW game ever made! For Warhammer my favourite army is the chittering hordes of the Skaven and for WH40K my favourite army are the awesome Tyranids and the mindknumbing horror of the Genestealers . I am also a big Man O' War fan and have every ship in the collection. I also have every Blood Bowl team and star player in the collection and have thousands of other miniatures which I just don't have room to tell you about.



Anyway, that is enough about us, you want to hear about what's going on at the studio right? Well we can reveal that the imminent release of Codex: Tyranids, Warhammer Armies: Dark Elves and the new miniatures that go with them have everyone leaping about like Halflings on Ecstacy.

There are frantic lunch-hour games of Warhammer Quest going on, we though have to play the expansion packs all day long, ah its a hard life! Andy Jones is currently immersed in the quest for more Adventures and more characters.

Also we took part in our first battle report which you should have by now. Tankfest 95 was splendid fun but bad luck, bad tactics and the other usual excuses are reasons why the White Dwarf team look so smug and we look so utterly defeated. We'll get those White Dwarf scum next time, next time ya hear.!

EPIC TITAN LEGIONS ®

LEGIONS OF CHAOS

By James Funnell

Titans are massive awe inspiring machines of death that mercilessly stalk the battlefield, Chaos Titans represent the ultimate perversion of man and machine, a terrifying mix of flesh and metal dedicated to the art of slaying for slaying's sake.

Hi there, I expect there are a few among you dedicated gamer types who have sat down to read this article and thought "who on Armageddon this James Funnell chappie", in which case stop reading from the back and have a look at the editorial. For those of you who look at the pictures first you will have realised that I suffer from a terminal case of milliput on the brain and Chaos Titan fever. Luckily I recently had a brief relapse and some reader-friendly conversions are on their way.

During the dark days of the Horus Heresy brother fought brother. The great armies of the Imperial Guard turned traitor and several of the mighty Titan legions declared their allegiance to the Warmaster. The Heresy may be over but the Warmaster's deadly legacy remains!With the failure of the Heresy the Traitor forces were driven into the Eye of Terror. The Emperor knew it would be suicidal to follow them so there they remain, waiting to board space hulks and attack the worlds of the mortals once again.

During their ten thousand year sojourn among the Demon worlds the warping power of chaos has twisted and corrupted the Titans into gigantic engines of terror that roam from battle to battle eternally wreaking the carnage that they were built for.Chaos Titans often appear as giant effigies of their patron power with fearsome knashing heads or other unnatural appendages.

Current Epic rules allow you to mount a lashing Chaos Titan tail in addition to the Titans standard weapons. The rules presented here represent the huge diversity amongst Chaos Titans and allow you to utilise a variety of abilities and attributes instead of (and including) the Chaos Titan tail.

Each Titan in your army may have one general attribute for free. To determine what Attribute/Ability your Chaos Titan has roll 2D6 and consult the general attribute table.

It is preferable that your model has any obvious attributes modelled on to it (note that some attributes are not always visible, ie-Long legs/Daemonic protection), also there is no need to try and model "Flaming".

Tzeentch, Slaanesh and Nurgle Titans may have one General Chaos attribute each.

To reflect the fury of a Khornate Titan's advance and its desire to enter close combat, Khornate Titans may only be given Advance or Charge orders. To make up for this Khornate Titans are allowed two rolls on the General Chaos attribute table.

Although the models shown below have been subjected to a vicious milliput ordeal, this is by no means the only way to convert Chaos Titans and I suggest that any sane Journal readers delve in to their bits box for some appropriate parts.

GENERAL CHAOS ATTRIBUTE TABLE

2D6	ATTRIBUTE
2	Tentacles - Writhing tentacles cover the Titans body and grabbing any enemy model in reach. The Titan gains +1 CAF and may make a single grab attack every turn. The grab attack has a Range of 10cm and will hit on a 4+ with a -2 saving throw.
3	Chaos Cannon - A number of big guns have been attached to various parts of the Titan. These may fire at the same time as the Titans other ranged weapons and have a Range of 50cm 2 attack dice requiring a 5+ to hit with a -1 saving throw modifier.
4	Daemonic Protection - The Titan is particularly favoured by its Chaos patron who protects it from enemy psychic attacks. This gives the Titan a 4+ psychic saving throw.
5	Agile - The Titan is gifted with long legs and an incredible sense of balance. This allows the Titan to make an extra 0-90 degree turn if it has advance or charge orders.
6	Chaos Tail - A long sinuous tail lashes about behind the Titan. The Titan gains a +3 bonus to its CAF during close combat.
7	Chaos Head - The Titan sports a vicious looking head with snapping jaws and ominous looking gun ports. The Titan gains a +2 CAF bonus and a single ranged attack with range 25cm, 5+ to hit with no saving throw modifier.
8	Scales - The Titan is covered with a layer of hard scales that hamper incoming fire. The Titan has an additional 5+save against all weapon hits, this saving throw is modifiable as usual.
9	Flaming - The Titan is wreathed in magical fire that causes opponents to back off and burns unprotected troops. +2 CAF, any troop stands that are in contact with the Titan at the beginning of the close combat phase are killed on the roll of a 6 on 1d6.
10	Cyclops - The Titan is blessed with a single penetrating eye that notices every detail, The Titan has a +1 bonus to hit when shooting at troops in cover. Hence a Titan with this attribute shoots at a troop stand in hard cover there will be a -1 penalty to hit and no penalty for shooting at troops in soft cover. Cyclops can not be used in conjunction with barrage weapons.
11	Long Spines - Many sharp spines protrude from the Titans body making close assault difficult. The Titan gains a +2 bonus to CAF and may no longer move through woods (the spines catch in the trees). Infantry that attack the Titan suffer an additional-2 penalty to their CAF.
12	The Titan is not in favour and may not have any general attributes.

BUBONIS
DAEMONIC PLAGUE TITAN OF NURGLE.

Since the dark days of the Horus Heresy the renegade Titan legions have dwelt in the Eye of Terror. For thousands of years they have been proving themselves to the Dark lords in the hope that the most worthy of them might be granted the ultimate reward, Daemonhood!

Bubonis is one such Titan, once the command of Grand Master Marnic Bubon, man and machine have become one and now lead the much feared Festering Death Titan legion to war against all-comers.

The legion of Festering Death, formally known by the Imperium as the Silver Scythes had been based on the rim of Imperial space when the Heresy swept the Imperium into civil war. Overlooked by many and far away from the bulk of the fighting the Legions commanders quickly succumbed to the lure of Chaos and entered the fray, siding with the Lord of Decay. The Legion set about bringing famine and pestilence to the worlds on the rim and unleashed ancient plagues upon the planets, thus winning their Lord's favour.

SPECIAL RULES

Bubonis is a Greater Daemon and all normal rules apply, the Titan is entitled to 3 chaos cards and he may use these to negate the effects of a hit, the card must be played before damage is rolled. Any units charged by Bubonis may not shoot him in the first fire phase and must take a morale check or go on to Fall back orders.

Whenever Bubonis moves he leaves a trail of sticky contagious slime behind him, the slime trail is 4cm wide and the template that is provided on the back inside cover should be used to represent the slime. The slime remains in play for the rest of the game and any troops who are not his minions will take a single hit with a -2 save modifier if they touch the template. Also any models that are in close combat with Bubonis will take a hit on a 4+ with a -1 save modifier before combat is resolved

Bubonis was once a Warlord class Titan and as such he can make one 90 degree turn during his movement. He has 6 void shields to protect him from incoming fire

1200 years ago Nurgle rewarded Bubonis for his loyalty and devotion with special plague cannon. These are barrage weapons that fire a festering ball of rotting waste that's infused with many sickening diseases. This hits its target and splatters over a wide area hitting anything underneath with 8 barrage points, any model that is hit suffers a -1 save modifier. After shooting has been resolved leave the template in position and roll on the plague outbreak table at the beginning of your movement phase.

WEAPON	RANGE	TO HIT	SAVE
PLAGUE CANNON	100cm	8BP	-1

PLAGUE CANNON TABLE

1 - 3	The plague seeps in to the ground and dissipates, remove the template from play.
4 -5	The mess of rot and disease starts to fester, leave the template in play, anything that touches the template will be hit on the roll of a 4+ with a -1 save.
6	The plague starts to spread at an alarming rate, An outbreak is imminent! Any model that touches the template will be hit on the roll of a 3+ with a -1 save and anything within 6cm will be hit on a 5+ with a -1 save.

Bubonis is also armed with the revolting Rot spitters, many writhing tentacles protrude from the Titans carapace. These end in gaping mouths that shoot large gobbets of Rot and Goo at the enemys of Nurgle, while the huge gaping mouth that dominates the Titans body can spit long streams of corrupted slime at anything that gets too close. Bubonis' mighty plague cannon are gripped and aimed by decaying Claws of Nurgle. These are are treated as a single power fist in close combat. You may not fire the plague cannon and use the claws as a power fist in the same turn.

FOLLOWERS OF BUBONIS

If you take Bubonis as a greater daemon you must also buy him followers. Bubonis must have at least 3 minion cards following him, and can have a maximum of 5 minion cards following him. Bubonis also allows you to purchase a Titan battle group, this battle group must be made up of Titans from the Legion of Festering Death and may be picked from the Titan Legion cards at the end of the article, as these are Bubonis' followers. Titans from the Legion of Festering Death can have general Chaos attributes and Nurgle specific Chaos attributes.

If Bubonis is destroyed then any Titans from the Legion of Festering Death will lose all of their general Chaos attributes. Nurgle specific attributes are not affected.

(Any Titan bought as a minion card for Bubonis will come from the Legion of Festering Death)

NURGLE SPECIFIC POWERS

Nurgle specific attributes may also be purchased at additional cost for any Nurgle Titan (Not Bubonis), if you wish to buy any of these attributes first roll a die to see how many attributes the Titan may have(Minimum of one per Titan), this is dependant on the size of the Titan. You may then choose attributes freely at the cost indicated. To buy attributes for Titans multiply the attribute cost by the modifier . To use these attributes it is necessary to have the model suitably converted.

ATTRIBUTES OF NURGLE

ATTRIBUTE ALLOWANCE TABLE

Emperor Titan - D6-1 attributes at double cost.

Warlord Titan - D6-2 attributes at cost indicated.

Reaver Titan - D6-3 attributes at cost indicated.

Warhound Titan - D6-4 attributes at half cost.

PLAGUE CARRIER -The Titan carries a hideously contagious and corrupting plague. Any model that charges or is charged by the Titan takes a hit on a roll of 4+ and must make a save at -1 to survive. ——— +50 points

WARTY BODY - The Titan is covered in thick leathery skin and has large, angry looking warts scattered over its surface. This confers a +1 save to all locations at the detriment of a 5cm movement penalty. ——— +150 points.

NURGLESQUE APPEARANCE - The Titans head has mutated hideously and is now so atrocious that any models charged by the Titan must take a morale test or go on to fall back orders. ——— +20points.

NURGLINGS - The Titan is covered in hundreds of mischievous Nurglings. These tease, interfere and get in the way of attacking models. The Titan gains a +2 CAF in close combat and never counts as outnumbered. Opponents may not claim any multiple combat bonuses. ——— +150 points.

STREAM OF CORRUPTION - Hundreds of tiny orifices cover the Titans body out of which the Titan is able to spew a concoction of maggots, slime and other foulness over its opponents. Place the stream of corruption template anywhere in the 180 degree fire arc, place the pointed end of the template against the Titans base and the rounded end over the target models. Any model caught under the template is killed on a roll of 3+, Titans lose a void shield or take a hit with a -2 save modifier. ——— +50 points

CLAWS OF NURGLE - The Titan's arms have grown a fleshy covering and huge 3 taloned claws clutch on to the Titans arm weapons. The Titan gains a +2 CAF and counts as having a power fist in close combat. You may not first fire and use your power fist.——— +100 points

BUBONIS THE PLAGUE TITAN

MOVE	CAF	TYPE
10cm	+18	WARLORD

Bubonis is equipped with 6 void shields

Bubonis may make up to 1x 90° turn during his move.

Bubonis is a greater daemon and must be accompanied by minions as usual, he entitles you to 3 chaos cards which he may use to negate damaging hits in the same way as a Lord of Battle. When charging in to close combat opponents must make a morale check or go on to fall back orders. enemy on first fire who are charged can not fire at Bubonis

Where ever Bubonis goes he leaves a Contagious slime trail behind him, the contagious slime has the following effects.

•Any model in combat will be hit on a 4+ with a -1 save modifier before combat is resolved.

•Bubonis leaves a 4cm wide slime trail behind him when he moves, this should be represented on the table and remains in play for the rest of the game. Any model that touches the template will be hit and must make a save at -1 to survive

WEAPONS	RANGE	AD	TO HIT	SAVE	NOTES
PLAGUE CANNON	100CM	8BP	8BP	-1	2 SHOTS, SEE RULES
ROT SPITTER	50CM	8	4+	-1	
CORRUPTING SPITTLE	25CM	1	5+	-2	
POWER FIST					SEE RULES

HIT LOCATION TEMPLATES

FRONT

CARAPACE WEAPON 2+	CARAPACE WEAPON 2+	CARAPACE WEAPON 2+
ARM WEAPON 1+	HEAD 0+	ARM WEAPON 1+
ARM WEAPON 1+	PLASMA REACTOR 1+	ARM WEAPON 1+
LEG 1+		LEG 1+
LEG 1+		LEG 1+

SIDE

CARAPACE WEAPON 2+	CARAPACE WEAPON 2+	CARAPACE WEAPON 2+
CARAPACE 0+	ARM WEAPON 1+	HEAD 0+
	ARM WEAPON 1+	ARM WEAPON 1+
	LEG 2+	
	LEG 2+	

REAR

CARAPACE WEAPON 2+	CARAPACE WEAPON 2+	CARAPACE WEAPON 2+
CARAPACE 1+	CARAPACE 1+	CARAPACE 1+
ARM WEAPON 1+	PLASMA REACTOR 2+	ARM WEAPON 1+
LEG 2+		LEG 2+
LEG 2+		LEG 2+

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BUBONIS DAMAGE TABLES

HIT LOCATION

HIT LOCATION/SHOOTING

Roll to hit Bubonis as normal. if you hit, refer to the location templates. Nominate the target area. Roll the pair of **aim dice** and move the location hit as indicated up, down, left or right. If the shot lands in a location area take any appropriate save. If the save fails refer to the appropriate damage table, if your shot lands on an empty square or outside the grid it has missed.

CLOSE COMBAT

If beaten in close combat the enemy chooses a location and damage is worked out from the appropriate damage table. Shields have no effect in close combat and saving throws are ignored.

HEAD DAMAGE TABLE

1-2	Bubonis' corrupting spittle attack is lost and the damage so enrages him that he must First fire at his attacker next turn if possible.
3	The shot stuns Bubonis and his CAF is halved next turn, He must be given advance orders and he may not fire for the rest of this turn or the next.
4	The shot knocks Bubonis unconscious and he may do nothing until he regains consciousness, leave Bubonis standing. He will regain consciousness on the roll of a 4+ on a D6 in the end phase. The turn after Bubonis regains consciousness he will be stunned as 3 above.
5-6	The shot rips into Bubonis' head, killing him instantly. Bubonis will fall over in a random direction, any vehicles or troop stands fallen on are destroyed.

WEAPON DAMAGE TABLE

1-2	The weapon has been damaged in the attack and may not be used until a 5+ is rolled on a D6 to repair in the end phase. If the Plague cannon is damaged then the power fist will also be damaged. Bubonis may not use his power fist and suffers from a -1 to his CAF until it is repaired
3-4	The weapon is damaged as above, additionally if the hit was on the arm Bubonis will loose his power fist and -1 CAF, if the hit was on the carapace weapons Bubonis will lose 4 attack dice from his Rot spitters.
5	The weapon is destroyed and may not be used again in this battle. If the arm is hit Bubonis loses his power fist and suffers from a -1 to his CAF.
6	The weapon is destroyed(see 5) and the neural shock causes a further automatic hit on Bubonis. Roll a D6, 1-3= reactor, 4-6= head. Now roll a D6 on the appropriate damage table to determine what additional damage is caused.

CARAPACE DAMAGE TABLE

1-2	Bubonis' void shield generators are damaged and shut down temporarily. Until the void shield generators are repaired (roll a 5+ on a D6 in the end phase), they may not be used.
3-4	Bubonis' void shield generators shut down and may not be used any further in this game.
5	Bubonis' void shields are in danger of overloading and you must shut them down before they explode! Roll a D6, on a 5 or 6 the shields are safely shut down . On a 1-4 the shields overload as described below.
6	Bubonis' void shields overload and explode causing massive internal damage. Bubonis is destroyed but remains standing. Any vehicles and troop stands within 2D6cm are hit by flying debris and must make an unmodified save to avoid damage.

REACTOR DAMAGE TABLE

1-2	Bubonis' armour is holed and vital chaotic energy starts to leak back into the warp, the hole can be repaired in the end phase by rolling a 5+ on a D6. Until then Bubonis' movement, CAF and weapon ranges are halved.
3-4	Bubonis' plasma reactor has been breached. Attempt to repair the damage by rolling a 5+ in the end phase, if you fail there will be a reactor meltdown and Bubonis is destroyed (see 5-6 for details). If you succeed the reactor comes back on line and Bubonis can move and fire as normal in his next turn.
5-6	Bubonis' reactor has been destroyed and Bubonis is vaporised in a spectacular meltdown. Bubonis is removed from play (replace it with a crater template). Anything within 3D6 cm suffers an automatic hit from flying debris and must make an unmodified save to avoid damage.

LEG DAMAGE TABLE

1-2	The leg is damaged, forcing Bubonis to walk with a pronounced limp. Bubonis' move rates are halved and he may not enter difficult terrain.
3-4	Bubonis' leg has suffered extensive damage , and it is very likely to give way. Roll a D6 in each ensuing end phase, subtracting 2 if Bubonis had charge orders or 1 if he had advance orders. On the roll of 0 or less the leg will snap and Bubonis will crash to the ground (see result 6).
5	Bubonis is completely crippled by the damage to its legs. It may not move or turn for the rest of the game.
6	The leg is blown apart and Bubonis crashes to the ground. Decide randomly which way Bubonis falls, and place him lying on his side in that direction. Any vehicles or troop stands fallen on are destroyed.

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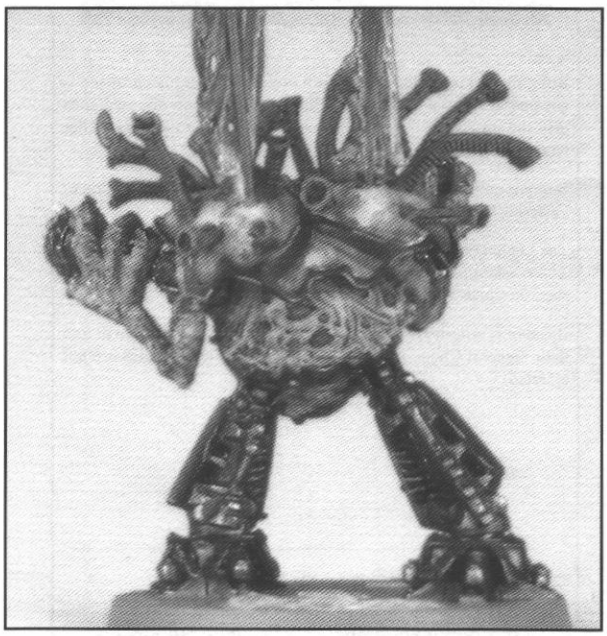
HOW TO MAKE BUBONIS

BUBONIS IS MADE FROM A NUMBER OF DIFFERENT PARTS, YOU WILL NEED.....

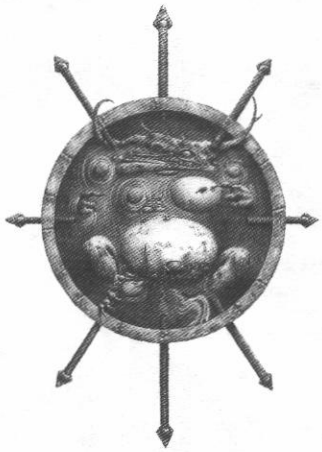
1 Plastic Warlord Titan Sprue
2 Rubble Claws (Metal Titan extras)
The Banners from a Palanquin of Nurgle
2 Old style Great Gargant Gut Buster Cannons
2 Nurgle Titan Heads
The Head from a new Beast of Nurgle
1 Greater Daemon of Nurgle Body section (the one with the big mouth.
Tentacles from the old Beast of Nurgle
2 Arms from a Greater Daemon of Nurgle (one left and one right)

To start your model glue the **Rubble claws** over the Titans moulded feet and then attach the body section as usual, don't glue the carapace on yet.
Next you will need to take the carapace and drill some holes in it, make the holes big enough so that the **tentacles** will fit inside. It is also necessary to cut away the front overhang- that's the bit with the Imperial eagle moulded to the top. You can now glue the carapace to the rest of the Titan.
It is now time to attach Bubonis' main body,**(the Nurgle body piece)** this should fit quite well on to the front of the Titan body although if you trim the Titan body and the inside of the lead part a good fit can be obtained, Try to position it so that the bottom of the **Nurgle body** piece fits between the Titans legs.- (see picture)



THE PLAGUE CANNON
These are simple to make. Take the two **Titan heads of Nurgle** and cut of the rear tab (the one that usually fits in to the hole in the Titan body,) and the tongue, you can now glue these on to the front of the **Gargant Gut buster cannons.**
Attach the finished Plague cannon to the arm mounts on the Titan.

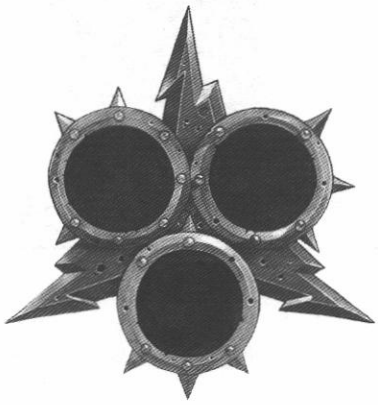
THE HEAD
the **head piece from a Beast of Nurgle** is quite large and it is necessary to cut the actual head away from the "bib". To do this make two straight cuts either side of the head so that a triangular wedge (with the head at the centre) is removed from the "bib" , don't make the wedge too big as we will be using the "bib" later on. File the head down a bit and slot it in to position between the body section and the carapace,in the space left by the removed overhang.
If you wish you can now glue the "bib" on to the rear of the titan, slot it in between the carapace and the main body.-(see picture on left)

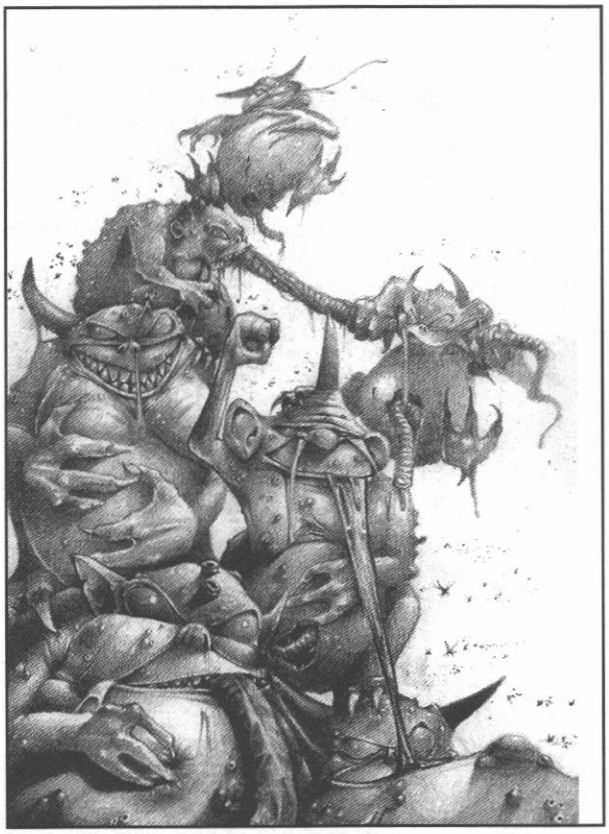


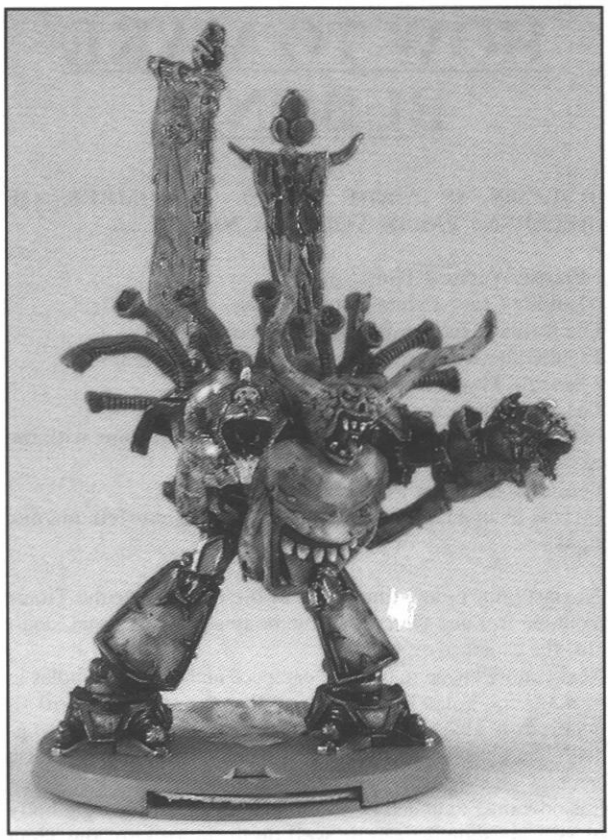
THE ARMS The arms are also simple, although you may wish to pin them in place. Your model will look better if you pose the arms a bit. To do this bend the fingers and hand so that it will look like the hand is gripping the Plague cannon, but be very careful as it is very easy to accidentally break a finger or even the entire hand off (I know, I did it myself). After the hand has been posed it is a simple matter to glue it on next to the Plague cannon.

THE TENTACLES
Assuming you have drilled the holes into the carapace all you have to do is cut the **tentacles** away from the rest of the metal and position them as you like in the holes.

TO FINISH
This is up to you, your Bubonis model should now be ready for painting although I recommend filling the gaps in the model with some milliput. Also you may like to model Bubonis' slime trail on to his base, again milliput would be ideal., although I used some Bostic all purpose clear glue.







GREATER DAEMON

Bubonis - Plague Titan of Nurgle

Following the death of Horus and the effective end of the Heresy, Bubonis fled to the Eye of Terror with the remainder of the Legion of Festering Death. There he dwells, a Prince among Daemons waiting to seek his vengeance on the mortals of the Imperium once again.

POINTS VALUE 1200

BUBONIS

Bubonis is a towering warty filth covered Titan his carapace is covered in slimy tentacular Rot Blasters and his two diseased arms grip the mighty Plague Cannon that was gifted to him by father Nurgle.

Bubonis entitles you to Titan Battle groups taken from the Legion of Festering Death.

The Legion of Festering Death is highly favoured by Nurgle and any Titans taken from this legion may be bought a number of Nurgle specific Chaos Attributes (see rules)

If Bubonis is destroyed then any Titans under his command will lose their General Chaos Attributes (Nurgle specific attributes are not effected)

VICTORY POINTS 12

Your opponent gains 12 VPs when Bubonis is destroyed

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TITAN LEGION

LEGION OF FESTERING DEATH

WARLORD BATTLE GROUP

A Warlord Titan Battle Group consists of three Warlord Titans.

POINTS VALUE 1500

WARLORDS

The Legion of Festering Death Warlord Titan Battle Group may only be taken as minions for BUBONIS, the plague Titan of Nurgle

Legion of Festering Death Titans are allowed one General Chaos Attribute each and are can be bought Nurgle Specific Chaos Attributes.

Each Warlord must remain within 25cm of at least one other Titan from the battle group. If a Titan is more than 25cm from its battle group in the orders phase it must go onto advance orders until it is back within 25cm of another Warlord from the grouping the Orders phase of a subsequent turn.

Warlord Battle Titans cannot be broken so they do not need to take morale checks. 8 Victory points are awarded to the opposing player for each Warlord Titan destroyed.

VICTORY POINTS 8

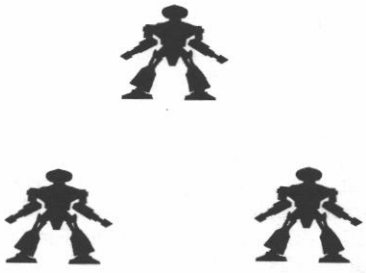
Your opponent gains 8 VP'S for every Warlord Titan that he destroys

TITAN LEGION

LEGION OF FESTERING DEATH

REAVER BATTLE GROUP

A Reaver Titan Battle Group consists of three Reaver class Titans.



POINTS VALUE 1000

REAVERS

The Legion of Festering Death Reaver Titan Battle Group may only be taken as minions for BUBONIS the Plague Titan of Nurgle.

Legion of Festering Death Titans are allowed one General Chaos Attribute and can be bought Nurgle specific Chaos Attributes.

Each Reaver Titan must remain within 25cm of at least one other Titan from the same Battle group. If a Titan is more than 25cm from its battle group in the orders phase it must go on to advance orders until it is back within 25cm of another Reaver Titan from the group in the orders phase of a subsequent turn.

Reaver Battle Titans can not be broken so they do not need to make morale checks. 5 Victory points are awarded to the opposing player for each Reaver Titan destroyed.

VICTORY POINTS 5

Your opponent gains 5 VP's for every Reaver Titan that he destroys

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®

MAN O'WAR

NECROMANTIC MAGIC

By Phil Lowles

This article is especially for all gamers suffering from Man O' War withdrawal symptoms and who need more rules to keep them from writing angry letters to us. Here we are following up on the Undead fleet rules printed in issue 6. I have taken a look at the Necromantic magic used by the Liches and Necromancers and devised many cunning spells to accompany them. Only one person has sent pictures of an Undead fleet to us and we know that some people have ordered the parts for an Undead fleet from mail order so come on, get modelling.

When the dark winds blow and the storm beats strong, dark tales are told of creatures and spooks. Eerie tales that tell of the dead walking and gathering, a gathering of the minions of night. Such creatures are only spoken of in whispers and rumour, in many places they are just a legend, but they exist and on land and sea they crawl and sail to bring death and destruction to all who are not Undead.

Under black skies that flash with unseen lightning and swooping bats, the dead go to sea in vast Floating Necropolises, Ghostships doomed to traverse the seven seas for time eternal and Skullships which carry the Skeletons, Zombies and Wights which form the ranks of the dead.

When the damned gather for battle they are brought together by a powerful magic user who uses his magic to bind them all to his will. This is usually a Liche but Necromancers also use the powers of the dead to bring death and destruction to all enemies. As the minions of the dead march forward lightning sparks over the skies and balls of fire light up the battle with their spectral brilliance. Necromantic spells from the dawn of time bring havoc and death to the living.

LICHES AND NECROMANCERS

An Undead fleet is commanded by a Liche or a Necromancer. They are also the Wizard and as such are the most important part of any Undead fleet. The spells and rules override those printed in Citadel Journal 6 for the Undead magic. The rules for the ships are still the same as stated in CJ 6. If you have a Tomb King as Admiral then you must have a wizard as instructed by the Journal. He may not use Necromantic magic but must use the normal magic deck that comes with the Man O' War game.

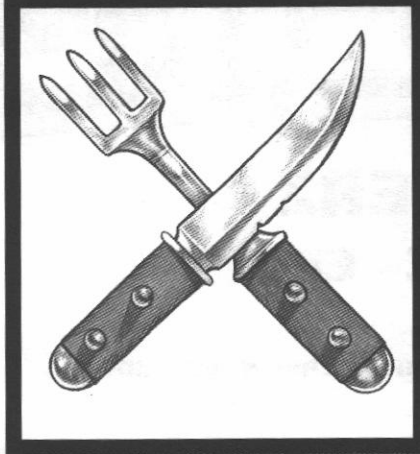
A Necromancer or Liche takes all 12 Necromantic magic cards at the begining of the game and may cast one per magic phase, and dispel once per magic phase as well. Unlike other Wizards though, after he has cast the spell he rolls a D6. On a 1 - 2 he must discard the spell as normal, but on a 3 - 5 he can choose to discard a spell card that he did not cast this turn instead of the one he did. If he rolls a 6 the power of the grave means that he does not discard a spell at all. This roll is NOT made if the spell was dispelled or for any cards used to dispel. You must automatically discard the spell card.

A Necromancer or Liche may not gain Necromantic cards back during the End Phase but must wait until all of the Necromantic deck has been used before getting all of the cards back again.

Dispels

Necromantic magic is very hard to dispel and as such a Wizard can only dispel using a spell of his own college of magic.

JOBO HAIRYFOOT
HALFLING



MOVEMENT	STRENGTH	AGILITY	ARMOUR
6	2	3	6

SKILLS
Right Stuff
Dodge
Stunty
Sprint
Sure feet

TEAMS
HALFLING

SPECIAL
NONE

60,000 GOLD PIECES

ROXANNA DARKNAIL
WITCH ELF

MOVEMENT	STRENGTH	AGILITY	ARMOUR
8	3	5	7

SKILLS
Frenzy
Dodge
Leap
Jump Up
Sprint

TEAMS
DARK ELF

SPECIAL
NONE

160,000 GOLD PIECES

GRIEGOR MIESSEN
HUMAN CATCHER

MOVEMENT	STRENGTH	AGILITY	ARMOUR
8	2	3	7

SKILLS
Catch
Dodge
Sure Feet
Diving Catch
Side Step

TEAMS
HUMAN

SPECIAL
NONE

150,000 GOLD PIECES

ERIK KANTONA
HUMAN BLITZER

MOVEMENT	STRENGTH	AGILITY	ARMOUR
7	3	4	8

SKILLS
Dirty Player
Block
Mighty Blow

TEAMS
HUMAN

SPECIAL
KANTONA KICK

150,000 GOLD PIECES

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GOFFIK ROKKERZ

SECOND TOUR DATE - EPIC

By James Funnell

LOUD MUSIC, BIG CROWDS, BIG GUNS AND BIG AMPLIFIERS!! NUFF SAID?

Bang, bang, bang, BANG. "Woahhhh. That's the sample tape finished, now lets get back to work, and your name is.....Nodraz. And your interested in the Epic gig are you,....Hmmmmm very well the gigs yours, here's 20 Teef in advance. If you just park Da Tour Wagon next to the big yellow Gargant,.....yes that's right 'Skullgrinder', the fighting should be starting in about an hour, we expect a turnout of about 3000 Orks aaaannnd yes that's right Space Marines, probably about 1500 of them. Very good sir, bye."

Following the recent article on GOFFIK ROKKERZ in Warhammer 40,000 I decided it would be unfair if everyone's favourite little men (sorry Orks) were without some awesome music to listen to. So here they are strait from the keyboard of James Epic Mad Funnell.-LETS ROKK!!

DA MOST SPECIAL RULES

Soon after the ingenious Mekboys had created the Jamme,r one particularly intelligent Ork (IQ=60) pointed out that he could not hear the music as loud as he would like to. It was soon afterwards that the Orks realised that this was the case for any Ork who either tried to listen from a building or from about 3000 meters away. Not loud enough at all !!

After this astounding discovery was made the Mekboys set to work building giant amplifiers and Jammer enhancement gear and finally came up with Da TOUR WAGON, A giant tracked platform that contained all the gear that the boyz could ever want.

Da Tour Wagon counts as a super heavy vehicle for movement and pinning. It is allowed any orders but must stay within 10cm of a Ork command unit to receive them.

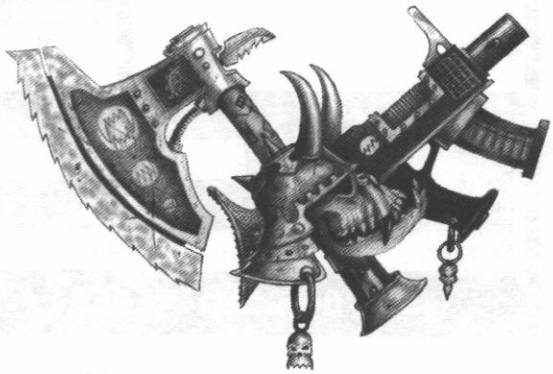
The Tour wagon and anything within 6cm will get an unmodified save of 4+ on a D6 if attacked by a psychic power.

If an Ork Weirdboy is within 6cm of a Tour Wagon he will gain an additional 2D6 power points, however his head will now explode on the roll of a 5+ on a D6 if he attempts to use his powers.

Any Orks within 6cm of the Tour Wagon will pass morale tests automatically and gain a +1 to their CAF in close combat, but due to the disorientation caused by head banging these Orks will suffer a -1 to hit penalty when shooting. Da Tour Wagon is accompanied by a number of Orks,(well quite a lot actually). There are 5 stands of Bouncer Orks that accompany the wagon, they must stay within 5cm of the wagon at all times and the wagon may transport these five stands (no others) if you wish. The bouncers share orders with the wagon and count as Goff boyz.

If the wagon is destroyed all Ork units within 6cm of the wagon must take a morale test, if this is failed the Orks will go in to berserk frenzy and must charge towards the model that destroyed the Tour wagon next turn. If the Bouncer Orks pass their morale test they will stay with the wreck and guard it - they are placed on first fire orders for the rest of the game, if they fail the morale check and charge off then they must move back towards the destroyed tour wagon at charge rate until they are within 6cm of it.

All Tour Wagons are equipped with a variety of big noisy cannon, these are fired by unfortunate Orks and Gretchin who are thrown in to the special ROKK insulated gunning compartments by the big, bossy Bouncer Orks. And they make



good sound effects too !

Da Tour wagon is also equipped with a special Mega Woofer sound blaster, this is a giant speaker with a truly tremendous output. Once per game the Mega Woofer can be overloaded and used as a weapon. Take the Inferno gun template(big tear drop) and place the pointed end so that it touches the Tour wagon, place the rounded end over your target. Any model underneath the template will be hit on the roll of a 4+ on a D6 with a -1 to their saving throw, Titans shields are ignored and Titans will suffer a hit on the head if they are affected. Any unit that contains models which have been hit but not killed can not be given orders next turn as they have been temporarily deafened by the sound blast. This includes Titans as their crew are hooked in to auto systems that allow them to hear the battle. Troops without orders may not move, but may shoot in the advance fire phase.

The Tour Wagon is protected from incoming fire by 1D3 powerfields. If the wagon is hit and it has remaining power fields roll a D6 , on the roll of a 6 the shot passes through the shield and hits the Tour wagon instead.

MOVE	SAVE	CAF	WEAPONS	RANGE	ATTACK DICE	TO HIT	SAVE MODIFIER	NOTES
10cm	1+	+10	Cannon	50cm	3	5+	-1	
	(all round)		Sound Blaster	Flame Template		4+	-1	see notes
			Bolters	10cm	4	6+	0	

SPECIAL CARD

GOFFIK ROKKERZ

Goffik Rokkers may only be taken as a Special Card for a Goff clan, they consist of 1 Goffik Rokker Tour Wagon and Five stands of Bouncer Orks.

The Bouncer Orks count as Goff Boyz.

POINTS VALUE 400

GOFFIK ROKKERZ

The Goffik Rokkerz and their Bouncers form a single unit, which must stay within 10cm of a Ork Command stand to receive orders.

BREAK POINT : The Goffik Rokkers are broken when the Tour Wagon is destroyed. If the Tour Wagon is destroyed then all Ork units within 6cm must take a morale test, if they fail then they must charge towards the enemy model that destroyed the Tour Wagon in their next turn. If the Bouncer Orks pass the Morale test then they will go on to first fire orders for the rest of the game.

MORALE VALUE 4: The bouncer Orks must roll 4 or more on a D6 to pass their morale check.

VICTORY POINTS 4

Your opponent gains 4 VP's when the Tour Wagon is destroyed

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MODELLING DA TOUR WAGON

MODELLING THE GOFFIK ROKKERZ TOUR WAGON.
YOU WILL NEED....

1 Sprue from an Ork Mega Gargant (The one with the hull pieces)
3 Gun turrets, the ones from the Lead Ork Battle Wagons work well (or anything else that's handy),
5 Stands of Ork Boyz, some Wildboyz, Madboyz and a Warboss.

HOW TO MAKE DA TOUR WAGON

• Take the bottom hull piece and glue on the front spikes and rear ramps

• Cut the tops off of the two side tracks so that they are level with the top of hull piece

• Glue the two side tracks to the hull and add a turret to the bottom turret mounts.

• Take the top hull piece (the small one) and glue it towards the back of the bottom hull piece, stick a turret to the top of this.

• You need some pieces to go on top of the tracks, I used the arm mounts from my Mega Gargant sprue but you could use anything.

• Rummage through your bits box and find some bits that you can use as loud speakers, drums etc. Stick these all over your wagon , put the drums in front of top hull piece leaving enough room for a drummer to stand behind.

• Take some Madboys and trim down the boltpistols (make them look like drumsticks) , cut the Madboyz off of their base and stick them behind the drums.(super glue is best)

• Take the Warboss and trim down his gun (make it look like a microphone), cut him from his base and glue him to the centre,front of the bottom hull.

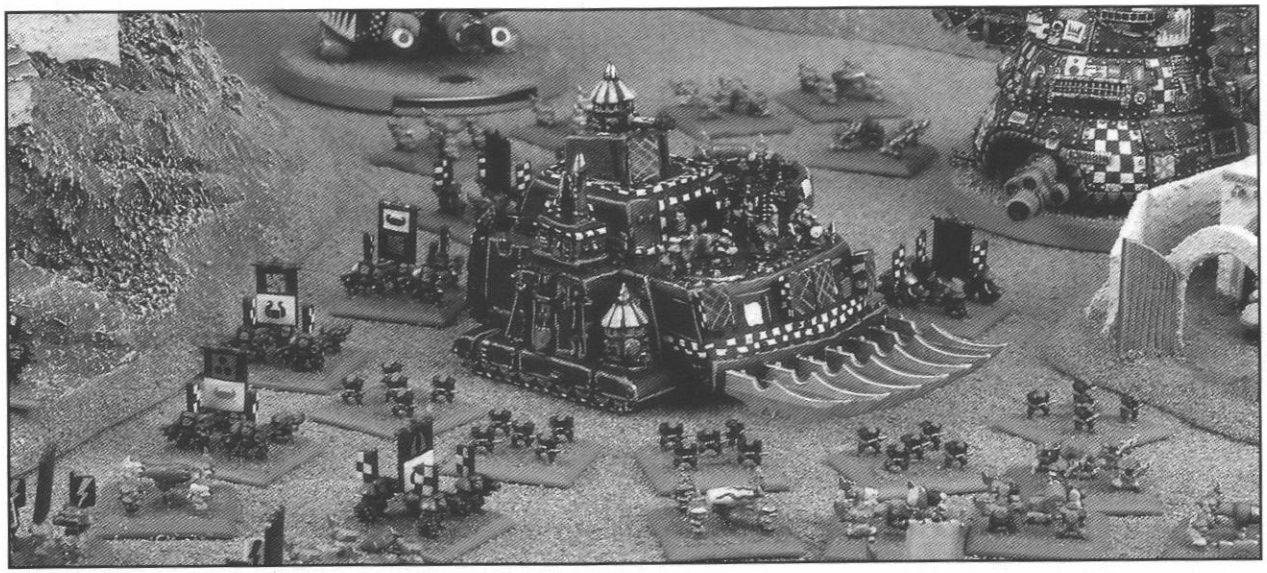
• Take the Wildboyz cut off their axes and glue them on to the Orks chests with the handle towards the Wildboys hand, cut them from their bases and stick them all over the bottom hull piece.

• The Tour Wagon is now finished you should paint it in the colours of the Goff clan.

THE BOUNCERS

• Make up 5 stands of Orks and paint them in Goff Ork colours, these are the bouncers.

TA DA, A FINISHED GOFFIK ROKK BAND



Clegg the Indomitable raced along the back alley, panting, his blood ringing in his ears. Behind him, he could hear curses and the barking of the wolf-dogs kept by the city watch as they attempted to track his passage though the maze of back streets of Nuln.

He skidded to a halt as the alley branched, his stomach wobbling with each breath, and risked a quick look behind him - he'd gained some time at least with the bailer twine he'd strung at knee-height in the doorways of the bank. He couldn't help sniggering - the Watch always fell for even the simplest tricks of Clegg the Incorrigible. He was sure that his reputation was going to increase tenfold for this latest theft; a ruby the size of his hand and four smaller diamonds nestled in a dirty handkerchief in his pocket, along with a fair sized pouch of gold coins that the Master of the Guard had been nursing for a rainy day

Well... he held a small hairy hand up to the sky - it was raining. So he might as well spend the money. He emptied a small package of mustard powder over the floor around him , scattered it a little with his foot, and then clambered up the wall to his left, grunting as his stomach got in the way and his breeches groaned with the strain. He hung by his hands to the other side of the wall just long enough to hear the running steps of the Watch round the corner behind him, and then strolled casually along the back gardens of a row of dingy cottages, pausing to take a handful of flowers from the borders before letting himself out into the main road by a small wattle gate.

He was barely at the front door of the tavern when agonised howling cut through the night air, followed by a chorus of pained whimpers. Sniffing his posy delicately, he grinned to himself at the thought of the ferocious wolf-dogs trying to get the extra hot mustard powder out of their delicate noses. Clegg the Unscrupulous rides again!

He took a deep breath of the chill night air, and stepped into the bar. The soft light didn't hurt his eyes at all, and the warm air embraced him with the contented murmurings of the travellers and regulars lounging at tables with pint mugs of cheap ale and other Halflings merrily chomping away at plate fulls of food. He stopped just inside the door to take stock of his surroundings, although the 'Cock and Bull' was almost exactly the same as the dozen other taverns littering the west side of Marienburg. Seeing nothing immediately threatening, he straightened, tugged his second-best jacket into shape, and strode masterfully up to them bar. If he wanted a free meal, he'd have to play this by ear.

"Excuse me," he said politely, doffing his hat to the barmaid. she took no notice of him, slumping on mountainous bar stools. Clegg the Mighty bounced a little higher on his toes, waving a stubby hand. "Excuse me, my good lady," he said, a note of irritation creeping into his voice. One of the other customers, a tall man with long hair and stubble, gazed down at him laconically and gave a short bark of laughter, before downing a measure of Ale. He slammed the empty tankard on the bar and it was immediately refilled.

Clegg the Invincible's' chest puffed out in indignation. "Excuse me, sir" he said tersely, "But I believe I was first!"

He shrugged at having to abandon his inbred good manners in front of so many people, flexed his shoulders, and started to climb up the warrior's leg. The man gave a shout of annoyance, stood up, and Cleg the Unimaginable summersaulted onto the bar, skidding a few feet on the polished surface. His foot happened to catch a few bottles as he did so, and unfortunately most of them, being of a highly unstable design, toppled to the floor. He turned and ducked a blow from the enraged barmaid.

"Now, now," he calmed her, "You wouldn't hit someone shorter than you, would you?" He produced the tattered bunch of flowers from his pocket and offered them to her on one knee. "You know," he whispered delicately in her ear, "If you were three feet shorter, you'd make some man a nice wife!"

He whirled and bowed to the people in the room, most of whom were looking at him by now. "Ladies and Gentlefolk!" he cried, waving his arms and gesticulating wildly. "I am Clegg the Unimpeachable, Champion of the rights of all folk, large and (most importantly), small." He took a deep breath and looked around him anxiously. Every pair of eyes in the place rivetted on him. He sighed happily and settled back into his role. "I am being chased - nay, hounded, by the curs of the Watch, seeking to harm me because - simply because - I am a member of a persecuted minority who dares to stand up for his rights. I Clegg the Magnificent! I have gathered you here today to support me in my struggle against the evil forces of oppression. I shall ask you only for the small sum of eight copper coins apiece - and with that sum you will have purchased the peace of heart which I know you all - ugh -" He Staggered backwards, clutching his heart, as another missile flew past him. A salt cellar cracked against the bar by his feet and burst open.

"Friends!" he cried, "You wound me! Five copper pieces is all I ask, to help feed a penniless, starving -" He gave a short scream and fell off behind the bar, propelled by a large, half chewed haunch of beef.

The inhabitants of the bar settled down to eat once again; the barmaid resumed her place, and everything returned to normal. Clegg sighed. Well, it nearly worked. He took a large bite out of the beef.

Suddenly the door of the tavern slammed open, and five uniformed men stood on the threshold, hands on their sword hilts.

"Yes, officer?" said the barmaid, putting her foot heavily on the back of Clegg's head.

"You seen a Halfling in here?" asked the Watchman.

She smiled, and gestured at the little people who were interspersed about the tables, eating heartily. Most of them had their mouths full as they looked up. "I've seen lots of Halflings," she shrugged. "Which one in particular were you looking for?"

The Watchman sighed, and motioned his men back through the door. "Believe me, you'd know if you saw this one," he murmured, grinning wryly.

"Yeah," said the barmaid, inhaling. The door had scarcely shut when Clegg bounced back up onto the bar.

"Did you see that, Friends? The corruption of the Law strikes at even the most sacred of places; our own Tavern! Did you hear that Watchman? Looking to get his foul clutches on any of you law abiding halflings? We can take this no longer!" He dodged the clutches of the barmaid and pecked her nimbly on the cheek.

"Stand up for our rights! Come with me, Clegg the Mercenary King! Who among you is willing to fight for better food privileges?" He waved at the Halflings, beginning to infect them with his eagerness, "No more will we take second place in the grocery queues of the Old World! No longer will we be overlooked by those more top heavy than our selves! Come, join my merry troupe of outlaw mercenaries, fighting for a better world!"

The other Halflings, easily swayed, one by one finished their meals and came to stand by him in a little mob at the font of the bar.

"You sure you don't want us to pay?" they asked suspiciously.

"What?" said Clegg the Chieftain, hurt, "You think I would elicit funds from my own brothers and sisters? No, my friends - together we shall make money; take it from those richer than ourselves, even the balance for once and all - ah - ahhh - " He squeezed his eyes shut in a vain attempt not to sneeze, whipped the handkerchief out of his pocket, and blew his nose.

The Halflings watched in stunned disbelief as five gems rocketed out of his hand and embedded themselves in the wooden wall covering.

"My present to you faithful ones," said Clegg, thinking on his feet. "These gems, finally given back to their rightful owners after hundreds of years - just a taste of the riches you'll have once you come back with me." Oh well, he thought. I'll be able to steal them back later.

He managed to take a last bite of the haunch of beef before being borne out on their shoulders, into the night, singing loudly.

During the next month, there were three unexplained attacks on parties of watchmen, one mistaken raid on a herd of sheep, and seventeen successful ambushes on food caravans to and from the city.

Some time later, the band of hard-bitten mercenaries, chased from the surrounding countryside by a concerted effort of the Watch, offered themselves for hire to an Bretonnian army massing in the hills to the south. The large army hired the Halflings at first to help cook for the massive horde that was at camp, but as soon as the fighting started they dropped their ladles (well some of them did) and proved to be an important, if not small, part of the Brettonian victory against the Orcs from the Grey Mountains.

By Arnold Bates

EPIC TITAN LEGIONS®

LEGIONS OF CHAOS

By James Funnell

In this follow up article to last issues abomination I describe the mighty Skylok Winged Daemon Titan of Tzeentch and his loyal followers, the Suns of Damnation Titan Legion. Be afraid, be very afraid!

MODELLING SKYLOK

To make Skylok you will need a number of different parts, all of which are available from Mail order.

1 Tzeentch Titan head.

1 Firelord of Tzeentch. (Epic Daemon engine)

1 Metal Warlord Titan. (the Head, Feet, Exhaust and Weapons aren't needed)

1 Hippogriff right wing.

1 Hippogriff left wing.

1 Stormwing right claw.(High Elf Griffon)

1 Stormwing left claw. (High Elf Griffon)

1 Flying base.

To begin first make up the Metal Warlord Titans Carapace and glue on his torso and joint plate.

Glue the Tzeentch Titan head into position just above the mounting hole for the Warlord head, you will find that it fits in quite snugly.

Now the wings, these will need to be trimmed down (a knife or modelling file will be adequate) a bit so that they will fit in under the side carapace. The wings will glue in to place better if they are butted up against the Titans torso.

Next you will need to make the secondary wings. Take the Firelord and cut off the ends of its wings (just below the guns), these can be glued in to place just above the wings on the Titans carapace.

Last issue I described how your Chaos Titans could become even more varied and deadly. Also I introduced the galaxy to one of the universes most terrifying warriors, Bubonis and the Legion of Festering death.

I expect many of you screamed at the thought of only being able to purchase additional attributes for Nurgle Titans. Well now you can calm down because in this second installment of Legions of Chaos I will tell you a tale about Skylok mighty winged Daemon Titan of Tzeentch and his loyal followers, the Suns of Damnation Titan Legion. Now you will be able to purchase powerful attributes for Tzeentch Titans as well as Nurgle.

SKYLOK WINGED TITAN OF TZEENTCH

Like Bubonis Skylok escaped the carnage of the Horus Heresy and fled to the Eye of Terror after the Warmaster was killed. Here he now waits in eternal conflict for a chance to wreak his vengeance upon he worlds of Mankind once again.

Once the Heresy was under way Grand Master Sarlon Hess of the Burning Stars Titan Legion was one of the first Imperial commanders to come under the Warmaster's sway. He announced his traitorous intentions by mounting a lightning raid upon the important Imperial fuel dump on Stienor IV, immobilising an entire Imperial space fleet for a whole month. His name and all records concerning the Burning Stars were promptly stuck from Imperial records and they are now known as the Suns of Damnation. Wherever they go the mighty form of Skylok swooping through the skies is an ominous sign of awaiting death that causes fear in all that behold him.

SPECIAL RULES

Skylok counts as a greater daemon and all normal rules apply. This means He is entitled to 3 Chaos cards which may be used to negate the effects of any unsaved hits. The card must be played after you fail Skyloks' saving throw but before damage is rolled.

Skylok inspires terror in all his enemies and any units charged by him may not shoot if they are on first fire orders and must take a morale test or go on to fall back orders.

Because Skylok has huge wings his movement is totally different to any other Titan. Skylok can fly and and follows all the rules for flyers as described in Titan Legions.

Skylok must move between 10 and 30cm and can make a single 90° turn at the beginning or end of his move, this move must be in a straight line but he can ignore terrain as he flies over it.

At the end of Skyloks' move he may declare that he is flying high, place him on the top of a cup or something similar to represent his height. When Skylok is flying high anything on the table will be able to see him and he will be able to see them. Any enemy models wishing to shoot Skylok while he is flying high must add 25cm to their range as gravity is against them. This penalty does not apply to Skylok himself.

If Skylok does not fly high then he is permitted to make a special Death Swoop attack. With an ear bursting screech Skylok swoops down on an unsuspecting enemy vehicle and attempts to pick it up in his talons.

To make a Death Swoop attack Skylok must first forfeit half of his movement, then if he he moves over any enemy vehicle (Titans, Super heavy tanks and infantry stands can not be picked up) he may attempt to pick it up. Roll a D6 if you score a 2 or more then Skylok has successfully grabbed his target and flown of with it.

Once Skylok has grabbed a vehicle he may drop it at any time in the rest of the current movement phase or during any subsequent movement phase. Once dropped the victim is automatically destroyed and anything that it falls on will be destroyed if its armour save is worse than that of the vehicle that is being dropped on it. If a Titan is hit it will loose 1 shield. If it has no shields choose a location and roll the aim dice as usual, if the hit locations armour save is worse than that of the vehicle that is being dropped then roll on the locations damage table.

Skylok may only have one vehicle in his talons at a time.

Skylok was originally a Warlord class Titan and as such he is equipped with 6 void shields.

Skylok is armed with a potent array of magical weapons. Powerful Lightning cannon protrude from his carapace ready to spit electric death while he can bring a Beam of Power in to existence to burn large targets to a crisp. Skylok has also bean gifted with the ability to cast The Magic of Tzeentch.

Skylok may call upon the power of the Magic of Tzeentch once per Psychic phase, Place a barrage template anywhere within 25cm of Skylok, any model underneath will be hit on the roll of a 5+ on a D6 and must make an unmodified saving throw or be destroyed. If any Infantry stands are destroyed in the attack then these will be transformed in to Pink Horrors. Place a Pink Horror stand where the infantry stand used to be, the Horrors will come under the control of the Chaos player from the next turn and is worth no victory points.

SKYLOKS' FOLLOWERS

If you take Skylok as part of your army then you must also buy him followers. Skylok must have at least 3 minion cards accompanying him and he can have a maximum of 5 minion cards.

Skylok also allows you to purchase a Titan battle group from the Suns of Damnation Titan Legion cards at the end of this article. These are Skyloks' followers and any Titan picked as a minion for Skylok will be from the Suns of Damnation Titan Legion.

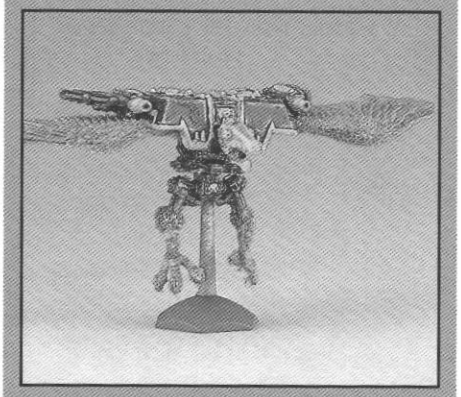
Titans from the Suns of Damnation Titan Legion may have general Chaos Attributes and Tzeentch specific Chaos Attributes.

If Skylok is destroyed then any Titans from the Suns of Damnation Titan Legion will lose all of their general Chaos attributes, Tzeentch specific attributes will not be affected.

TZEENTCH SPECIFIC POWERS

Tzeentch specific attributes may also be purchased at additional cost for any Tzeentch Titan (Not Skylok), if you wish to buy any of these attributes first roll a die to see how many attributes the Titan may have (minimum of one per Titan), this is dependant on the size of the Titan. You may then choose attributes freely at the cost indicated. To buy attributes for Titans multiply the attribute cost by the modifier . To use these attributes it is necessary to have the model suitably converted.

MODELLING SKYLOK CONTINUED



Making Skyloks legs.

To start the legs you will need to cut off a large portion of the metal Warlord Titans legs.This is quite awkward so make shore that the legs are firmly gripped before you start to cut.

Cut off the lower part of each leg, this is the part with the carapace at the front.

Once the bottom of the Titans legs have been removed you must drill a hole in between his legs, this is for the flying base.

It is now a simple matter to glue the claws from the Griffon in to place where the bottom of the Titans legs once were. These will not be a perfect fit and you can either file town the claws until you are happy with them or model some extra feathery bits around the join with milliput. (personaly I think the milliput option is much better).

With Skyloks Talons now in place it is a simple matter to attach him to his flying base, paint him and go forth to vanquish your foes.

ATTRIBUTE ALLOWANCE TABLE

Emperor Titan	D6-1 attributes at double cost
Warlord Titan	D6-2 attributes
Reaver Titan	D6-3 attributes
Warhound Titan	D6-4 attributes at half cost

THE ARMY CARDS

Over the next couple of pages we have provided some Epic army cards for Skylok and his followers.

To make these simply photocopy them (so you don't have to cut up your luvly Journal) then cut down the middle and glue the two halves together. simple innit!

ATTRIBUTES OF TZEENTCH

WINGS

The Titan is gifted with a magnificent pair of wings and can now fly, it has a move of.

Emperor Titan	not allowed
Warlord Titan	10-30cm
Reaver Titan	10-40cm
Warhound Titan	10-50cm

(A Warhound Titan that has wings will not be able to use its dodge when charging and so enemy will not be at -1 to hit the Titan)

The Titan now follows all the rules for flyers. **+150 points**

MAGIC OF TZEENTCH

The Titan is able to cast this potent spell. Once per psychic phase you may place a barrage template anywhere within 25cm, any model underneath will be hit on the roll of 5+ on a D6 and must make an unmodified save or be destroyed. Infantry stands that are killed will turn into pink horrors and come under the command of the Chaos player. **+30 points**

DAEMONIC APPEARANCE

The Titan's head has mutated hideously and is now so atrocious that any models charged by the Titan must take a morale test or go on to fall back orders. **+20 points**

TALONS

The Titans feet have been replaced by a pair of razor sharp Talons. The Titan can only have this attribute if it has wings.

A Titan with Talons can make a Death Swoop attack in the same way as Skylok.

+50 points

ECSTATIC DUPLICATION

The Titan is totally infused with raw magic that a halo of fire can be seen dancing around it.

If the Titan is destroyed so much raw power is released that a unit of Pink Horrors is created were the Titan was destroyed, the Pink Horrors are under the command of the Chaos player.

+100 points

BOLT OF CHANGE

The Titan has been granted with powerful magics to kill its foes.

The Bolt is cast during the psychic phase and has a range of 35cm, it will hit its target on a 3+ on 1 D6 and the target must make a saving throw at -1. If the save fails then the target is turned in to a Chaos spawn (Titans will take a normal hit with +2 damage)and this will work in the same way as a spawn created by a Lord of Change. **+50 points**

GREATER DAEMON

Skylok - Winged Daemon Titan of Tzeentch

Following the death of Horus and the effective end of the Heresy, Skylok fled to the Eye of Terror with the remainder of the Suns of Damnation Titan Legion There he dwells, a Prince among Daemons waiting to seek his vengeance on the mortals of the Imperium once again.

POINTS VALUE 1000

SKYLOK

Skylok is a majestic winged Titan and inspires awe and fear in all unlucky enough to face him.

Skylok entitles you to Titan Battle groups taken from the Suns of Damnation Titan Legion.The Suns of Damnation are highly favoured by Tzeentch and any Titans taken from this legion may be bought a number of Tzeentch specific Chaos Attributes (see rules)

If Skylok is destroyed then any Titans under his command will lose their General Chaos Attributes (Tzeentch specific attributes are not effected)

VICTORY POINTS 10

Your opponent gains 10 VPs when Skylok is destroyed

TITAN LEGION

Suns of Damnation

WARLORD BATTLE GROUP

A Warlord Titan Battle Group consists of three Warlord Titans.

POINTS VALUE 1500

WARLORDS

A Suns of Damnation Warlord Titan Battle Group may only be taken as minions for Skylok, the Flying Daemon Titan of Tzeentch.

Suns of Damnation Titans are allowed one General Chaos Attribute each and can be bought Tzeentch Specific Chaos Attributes.

Each Warlord must remain within 25cm of at least one other Titan from the battle group. If a Titan is more than 25cm from its battle group in the orders phase it must go onto advance orders until it is back within 25cm of another Warlord from the grouping the Orders phase of a subsequent turn.

Warlord Battle Titans cannot be broken so they do not need to take morale checks. 8 Victory points are awarded to the opposing player for each Warlord Titan destroyed.

VICTORY POINTS 8

Your opponent gains 8 VP'S for every Warlord Titan that he destroys

TITAN LEGION

Suns of Damnation

REAVER BATTLE GROUP

A Reaver Titan Battle Group consists of three Reaver class Titans.

POINTS VALUE 1000

REAVERS

A Suns of Damnation Reaver Titan Battle Group may only be taken as minions for Skylok the Flying Daemon Titan of Tzeentch.

Suns of Damnation Titans are allowed one General Chaos Attribute and can be bought Tzeentch specific Chaos Attributes.

Each Reaver Titan must remain within 25cm of at least one other Titan from the same Battle group. If a Titan is more than 25cm from its battle group in the orders phase it must go on to advance orders until it is back within 25cm of another Reaver Titan from the group in the orders phase of a subsequent turn.

Reaver Battle Titans can not be broken so they do not need to make morale checks. 5 Victory points are awarded to the opposing player for each Reaver Titan destroyed.

VICTORY POINTS 5

Your opponent gains 5 VP's for every Reaver Titan that he destroys

SKYLOK THE WINGED DAEMON TITAN

MOVE	CLOSE ASSAULT FACTOR
10-30cm	+10

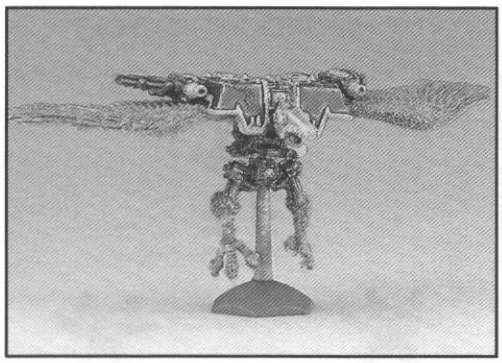
Skylok is equipped with 6 void shields.

Skylok may make up to 1x 90° turn during his move.

Skylok is a flyer and follows all rules for flyers.

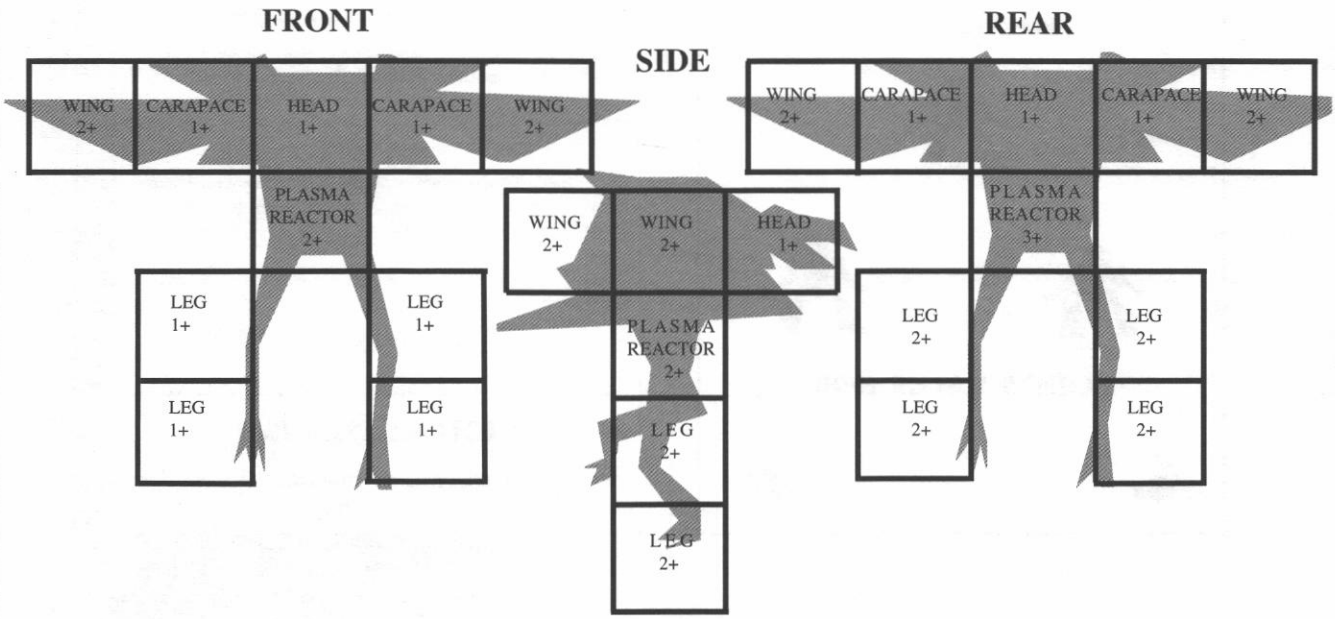
As a flyer Skylok must move between 10 and 30cm each turn, he can not go on to first fire. Charge orders will not double his move.

Skylok is a Daemon Titan and may not be given any additional attributes.



WEAPON	RANGE	ATTACK DICE	TO HIT ROLL	TARGETS SAVE MODIFIER	NOTES
Lightning cannon	50cm	4	4+	-2	
Beam of power.	75cm	1	3+	-4	
Magic of Tzeentch	50cm	4BP	4BP	-1	See rules
Death swoop	-	1	2+	-	See rules

HIT LOCATION TEMPLATES



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SKYLOK DAMAGE TABLES

HIT LOCATION

HIT LOCATION/SHOOTING

Roll to hit Skylok as normal. If you hit, refer to the location templates. Nominate the target area. Roll the pair of **aim dice** and move the location hit as indicated up, down, left or right. If the shot lands in a location area take any appropriate save. If the save fails refer to the appropriate damage table, if your shot lands on an empty square or outside the grid it has missed.

CLOSE COMBAT

If beaten in close combat the enemy chooses a location and damage is worked out from the appropriate damage table. Shields have no effect in close combat and saving throws are ignored.

HEAD DAMAGE TABLE

1-2 Skyloks' Magic of Tzeentch attack is lost and the damage so enrages him that he must try to Death Swoop his attacker next turn.

3 The shot stuns Skylok and his CAF is halved next turn, He must be given advance orders and he may not fire for the rest of this turn .

4 The shot knocks Skylok out of control and he may do nothing until he regains control, leave Skylok were he is. He will regain control on the roll of a 4+ on a D6 in the end phase. If Skylok is out of control during a movement phase he will move 2D6 cm in a random direction.

5-6 The shot rips into Skyloks' head, killing him instantly. Skylok will crash 3D6 cm away in a random direction, any vehicles or troop stands fallen on are destroyed.

WING DAMAGE TABLE

1-2 The Lightning cannon has been damaged in the attack and may not be used until a 4+ is rolled on a D6 to regenerate it in the end phase.

3-4 The Wing was damaged in the blast and the Lightning cannon was destroyed, Skyloks maximum move is reduced from 30cm to 15cm until the damage can be regenerated by rolling a 4+ on a D6 in the end phase.

5-6 The wing is destroyed and Skylok will crash to the ground 3D6cm away in a random direction. Any vehicle or infantry stand that Skylok crashes on will be destroyed.

CARAPACE DAMAGE TABLE

1-2 Skyloks' void shield generators are damaged and shut down temporarily. Until the void shield generators are repaired (roll a 5+ on a D6 in the end phase), they may not be used.

3-4 Skyloks' void shield generators shut down and may not be used any further in this game. Also his Lightning cannon are destroyed and may no longer be used

5 Skyloks' void shields are in danger of overloading and you must shut them down before they explode! Roll a D6, on a 5 or 6 the shields are safely shut down . On a 1-4 the shields overload as described below.

6 Skyloks' void shields overload and explode causing massive internal damage. Skylok is destroyed but remains standing. Any vehicles and troop stands within 2D6cm are hit by flying debris and must make an unmodified save to avoid damage.

REACTOR DAMAGE TABLE

1-2 Skyloks' armour is holed and vital chaotic energy starts to leak back into the warp, the hole can be repaired in the end phase by rolling a 5+ on a D6. Until then Skyloks' movement, CAF and weapon ranges are halved (rounding up).

3-4 Skyloks' plasma reactor has been breached. Attempt to repair the damage by rolling a 5+ in the end phase, if you fail there will be a reactor meltdown and Skylok is destroyed (see 5-6 for details). If you succeed the reactor comes back on line and Skylok can move and fire as normal in his next turn.

5-6 Skyloks' reactor has been destroyed and Skylok is vaporised in a spectacular meltdown. Skylok is removed from play (replace it with a crater template). Anything within 3D6 cm suffers an automatic hit from flying debris and must make an unmodified save to avoid damage.

LEG DAMAGE TABLE

1-3 The leg is damaged, and Skyloks CAF is halved until it is regenerated, Skyloks leg will regenerate on the roll of 4+ on a D6 in the end phase. Additionally Skylok may not make a Death Swoop until his leg has regenerated.

4-6 Skyloks' leg has suffered extensive damage, and may no longer be used. Skyloks CAF is halved for the rest of the rest of the game and he may no longer make a Death Swoop attack.

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ADAPTING THE MECHANIC STUFF

By Jervis Johnson

WARNING - THIS ARTICLE COULD BE DANGEROUS FOR YOUR MENTAL HEALTH!

"Brother Calgar took careful aim at the rebel Rhino. When the side of the traitor vehicle filled the sights of his Heavy Plasma Gun's targeter, he fired. The bolt of incandesant energy punched clean through the Rhino's thin side armour and cleaved into its fuel cells. For a moment nothing happened, and then the Rhino suddenly vanished as it was ripped apart by a huge explosion. As the burning debris fell back to the earth Calgar whispered a prayer of thanks to the Emperor and then calmly picked another target."

There, that's got your attention, hasn't it! This is the first article in the Journal to carry a health warning, but it does so with good reason as it is going to allow you to take part in the design process of Warhammer 40,000. As every game designer I have ever met is barking mad (with the exception of myself, of course), you should be aware that you read this article at your own peril... Still here? Oh well, don't say I didn't warn you when your brains turned to mush and all you can think about is dice rolls and movement distances!

But enough of these futile warnings, let's get on to what this article is actually all about: the Warhammer 40,000 vehicle rules. As every player of Warhammer 40,000 knows, vehicles use a completely different set of rules to other models in the Warhammer 40,000 game. They don't have strengths and toughness or wounds, for a start, relying instead on armour values and damage tables to perform a similar job. And they use an almost completely different method of movement to ordinary foot models. In many ways the differences between vehicles and other models is a very good thing - there is obviously quite a lot of difference between a living person and a tank, after all! - and there is no doubting that the vehicle rules in Warhammer 40,000 work perfectly well. However the way that Warhammer 40,000 uses two sets of different game mechanics 'side by side', as it were, can cause problems and logical inconsistencies when the game is being played.

The purpose of this article and its sequel in the next issue of the Journal is to take a look at the way that the vehicle rules for combat and movement work in Warhammer 40,000 and to provide some alternative rules that could be used instead. Please note that all the stuff you will read about are just half-baked ideas at the moment, and in any case we are by no means certain that the vehicle rules need changing at all! However, we are very keen to get the readers of the Journal directly involved in the process of playtesting and developing the Warhammer 40,000 game, because we value your opinions and we want to know what you think we can do to make the game better. All you have to do to take part in this grand and noble experiment is read the article and give the alternative rules a try, and then write to the Journal Bunker to let us know what you think of them. What could possible be simpler!

Mark Gibbons

SQUIG STAR PLAYERS

When your Squigs gain star player points and become star players then you may choose skills from General, Strength or Physical. You will have to use common sense and choose skills which reflect Squigs nature. We don't want any Squigs with Big Hands, Squigs do not have any arms afterall.

Included with this article is full rules for a Goblin Squig Hopper and at the bottom of this page is his star player card. You may photocopy this page and cut the star player card out. Then simply glue it onto card and there you have a new Squig Hopper star player. Good hey!

Squig Hopper Star Player

Soon after Squigs hit the Blood Bowl turf a mad Goblin called Fuggit decided it would be a great idea to sit on one and ride about on it. Fuggit bought a Squig from a Squig Hunters team and soon began to learn how to ride him. Fuggit found it was more difficult than he had at first thought. For starters he kept falling off and hurting himself. But being a persevering Goblin, apart from being stupid that is, he kept trying and one day he had mastered the Squig which he named Biter and then hopped down to his local Blood Bowl match.

It was not long before a coach spotted Fuggit riding Biter and signed him up on a two year contract. That very afternoon Fuggit and Biter became a big hit with the fans bounding around the pitch in a completely mad fashion. The Goblin fans wanted more and more Squig Hoppers were soon playing Blood Bowl.

None of the newer Squig Hoppers could match up to Fuggit and Biter though and the pair were quickly enticed into the big Blood Bowl teams with the lure of lots of money and rats to eat. Since then Fuggit and Biter have played for dozens of teams and have played in all the major competitions.

Special rules: Penalty roll 8+

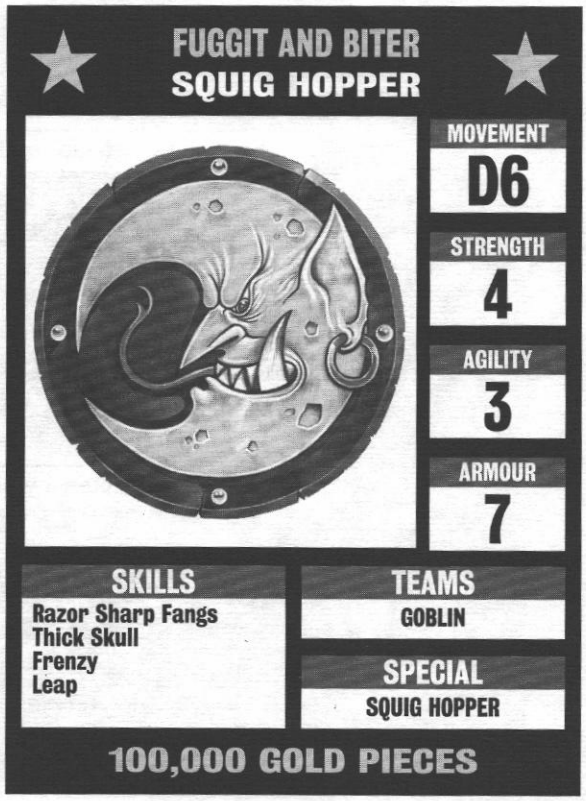
A Squig Hopper moves and blocks in exactly the same way as a normal Squig. The difference is that instead of blocking the Squig Hopper can attempt to leap over the player and continue the move on the other side of the opponent. This can be done when the template indicates the Squig Hopper is about to move into an opposing player. Make an agility roll as normal and if successful the Squig Hopper lands in the square the other side of the opponent. This takes up two squares of the Squigs movement and if the Squig does not have enough move to make the leap then he may go for it to leap. If there is no empty square on the opposite side of the player then he will just have to block the player in his way. You can choose whether to block or to leap when the template indicates you are going to collide with another player whether its a friend or a foe.

Every turn after the Squig Hopper has moved the Goblin player must roll a dice. On a 1 the Goblin has fallen off and is automatically injured, make an injury roll. On a 2 or more the Goblin stays on the Squig and is fine this turn. The Statistic line on the star player card incorporates both Squig and Goblin so if one gets injured they are both injured.

If the ball ever ends up in the Squig Hopper's square then the Goblin makes a roll to see whether he catches the ball or not as usual. Do not count the +1 for picking up the ball if the Squig Hopper should attempt this.dangerous stunt. If the Goblin does catch the ball then he has grabbed it before the Squig does. If the Goblin drops the ball then the Squig gets it and you must make a roll on the Squigs and the football table as normal.

Hiring Fuggit and Biter - Counts as 1 player

Fuggit can keep Biter under control and therefore you do not need a Squig Hunters team to have Fuggit and Biter, although you do if you want any more Squigs on your side.



EPIC TITAN LEGIONS®

EPIC CHARACTERS AND TROOPS

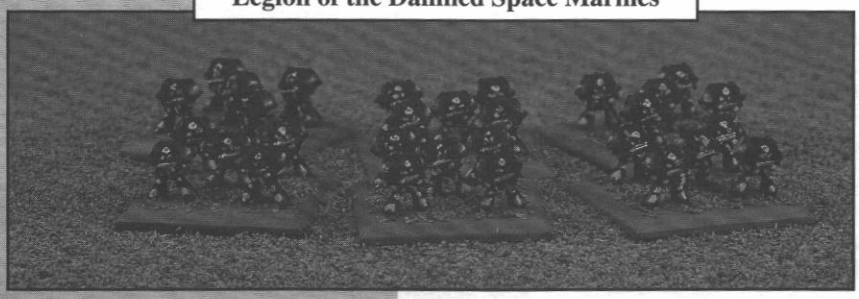
By James Funnell

"Gigantic war machines clash in epic conflict", or so it says on the box. In the shadow of Titans and the foot print of the mighty Ork Gargants lurk infantry, countless unsung champions and a few mighty heroes can be found on every battlefield and here I present to you a few of the most feared troops and deadly individuals with which you can conquer your enemies.

Over the next few pages you will find a selection of Imperial Guard, Space Marine and Eldar characters, I have included brief modelling and painting suggestions with each set of rules. I have also included army cards for all of the new Characters and squads, to make these all you have to do is photocopy the page (if we hear that any one has been cutting up their luvly Journal we shall be paying them a visit and introducing them to "Gavin" our pet Face Eater Squig). Cut out the Army card and stick the two halves together. Simple eh.

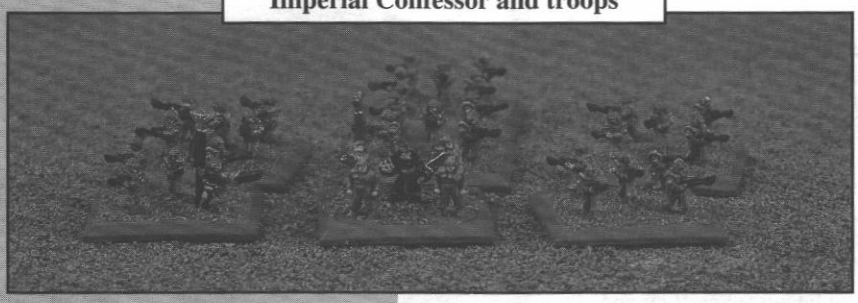
The following are some photos to give you an idea what your models should look like.

Legion of the Damned Space Marines

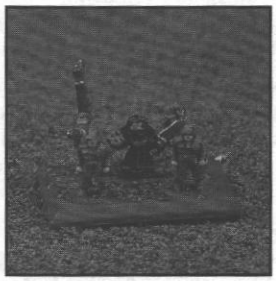


Eldar Warp Spiders

Imperial Confessor and troops



Imperial Confessor



Imperial Guard Colonel with Bodyguards

ELDAR WARP SPIDER ASPECT WARRIORS

The Eldar have many Warrior aspects, some of which are unique to specific Craftworlds, but most are common to all .

Each warrior Aspect on a Craftworld is represented by a shrine. within these shrines the aspect warriors are trained in the lore of combat. Their minds and bodies are honed with endless exercise, both physical and spiritual, until they become suffused with the aspect of Kaela Mensha Khaine that their shrine represents.

The Warp Spiders take their name from the tiny creatures which may be seen within the dome of crystal seers amongst the wraithbone trees. These minute sparkling creatures can move anywhere within the Craftworld by means of the wraithbone core and aggressively hunt down intrusive psychic forces. They are attracted in vast numbers to the presence of any invasive psychic entities and act much like the white blood cells in the human body which hunt down and neutralise foreign bacteria.

The Warp Spider Aspect warriors epitomise the doctrine of aggressive defence. Their armour contains a compact warp- generator enabling the warriors to make short warp-jumps, disappearing and reappearing some distance away. This enables them to make sudden and totally unexpected attacks upon their foes, using a deadly death spinner to entangle their prey in a cloud of mono-filament wire.

USING WARP SPIDERS IN EPIC

Warp spider aspect warriors move and fight in a unique way. The movement allowance on the profile represents their maximum move, if a warp spider charges it will not double its move (but may enter close combat). If a warp spider moves more than 15cm there is a chance that the stand will become lost in the warp, roll a D6 if you score a 1 then the stand is destroyed.

The Warp Spiders also conduct shooting in a different way to most troops. If a stand has first fire or advance orders the Warp Spiders may fire during the movement phase, if they are moving then their shots can be worked out at any point during their move, simply stop them, fire and then move them the rest of the way.

Warp Spiders are armed with a deadly Death Spinner, these weapons use the small tear dropped shaped template (stream of corruption template). Anything underneath the template will be hit on the D6 roll of 3+ and must make an unmodified save or be destroyed.

Because of the Warp Spiders small size and the way that they disappear and reappear during their movement the warp spiders have a 6+ unmodifiable save on 1D6.

Mark Gibbons

MODELLING THE WARP SPIDERS

To make my Warp Spiders I converted some Epic Dark Reaper aspect warriors, very little work needs to be done to turn these models in to Eldar Warp Spiders.

You will need 20 of the Epic Dark Reaper models (enough to make 4 infantry stands). To convert them in to Warp Spiders simply cut off the targeting vanes that are on both sides of the helmet and trim down the Dark Reapers missile launcher.

The Warp Spiders have a very simple colour scheme.
1 - Give them a red base coat.
2 - Paint their gun and back pack black.
3 - Paint their heads and knee pads in white.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Warp Spiders	30cm*	6+*	+2	Death spinners	template		3+	0	Warp jump see rules

WARP SPIDER ASPECT WARRIORS

A unit of Warp Spider Aspect Warriors consists of four Warp Spider troop stands.

POINTS VALUE 250

WARP SPIDER ASPECT WARRIORS

BREAK POINT 2: The unit is broken once it has lost 2 troop stands. Once the unit is broken it must take a morale check.

MORALE VALUE 2: Warp Spider Aspect Warriors must roll 2 or more on a D6 to pass their morale check.

VICTORY POINTS 3

Your opponent gains 3 VP when this unit is broken

Des Hanly

MODELLING THE LEGION OF THE DAMNED

Making a Detachment of Legion of the Damned Space Marines is very simple, just make up six Space Marine infantry stands.

As you can see from the picture Legion of the Damned Space Marines have a complicated colour scheme. Unless you are an accomplished painter the best way to paint these Space Marines is to give them a black base coat and then paint red flames on to the legs and shoulder pads.

LEGION OF THE DAMNED SPACE MARINES

The Legion of the Damned is a mysterious and unexplained occurrence. In times of great adversity the legion will come to the aid of Space Marines in battle, turning defeat into victory, and even protecting the Imperium from some terrible catastrophe. Afterward the Legion vanishes in to thin air, leaving no trace of their presence or clues as to their origin.

USING THE LEGION OF THE DAMNED IN EPIC

The Legion of the Damned are a very rare and special unit, appearing only when their brother Space Marines are in dire trouble. To represent this a Single unit from the Legion of the Damned counts as a special card. You can include one special card in your army for every company card.

The Legion of the Damned do not deploy with the rest of your army at the beginning of the game. Instead they will appear to reinforce a Space Marine unit that is in trouble.

The Space Marine player must keep a note of which Space Marine unit the enemy broke first (if the unit is compleatly wiped out by the end of the turn then ignore them). The Legion of the Damned will appear in that turns end phase, place the detachment anywhere within 25cm of the Space Marine unit that broke, the Legion of the Damned can now be given orders like any other unit from the next turn onwards.

Note that if no Space Marine unit Breaks during the game then the Legion of the Damned will not appear.

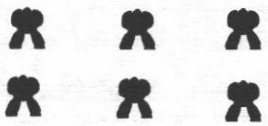
The Legion of the Damned are fearless and stalwart warriors and may therefore ignore any morale based tests that they would normally have to take, at the same time their mysterious nature and the fearsomely chilling battle dress that they wear causes fear in their foes. Any enemy that are charged by the Legion of the Damned must make a morale test or immediately go on to fall back orders.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Legion of the Damned	10cm	none	+4	Bolters	50cm	1	5+	0	see rules

SPECIAL CARD

LEGION OF THE DAMNED SPACE MARINE DETACHMENT

A Legion of the Damned Space Marine detachment consists of 6 Legion of the Damned Space Marine stands.



POINTS VALUE 350

LEGION OF THE DAMNED SPACE MARINE DETACHMENT

The Legion of the Damned do not deploy with the rest of your army, instead place them on the table within 25cm of the first Space Marine unit to break during the subsequent orders phase.

Any unit charged by a detachment of Legion of the Damned Space Marines must take a morale test or go on to fall back orders.

BREAK POINT 4: The detachment is broken once it has lost 4 stands of Space Marines.

MORALE VALUE: The Legion of the Damned are fearless and stalwart warriors who never have to take morale tests for any reason.

VICTORY POINTS 4

Your opponent gains 4VPs when this detachment is broken

IMPERIAL GUARD COLONEL

An Imperial Guard Colonel is in charge of an entire regiment, together with other senior officers and his personal bodyguard he forms the Regimental HQ and during a battle they are often found inside a massive Leviathan mobile command centre, from where they can effectively command an entire army. However sometimes situations arise when troops need to be lead personaly, Leviathans are large and cumbersome, providing an excellent target for the opportune enemy. Therefore it is often safer for a colonel to personaly inspect a battlefield, accompanied by his most trusted and hardy Guards. From this position he can personally command the armies' best troops and take advantage of opportune situations more effectively.

During the game the Colonel acts in a similar way to a company HQ, He is allowed to give orders to any Imperial troops that are within 25cm of him, also because the colonel is personally overseeing the battle you are allowed to change one order counter of a unit that is within the colonel's command radius after all other orders have been revealed.

If the Colonel is killed the troops that were under his command may loose their faith and panic. Any detachment that is under the Colonels command when he is killed must take a morale test or immediately go on to fall back orders.

The colonel is accompanied by his Elite Guards, these consist of 5 Imperial Guard troop stands and 3 Imperial Chimera troop transport vehicles. These elite troops are particularly courages and will only break if the Colonel is killed, if he is killed then they must take a morale test as normal.

The Colonel is a command unit and as such he may charge and first fire in the same turn, his bodyguards and the accompanying Chimeras are not command units and must be given orders in the usual fashion.

MODELLING THE COLONEL AND HIS GUARDS

The Colonel command stand is easy to model but needs to stand out from the rest of your armies HQ stands. For the Colonel himself I used a Commissar miniature and included this on an infantry stand along with two Imperial Guard standard bearers and two Imperial guardsmen. To make the Colonel look different to a commissar I painted him white and gave him a Powersword instead of the Commissars chainsword.

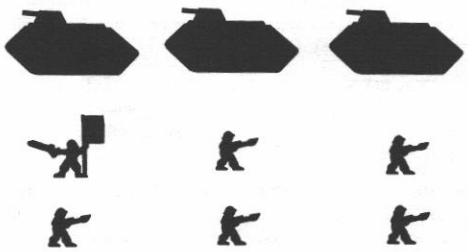
The Colonels guards are even easier to make, simply make up five stands of Imperial guardsmen but make sure that they are given a different colour scheme to he rest of your Imperial guardsmen so that they look more important.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Colonel	10cm	none	+4	Pistols	25cm	2	4+	0	Command unit Gives orders
Personal Guards	10cm	none	+2	Lasguns	50cm	1	5+	0	
Chimera	20cm	3+	+1	Multi-laser	25cm	1	4+	0	

SPECIAL CARD

IMPERIAL GUARD COLONEL

The Imperial guard Colonel is accompanied by five stands of elite personal guards and three Chimera armoured transports.



POINTS VALUE 250

IMPERIAL GUARD COLONEL

The Colonel is a command unit and so needs no orders and never needs to check morale, the Chimeras and his personal guards are not command units and so need orders as usual. Because the Colonel is an inspirational leader he may give orders to any Imperial Guard troops that are within 25cm of him. The Colonel is also a superb tactition and this allows you to change the orders of one Imperial Guard unit that is within 25cm after all other orders have been revealed.

BREAK POINT : This unit will be broken only if the Colonel stand is destroyed. If this happens then any detachment that was under the Colonels command (including his personal guard) must take a morale test or go on to fall back orders.

MORALE 3: The Colonels personal guards must roll a 3+ on a D6 to pass their morale test.

VICTORY POINTS 3

Your opponent gains 3 VPs when the Imperial Guard Colonel is destroyed.

MODELLING A CONFESSOR

To make the Confessor model take a Commissar model and trim down its peaked cap so that it looks more like a cowl. Then cut of the laspistol from the Commissar model and replace it with a small square piece of cardboard to represent a book.

Now you have the Confessor modelled place him on an infantry stand along with an Imperial guard standard bearer and three other models.

Paint the Confessor predominantly black while the other troops on the stand should be the same colour as the rest of your Imperial guardsmen.

IMPERIAL CONFESSOR

Confessors are roaming zeolots, devotees who have come so close to the Emperor's divinity that they are no longer wholly sane. They are messianic figures whose words can stir human emotions and touch the very soul. A Confessor can lead men cheering into certain death, or turn their darkest despair into wild joy.

Confessors are especially zealous Preachers who have been offered confessorship by their Cardinals, they are not in charge of any shrine but are free to wander about within and preach amongst the population. They are supreme architects of mass emotion. Under the spell of a Confessor, huge crowds will rush forwards to divulge their personal heresies and betray their neighbours.

The Confessor is a command unit and can therefore charge and first fire. During the game a Confessor will join one of your infantry detachments and lead it, he may not leave the detachment during the game.
Although the Confessor leads the detachment he may not give it orders, however if the detachment is unable to be given orders they will automatically be given charge orders if they are lead by a Confessor and will charge at full movement towards the closest enemy.
Any unit that is lead by a Confessor becomes utterly fearless and the Confessors rantings drive them into a killing frenzy, as a result of this troops that are lead by a confessor never need to take a morale test for any reason and their CAF is increased by +1 for the rest of the game.

Because the Confessor joins a detachment he does not have his own break or victory points, instead he adds +1 to the break point of the detachment that he joined and +1 to the amount of victory points that the detachment is worth. If the detachment is part of a company then the +1's are added on to the companies break and victory points value.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Imp Confessor	10cm	none	+4	Pistols	25cm	1	5+	0	see text

SPECIAL CARD

IMPERIAL CONFESSOR

The Confessor consists of a single infantry stand that may join an infantry detachment of your choice.

POINTS VALUE 100

IMPERIAL CONFESSOR

The Imperial Guard Confessor is not a command unit and has the same orders as the Infantry detachment that he has joined, he may not give this detachment orders so they still have to be within 25cm of a command unit to be given orders, however if the unit is not within 25cm of a command unit they will automatically be given charge orders and will move towards the closest enemy at their maximum movement rate. The Confessors mad rantings and utter devotion to the emperor drives all troops close by in to an unstoppable frenzy, any detachment that the Confessor is part off will gain a +1 bonus to their CAF.

BREAK POINT +1: The Imperial Confessor adds +1 to the break point of any unit that he joins, if he joins a detachment that is part of a company then he adds +1 to the companies break point.

MORALE VALUE : The Imperial Confessor and any detachment that he has joined is completely immune to morale tests and never has to take one for any reason.

VICTORY POINTS +1

The Imperial Confessor adds +1 to the victory points value of the infantry detachment that he has joined.

EPIC®

DREADNOUGHT ASSAULT

By Robert Mayley

Just the other day we were all saying that the old Epic Dreadnought did not look very good and how we should really do a new one, and then a bubble packed letter arrived with little plastic Epic Dreadnoughts inside. What a coincidence we thought so we put them in the Journal. Everyone here at the studio thinks they are just great and we hope you like them too.

WARNING: ONLY READ THIS ATICLE IF YOU ARE INSANE!

Robert Mayley of Manchester had the third place Epic battleforce at Golden Demon which included a detachment of Space Wolf Dreadnoughts just like the ones shown here. He made the Dreadnoughts from the plastic sprues which your Epic miniatures come on, you know the bit you always throw away. Well you need to keep it now if you want to make these Dreadnoughts.

A few months ago I decided that the brilliant and dead shooty Space Marine Dreadnought from Warhammer 40,000 should be remade for Epic. I chose to make my own miniatures for these, because making your own models is good fun and gives you a great sense of satisfaction when the model is finished.

The Dreadnought is a fiddly model to make, being made out of 30 to 40 separate pieces. Here is the list of pieces which you will need to make your own Epic Dreadnought.

DREADNOUGHT PARTS AND TOOLS LIST

1 Epic base

1 'official' Epic Space Marine Dreadnought

1 Epic Space Marine Rhino

2 Imperial robots

3 Banner Poles

1 Sprue from the Stompers box or Space Marine Legion box

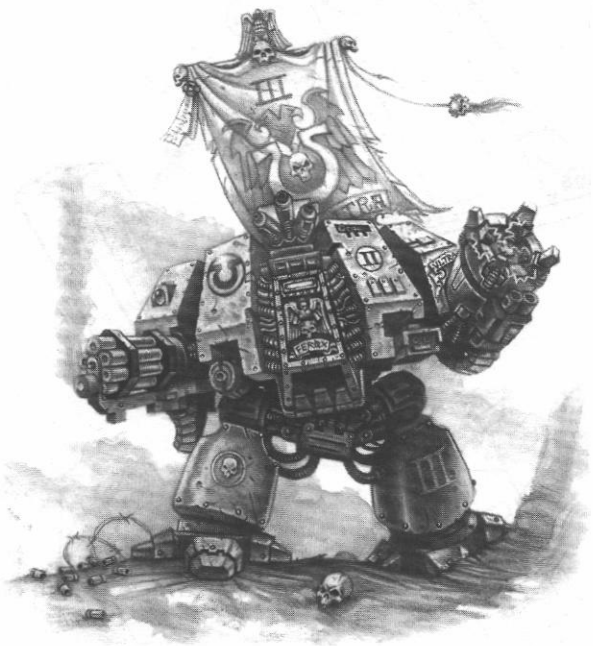
1 Man O' War mast sprue (or Epic Tyranid sprue because you need a thick cylindrical piece of plastic)

Some card, cereal packet will do, some paper and superglue

A very sharp knife, a pair of tweezers and some blu-tac

Milliput or Das

These are Robert's finished Dreadnoughts and don't they look splendid. The Dreadnought on the left is a Space Wolf Dreadnought with multi-melta and missile launcher. Then the one in the middle is Bjorn the Fell Handed and the one on the right is an Ultramarines Dreadnought with multi melta and power fist, (it's amazing how many of you out there put mushrooms on your bases -Ed).



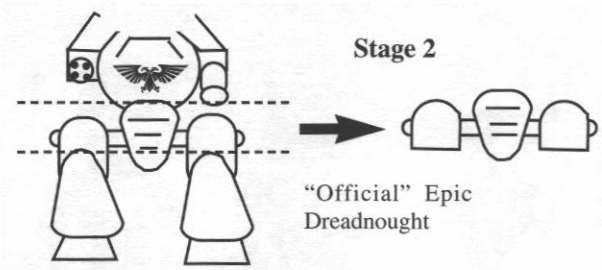
DREADNOUGHT ASSAULT

The following three pages are stuffed to bursting point with detailed drawings and explanations on the fiddly subject of making your own Epic Dreadnought. I have included a couple of pictures of the finished Dreadnoughts so that you can see which bits go where on the finished model.

Stage 1

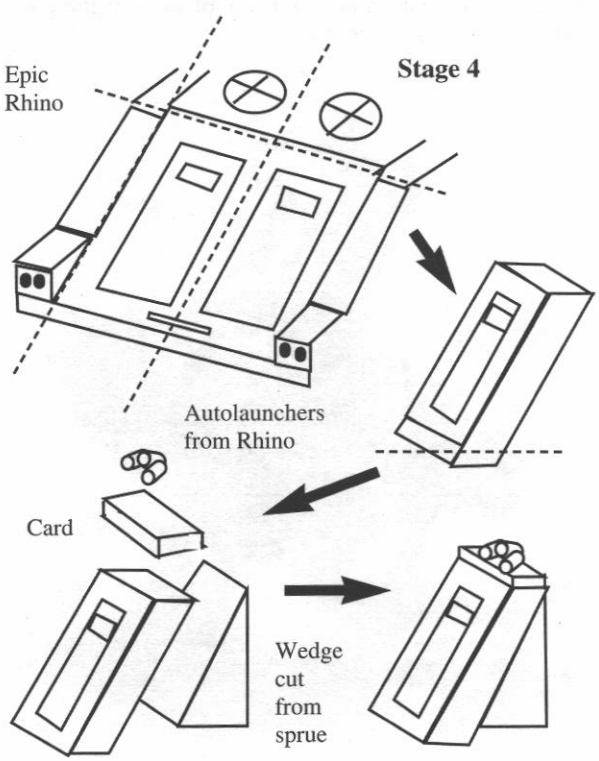
The first thing to do is prepare the base by covering the holes. This can be done with Milliput although the best way is to cut the bottoms off 5 individual miniatures and glue these into the holes.

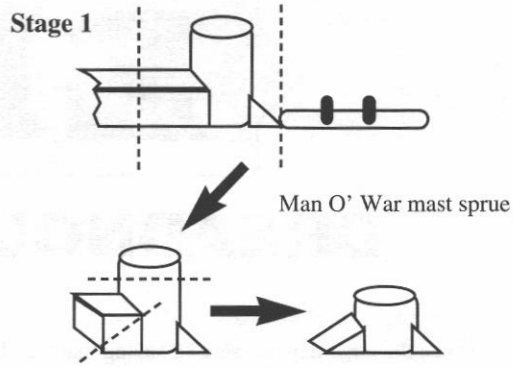
Next take 2 of the cylindrical bits from between the masts of the Man O' War sprue. Leave the pointy bit that connects to the mast in place, this is the front toe. Carve a chunk off the square bit on the back to make the rear toe as illustrated in the diagram. When you have got these two pieces cut the upper half off each to make them the correct height. These are the basis for the Dreadnoughts lower legs.



Stage 3

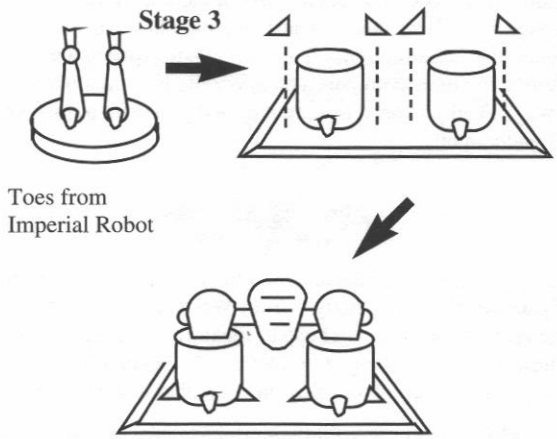
Next cut the toes off 2 Imperial robots. This will give you the remaining 4 toes for the Dreadnought. Glue one of these to each side of both lower legs. This is the fiddliest bit. I found that if I wanted to avoid super-gluing my fingers to my model it was best to use a pair of tweezers or hold the toe in the end of a long thin piece of blue-tac while putting it in place.





Stage 2

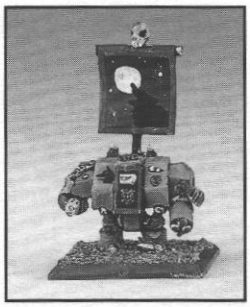
Put them to one side for now and cut the hips and upper legs from the 'official' Dreadnought. Using this as a guide glue the lower legs to the base at the correct width. Don't glue the upper legs on yet.



Stage 4

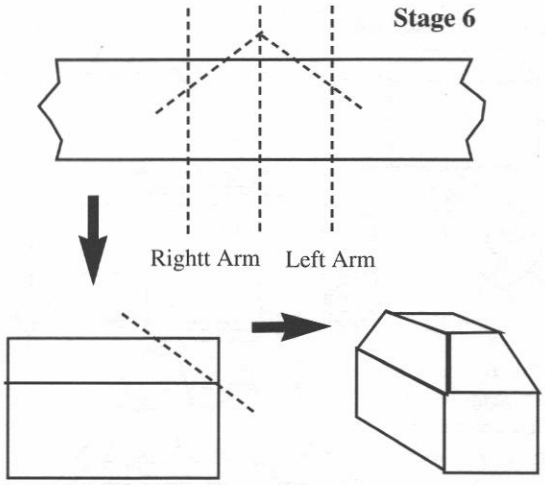
Now to make the upper body. With a sharp knife cut down the centre of a Rhino, between the vision slits at the front. Cut down the other side and across the top. The piece you've taken out will form the Dreadnought sarcophagus. The bottom needs to be trimmed at an angle as shown in the diagram.

You also need to cut a wedge from a straight piece of sprue. This needs to be the same width but not quite as high as the sarcophagus. Once these are glued together they can be stuck to the legs. The top of the Dreadnought is probably a bit rough and uneven but this doesn't matter because now you glue a small square of card onto the top. Take your carved-up Rhino and carefully shave the multi-launcher from one side and glue this into place on the top of the Dreadnought.



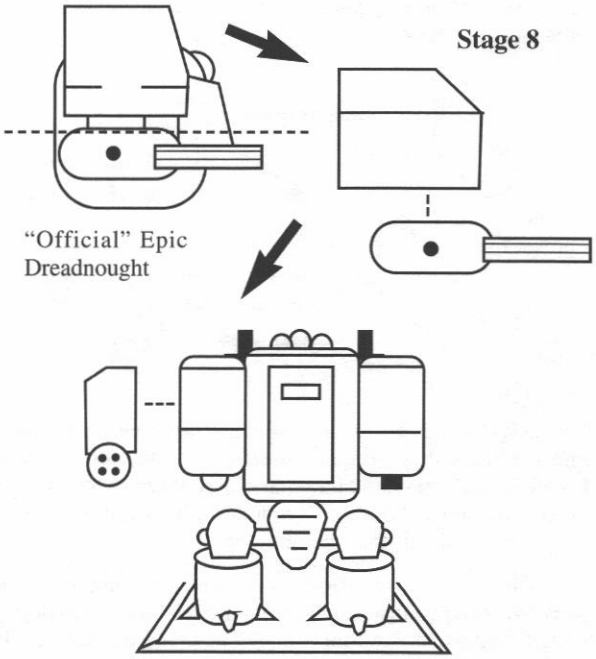
Stage 5

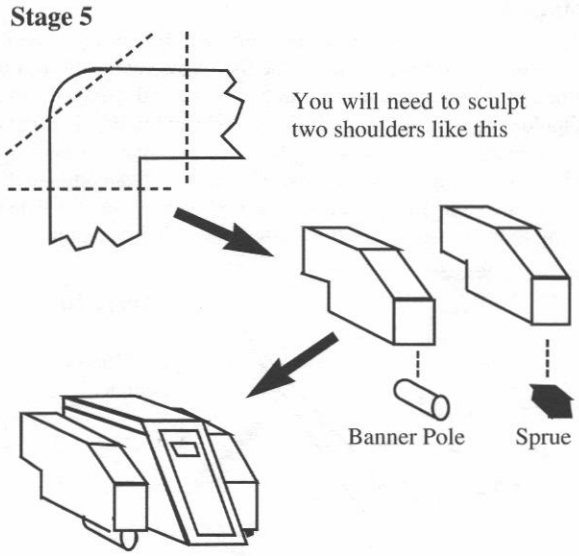
The next difficult bit is making the shoulders and the upper arms. To make the shoulders cut 2 of the curved corner pieces from a Space Marine sprue and carefully carve them to the shape shown in the diagram. They need to be about the same width as the sarcophagus. Try to keep them as near identical as possible. At this stage you can glue a small section of banner pole underneath the Dreadnought's right shoulder and a small piece of card or carefully carved sprue underneath the left shoulder to make the bits of machinery which can be seen on the 40K model, although these bits are optional. Each shoulder can now be glued onto the sides of the sarcophagus.



Stage 7

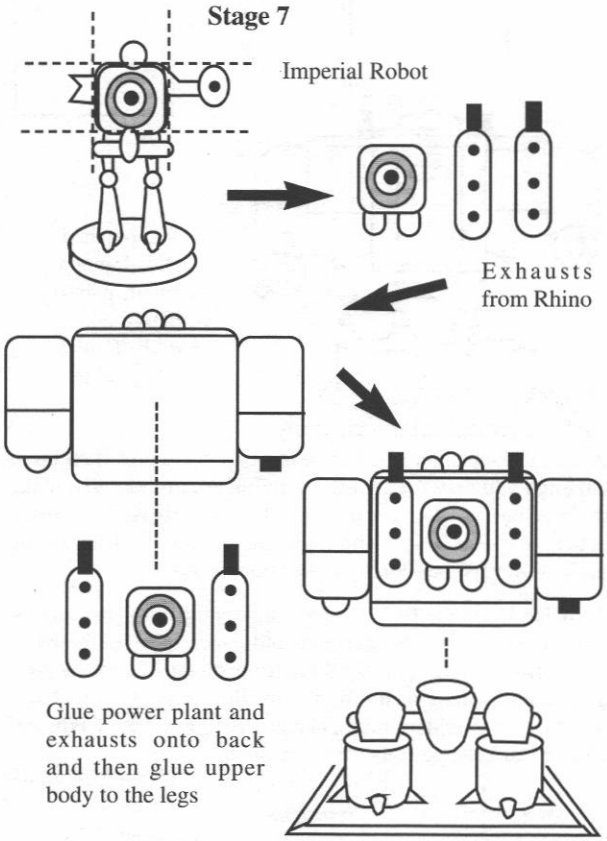
Take your badly damaged Rhino again and carefully shave two exhaust pipes off the side. The pipes will probably bend as they are cut off but can be gently flattened again. Now cut the backpack bit off one of the Imperial robots. Glue this piece onto the back of your Dreadnought and then glue the exhaust pipes on either side of it.





Stage 6

To make the upper arms carve two more pieces from a straight piece of sprue and shape them as shown in the diagram and put these to one side for a moment.

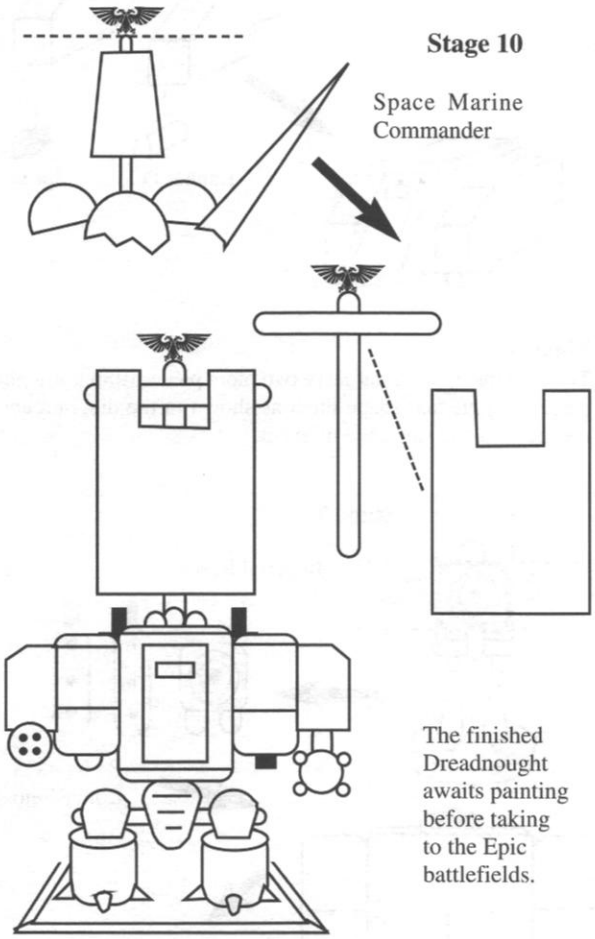


Stage 8

The last parts of the Dreadnought body to be made are the lower arms, the fearsome weaponry. To make an assault cannon simply cut the cannon off the 'official' Dreadnought model and glue it underneath the right arm. The whole arm can then be glued to the Dreadnoughts shoulder.

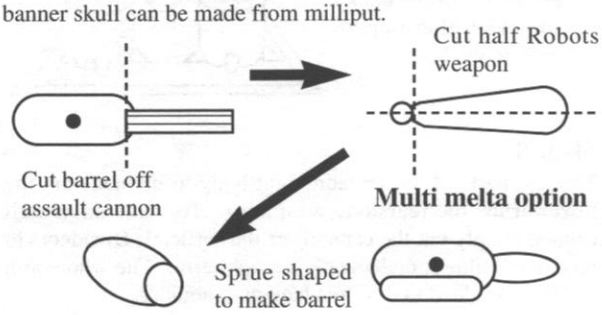
Stage 9

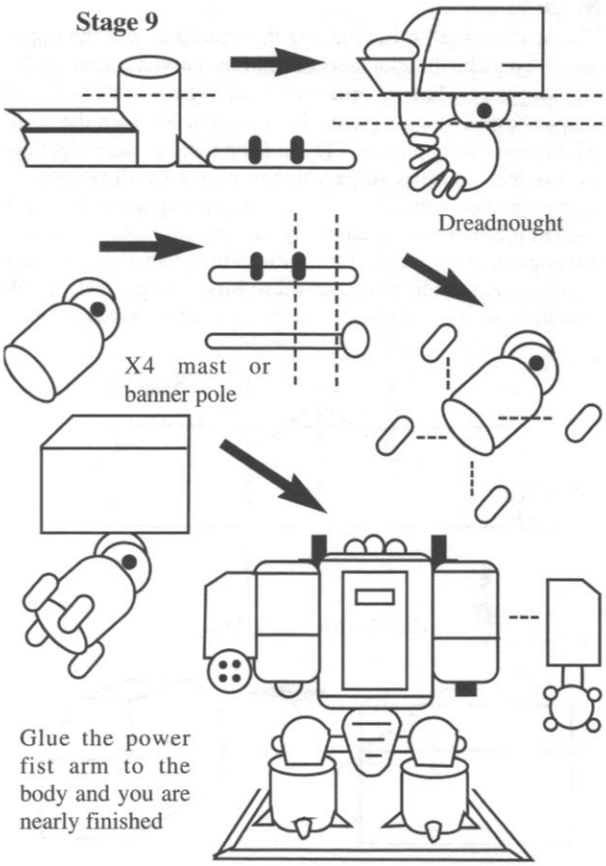
Cut the top half off one of the cylindrical bits of the Man O' War sprue to form the base for the fist. Now cut the elbow out from the 'official' Dreadnought between the fist and the shoulder pad. Glue this to the back of the cylinder. Now cut 4 small pieces from a banner pole (or ideally the very end of a Man 'O War mast) and glue these around the front edge of the cylinder so that they project forwards slightly. Glue the whole thing to the upper arm and glue that to the Dreadnought.



It is quite easy to make alternative weapon systems if required although you may need a few extra Imperial robots. To make the missile launcher cut the tip off the robots right weapon. When you have four of these glue them onto the front of the basic power fist but don't put the 'fingers' on.

To make Bjorn the Fell Handed's lightening claw just carve 4 long fingers from a banner pole and attach these to the basic power fist. Cut the gun-like thing from the top of a robots head and glue this underneath the fist for the heavy flamer. Extra details, i.e.; shoulder drapes, chains and Bjorn's wolf skin and banner skull can be made from milliput.

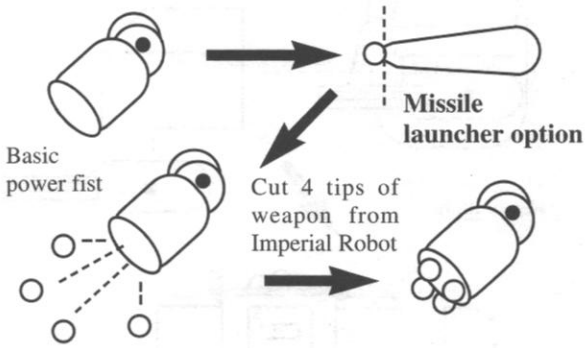




Stage 10

Finally, to make the banner. Cut one banner pole to the correct length (as measured by the paper banner) and chop the bobble and the base off the other pole. Glue the smaller piece across the other banner pole. Cut the eagle off the top of the Space Marine commanders flag and glue this to the op of the banner pole.

It is best to paint the banner and the Dreadnought separately before gluing them together. And there you have it, an Epic Dreadnought, phew!



The multi-melta is a bit more difficult. Carve a piece of sprue into the right shape for the nozzle. Cut the body from a Dreadnought's assault cannon and glue these together. To make the fuel bottle cut a robots right weapon in half lengthways and glue this onto the side.

I hope this guide makes sense, it does get quite complicated in parts but the diagrams should explain most bits. Each of my Dreadnoughts took about 3 hours to make but the result certainly justifies the time spent.

Dreadnought - The fighting machine

Dreadnoughts are enormous fighting machines over 3 meters tall. They are the resting place of a Space Marine chapters oldest and most revered warriors whose mortal bodies can no longer sustain them. The Old ones as they are called are implanted inside the Dreadnought, their nervous system attached to the computer system which controls the Dreadnoughts actions. The Old one lives on inside the Dreadnought fully able to continue his service to the Emperor for many centuries to come. It is therefore always a time of mourning for a chapter when they lose a Dreadnought. Not only because of the death of the Old one and his ancient memories which can stretch back to the dawn of the chapter, but the loss of a Dreadnought is far more devastating because the secrets of how to build these awesome fighting machines is lost and can never be recovered.

Bjorn the Fell-Handed

Bjorn is the oldest Space Wolf warrior alive and has the unique distinction of being alive when Russ led the chapter. Over the mellenia he has grown heavy with wisdom and today he resides within the deepest shrine of the Space Wolves, protected by a stasis chamber lined with adamantium. Only in times of direst need is he awakened from his slumber to stride forth against the Emperor's foes once more.

Dreadnoughts in games of Epic

You will need to make four Dreadnoughts to be able to include a detachment in your army. All four must be armed with the same combination of 2 weapons chosen from the four listed below. Try to bear this rule in mind when you are making your Dreadnought models.

Good luck and have fun making your own Dreadnoughts.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Dreadnought	10cm	5+	+3	Assault cannon	25cm	3	4+	-1	
				Multi melta	15cm	1	4+	-3	
				Missile launcher	50cm	4 Barrage points		-	
				Power fist	+1 CAF			-2	

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Bjorn	10	5+	+4	Assault cannon	25cm	3	4+	-1	Command unit
				Lightning claw	Reroll one CAF dice				
				Heavy flamer	5cm	1	auto hit	-	

SPECIAL CARD

BJORN THE FELL-HANDED

POINTS VALUE 150

BJORN THE FELL-HANDED

Bjorn is a command unit and as such does not need orders and never needs to take a moral test.

Break Point

Bjorn the Fell-Handed is only ever broken when he is destroyed.

VICTORY POINTS 2

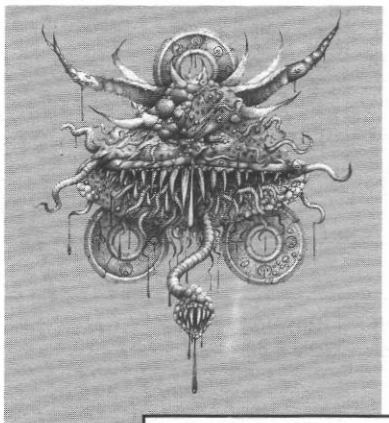
Your opponent gains 2 VPs when Bjorn is destroyed

WARHAMMER®

NURGLE PALANQUIN

By Phil Lowles

As an accompaniment to the Nurgle War Altar I thought we would bring back an old favourite for all you Chaos generals out there, the Nurgle Palanquin.



In the classic tome Realm of Chaos: Slaves to Darkness there were many creations of Chaos written by Rick Priestley that were just brilliant. Amongst the numerous warmachines of Chaos a particular favourite for all Chaos generals was the Nurgle Palanquin. Well just for everyone who loved the Palanquin, and people who are new to it, I've written a new set of rules for these putrescent creations of Chaos. Enjoy.

The scourge of Chaos

For thousands of years the forces of Chaos have ravaged the lands of Warhammer bringing death and destruction wherever they go. Vile beasts and Daemons do the work of the Chaos Gods who seek to destroy, to corrupt and change the peoples of the world and bring about the downfall of life itself. All over the world secret clandestine meetings take place to worship the Chaos Gods and these are the beginnings of a Chaos infestation in the Old World. Only an ever vigilant watch can keep them at bay.

The Chaos gods are extremely powerful and the four most potent form the biggest threat to mankind in the history of it's existence. They bicker constantly fighting over the spoils of Warhammer as a child fights for sweets. In times of need the Chaos Gods will work together to further advance the power of Chaos but will soon go back to fighting for supremacy. Only time will tell if the Chaos Gods cosmic game will cost the lives of all humanity, or not.

NURGLE

Let the air turn stale and fetid, let the flies gather like clouds. Let us worship the master of the plague, Nurgle! Nurgle! Nurgle!

Nurgle cult incantation

EPIC TITAN LEGIONS

Abominatus

Despoiler of Worlds Chaos Titan

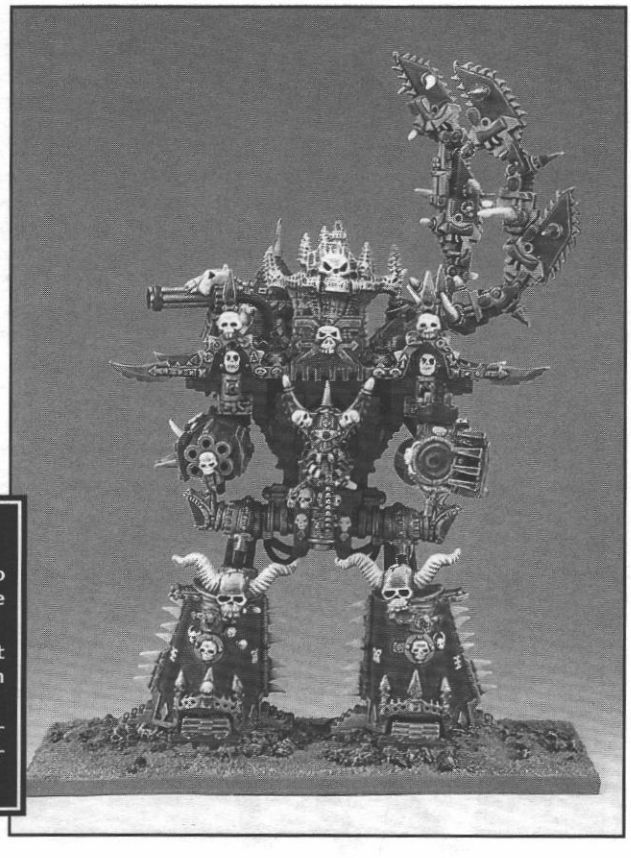
By Adrian Wood and Gav Thorpe

These are the basic parts I used to make Abominatus:

- *1 complete Imperator Titan plastic kit*
- *2 Lord of Battle Spiked Shield*
- *2 Cauldron of Blood Tower*
- *1 Mighty Empires Necropolis*
- *2 Grom's Chariot Skull Yoke Head*
- *4 Liche King's Chariot Yoke*
- *1 Scorpion Cannon*
- *1 Blood Reaper Battle Scythe*
- *2 Ork Weapons Sprue*
- *6 Battle Wagon Track sprue*
- *4 Titan Weapons Sprue*
- *2 Space Marine Bike Skull Gear Stick*
- *4 Chaos Heavy Weapon Sprue*
- *1 Skull Hamma Turret*
- *2 Reaver Banner pole*
- *Innumerable horns, spikes and knives from my bits box.*

Abominatus is one of the most terrifying of all the servants of Khorne. When it walks the ground shakes beneath its steel shod feet and the enemies of the Blood God quail in fear. The Chaos Titan wields fire and steel against its foes, with flames and gun smoke flickering from each casement and embrasure in its massive body, its soul burns with the unquenchable fire of a Daemon's hate.

Abominatus is the hellish union of an Emperor titan and a Greater Daemon of Khorne. The Greater Daemon rules apply with only a few exceptions. Abominatus is represented by a Greater Daemon card, and must be accompanied by three to five Minion cards. However, although Abominatus entitles you to add 3 Chaos Cards to your hand you cannot surrender the cards in order to nullify a hit against a location. Enemy troops which Abominatus engages in close combat cannot first fire at the Chaos Titan, although this only includes troops and vehicles with crews. Robots, etc. and Daemon-hunters such as Grey Knights are unaffected. Also troops engaged in close combat must pass a Morale check or go on fall back orders with a -2 to their CAF.



ABOMINATUS UPGRADE KIT

For those depraved individuals who crave to squeeze the blood from their opponents we have the ideal solution - the Abominatus upgrade kit!

This kit has all the components listed on the left apart from the Imperator plastic kit and stuff from Adrian's Bits Box!

This kit is only available through our Mail Order service and costs just £25.00! You can also order the plastic Imperator kit for only £15.00!!!!

In other respects, Abominatus moves, shoots and fights close combat like an Imperial Emperor Class Titan. You must generate plasma counters on 2D6 at the start of each turn in order to power the Chaos Titans weapons, engines and void shields. It should be noted that Abominatus cannot carry Chaos troops and therefore cannot be boarded by enemy troops.

THE MARK OF KHORNE

In Addition, Abominatus has special rules of its own which reflect its allegiance to Khorne, the Blood God.

Furious Advance: The Titan must always move towards the enemy and therefore a plasma counter must always be placed in its engines. Abominatus always wants to engage the enemy at close quarters and this means its movement much faster than an Imperial Emperor Class Titan.

Instead of moving between 5cm and 10cm on energised (green plasma counters), Abominatus moves between 5cm and 15cm and can make up to 1 x 90° turn. For the same reason instead of moving 10cm and 20cm when the engines are Overcharged (red plasma counters), Abominatus moves between 15cm and 30cm and can make up to 1 x 45° turn. Note that plasma is always diverted to the Engines in preference to Abominatus' Fire Power. This means that when Abominatus' engines are Overcharged the Titan's fire power cannot be Overcharged as well.

Khorne's Shield: Abominatus is part Daemon and part machine, and this makes it particularly resistant to psychic attack. The Titan always receives a saving throw of 2+ on a D6 against all psychic attacks.

Bloodrage of Khorne: The Chaos Titan's power increases if the battle is going well for the armies of Chaos. This success is judged by whoever has the most victory points. If Chaos has the most Victory Points during a turn Abominatus receives +1 on its to hit rolls, +1 on its saving throws and rolls an extra D6 in close combat! If the victory point totals are equal or your opponent has more points no extra benefits are received.

ABOMINATUS MOVEMENT

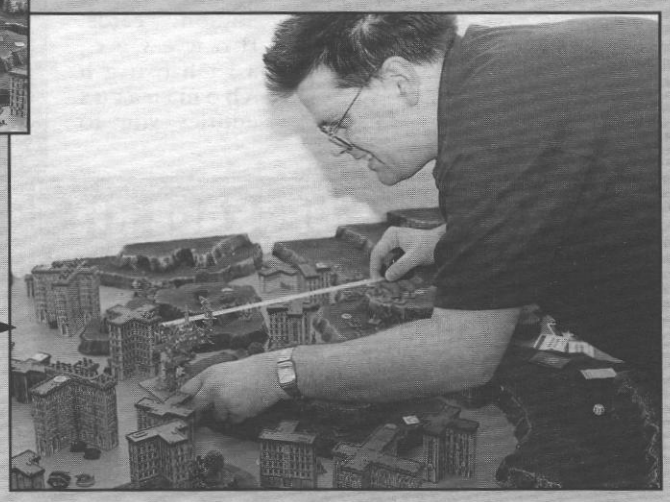
Engine Power	Min. Move	Max. Move	Restrictions
Energised (green)	5cm	15cm	max 1 x 90° turn
Overcharge (red)	15cm	30cm	max 1 x 45° turn

War Howl: As it stalks across the battlefield Abominatus growls menacingly and lets out a terrifying bellow of rage and anguish. This is performed at the start of the turn after orders are placed but before they are revealed. Any enemy units that are within 15cm of Abominatus must immediately pass a morale check or be placed on fall back orders.

WEAPONS

Abominatus carries a veritable arsenal of weapons built onto its body. Its main armament, the Hellstorm Cannon and Plasma Annihilator along with its main battery function in an identical fashion to its imperial counterpart. However the weapons on its main fighting platform are quite different.

One of the most interesting things about creating your own special model is inventing the rules for it. Even more exciting is the first time you use this special model on the table top. Here you can see Adrian and Chris, his long-time opponent testing Abominatus' mettle for the first time. The monstrous machine proved itself to be a worthy adversary for the Imperator Titan, smashing the Imperial titan to the ground with multiple hits to the head. Ahh, Khorne was proud that day...



YOU CAN FIND HOW TO BUILD ABOMINATUS IN WHITE DWARF 194!

ABOMINATUS CHAOS TITAN WEAPONS

BLOOD CANNON

The Blood Cannon fires a Lava Template which has the same dimensions as the flame template supplied in the Titan Legions boxed set. To use this weapon place the template so that the pointed end is touching the Blood Cannon and the rounded end covers the intended targets. Anything under the template is hit on a roll of 4, 5,or 6. Models hit suffer a -1 saving throw modifier. Buildings can be destroyed by the Blood cannon, any which are hit and fail their saving throw collapse and are turned into rubble. The lava-like daemon blood flows over and around cover so modifiers have no effect on the blood cannon's to hit roll.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
Flame Template		4+	-1	Ignores cover modifiers

SCORPION CANNON

Normally mounted on Daemon Engines of Khorne this lethal multi-barrelled weapon is at it's most deadly when in close assaults. Up close this short-ranged but devastating weapon literally scythes down the enemy in a withering hail of fire. The Scorpion Cannon has a range of 25cm and fires 6 attack dice hitting on a 5+ with no save modifier.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
25cm	6	5+	0	

MANGLERS

The Manglers are huge battle claws which can sweep aside battle tanks and flay enemy Titans to twisted metal.

When Abominatus wins a combat with a Titan the Manglers hit the chosen locations as many times as is the difference between the two close combat scores, ignoring shields and striking which ever locations you choose. i.e. if Abominatus scores 31 on 2D6 plus its CAF, and a Warlord scores 21, then Abominatus hits the Warlord 10 times in whichever locations you wish.

BOLTERS

Abominatus bristles with weaponry to keep enemy assault troops at bay. On Abominatus bolters and heavy bolters controlled by automated systems lurk in blister-turrets and firing slits all over the bastions and upper fortress. Abominatus' Daemonic origins allow it to pick up any movement close to the Titan and identifies its origin; friendly troops are ignored but enemy troops are shredded by volleys of explosive bolts.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
15cm	1 each	6+	0	First Fire

SPECIAL RULES

So long as energy is supplied to its fire power centre, an Emperor class Titan may use its bolters – they do not require a separate plasma counter to power them. Bolters can always fire in the first fire phase regardless of the amount of power directed to fire control.

HELLSTORM CANNON

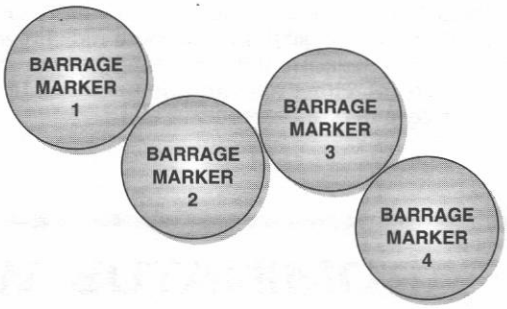
The Hellstorm cannon is a huge gun with six rotating barrels. Seen from a distance the barrels seem to turn at an almost leisurely rate but the giant shells they spew out quickly rend the target apart in storm of fiery explosions and scything shrapnel. Such is the weight of fire laid down by the Hellstorm cannon that whole swathes of the battlefield turn into an inferno of smoke and flames.

The Hellstorm cannon is often mounted in combination with a Plasma Annihilator on Emperor class Titans. This provides the Titan with a deadly area fire capability combined with the point effect devastation of plasma weaponry. Though the Hellstorm cannon has a limited ammo supply it requires comparatively little energy to fire, a factor which has allowed Abominatus to crush many enemies despite having found itself starved of power at critical moments.

SPECIAL RULES

At the start of the game place ten ammo counters on Abominatus' datacard for the Hellstorm cannon. The Hellstorm cannon requires one green plasma counter to fire and it cannot be overcharged. When you come to fire the Hellstorm it is capable of shooting up to four barrage templates, each one with the profile shown below. Each barrage template fired costs one ammo counter, so if there aren't any ammo counters left the Hellstorm cannot fire. All the barrages fired in one turn from the Hellstorm must be placed so that each template touches at least one other in the salvo.

Other than this the barrages are fired using the normal rules. Hellstorm barrages may be fired indirectly. In this case place the templates as above and then roll to scatter each template separately.



The barrage templates must be placed so that each one touches at least one other barrage marker.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
100cm	8 Barrage points		-2	See above

MAIN BATTERY

The main battery or batteries of Abominatus are usually hellishly large bore cannon or mortars. Each shell, often the height and width of a man or more, is marked with foul Khornate runes and curses before being manhandled into the breach for firing.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
200cm	D6+3 Barrage Points		-3	Fires barrage

SPECIAL RULES

So long as energy is supplied to the fire power centre Abominatus may use its main batteries, you do not need a separate plasma counter to power them. A main battery fires a barrage with a variable number of barrage points. Roll a D6 and add +3 to the result each time the main battery is fired to find out how many points the barrage has.

PLASMA ANNIHILATOR

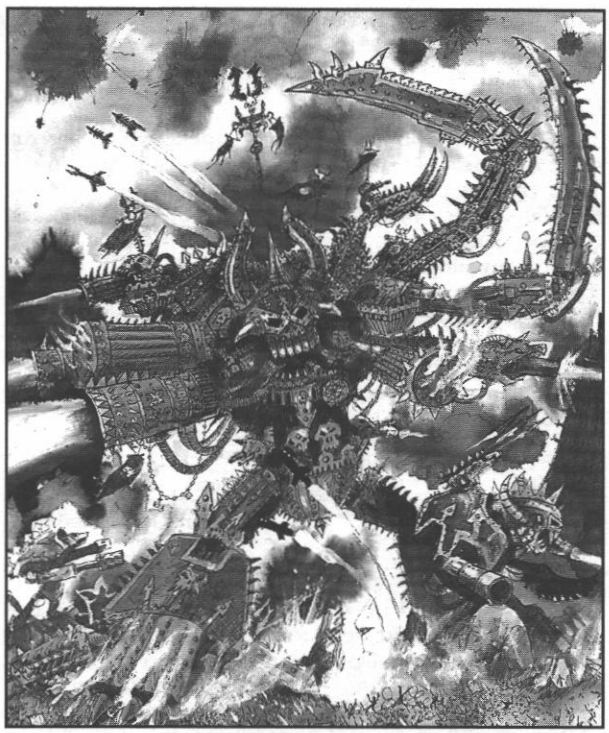
The Plasma Annihilator is amongst the deadliest weapons fitted to a land-based fighting machine. It takes raw, seething plasma directly from the Titan's reactor, accelerates it through a series of electro-magnetic fields and fires it as blinding, white hot bolts of destruction. As well as a rapid rate of fire the Plasma Annihilator has phenomenal range and accuracy. Indeed the high-pitched whine of the Annihilator's electro-magnetic coils building up for discharge has been known to send whole enemy formations fleeing in terror before battle is even joined. The only limitation on the Plasma Annihilator's destructiveness is its requirement for plasma from the reactor chamber. Abominatus rarely find itself in the happy position of being able to fully charge the Annihilator without seriously compromising power supplies to the rest of the Titan.

Plasma Annihilator	Range	Attack Dice	To Hit Roll	Target's Sv. Mod
Energised	100cm	2 per gpc	4+	-4
Overcharged	150cm	3 per rpc	3+	-6

(Nb. gpc = green plasma counter, rpc = red plasma counter)

SPECIAL RULES

The Plasma Annihilator has a variable number of attack dice dependent on the number of plasma counters allocated to it during the orders phase. Each green plasma counter gives 2 attack dice with to hit rolls of 4 or more and -4 save modifiers. Each red plasma counter gives 3 attack dice with to hit rolls of 3 or more and -6 save modifiers. It is possible to place both red and green counters in the Plasma Annihilator, though no more than four counters of either colour can be fitted in the accelerator chambers at one time.



SECONDARY WEAPONS

Secondary weapons stud the outer carapace of the Despoiler of Worlds. Rapid fire cannon jut from casements and barbettes, lascannon swivel in turrets and on platforms. As Abominatus strides into battle its silhouette is lit with the myriad flashes of its secondary weapons spewing death at the enemy.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
50cm	1 each	5+	-1	

SPECIAL RULES

So long as energy is supplied to the fire power centre the Titan may use its secondary weapons; you do not need a separate plasma counter to power them.

ABOMINATUS WEAPONS SUMMARY

Weapon	Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
Manglers	Close Combat		Special Rules		
Bolters	15cm	1 each	6+	0	First fire
Blood Cannon		By Template	4+	-1	Ignores cover
Scorpion Cannon	25cm	6	5+	0	
Hellstorm Cannon	100cm	8 Barrage points			-2
Main Battery	200cm	D6+3 Barrage points		-3	Fires barrage
Plasma Annihilator:					
Energised	100cm	2 per gpc	4+	-4	(gpc = green plasma counter)
Overcharged	150cm	3 per rpc	3+	-6	(rpc = red plasma counter)
Secondary Weapons	50cm	1 each	5+	-1	

EPIC

STEEL AND STONE

Well, well! We certainly have been busy little bunnies haven't we? Last issue we asked you to contribute your ideas to the Journal and we've been all but swept away on a veritable tidal wave of letters and floppy disks! This isn't to say that we don't want any more articles, stories, photos, etc. because we do! One of the main topics seem to be that Epic Squat players feel hard done by on the 'variety of troops' front. Well, we can't have this can we? So, to redress this balance we have scoured the pile of submissions and picked the best examples for you to peruse at your leisure. As ever the stuff we publish in the Journal is wholly optional and is NOT 'official' in any way shape or form - get your opponents permission first!

Paul O'Donoghue, Michael J. Lawhorn and Johnathan Rees are responsible for these articles which should allow any self respecting Squat General to pull a few surprises on the field of battle.

The Steel Hawk & War Hawk Gyrocopters

One of the most successful Squat war machines is the Iron Eagle Gyrocopter. Unlike most Squat machines, the Iron Eagle is a fast and manoeuverable machine and thus is used to scout ahead of the main Squat convoys and provide vital information on enemy troop movements. On the battlefield its speed is put to good use, where it performs lightning raids on enemy artillery and HQ units. There were some areas however where, it had difficulty, such as when dealing with large formations of infantry or powerful well-armoured tanks. To deal with these shortcomings the Squat Engineers mounted new weapon fits, namely the short range rocket pods and multi meltas of the Steel Hawk and the laser-guided armour-piercing missiles of the War Hawk.

These new weapon configurations allow these new Gyrocopter variants to perform more specialised roles, while the Iron Eagles perform multi -purpose roles.

Special Rules

As with normal Gyrocopters, the Steel and War Hawks retain the gravitic thrusters and high power turbo-fans, allowing them to fire their weapons in any direction, not just the normal 180 degree arc.

The laser guided missiles on the War Hawk means they can provide excellent supporting fire. When the missiles are launched, they ride a laser beam to the target. When a unit of War Hawks fire only one of the Gyrocopters needs to see the target. This is represented on the tabletop by these rules:

When a unit of War Hawks are on first fire orders, only one of the Gyrocopters needs expose itself to the enemy when firing. All the missiles launched by the unit follow the same laser beam to the target. Roll to hit as if the whole unit could see the target. This applies to pop up attackers as well.

Note: only targets visible to the 'copter making the attack may be fired at. The barrages fired from a Steel Hawk unit may not be combined.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Steel Hawk Gyrocopter	40cm	4+	3+	Multi Melta	25cm	2	4+	-2	Skimmer. May not
				Battlehammer Rockets	25cm	4 barrage points		0	Fire indirectly
War Hawk Gyrocopter	40cm	4+	3+	Bolters	15cm	1	6+	0	Skimmer.
				Doom Anvil missiles	50cm	1	3+	-2	See rules

Specialist Land Train Battlecars

One of the most vital Squat machines is the Land Train. For thousands of years these massive machines have transported Squats and their equipment across the dangerous surfaces of Homeworlds, where their thick armour protects them from the raging elements. In times of war these machines are armed with deadly weapons, such as siege mortars and fearsome fire throwers. These are typical armament but more specialised weapons and equipment are sometimes mounted on the Battlecars. Two of these variants are the Fire Shield Battlecar and the Skyhammer Battlecar.

Fire Shield Battlecars

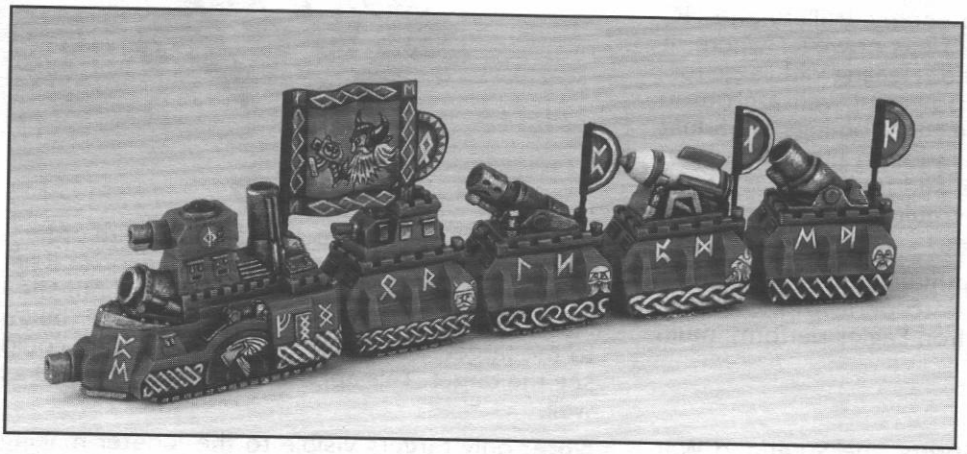
The Fire Shield Battlecar holds little weaponry, mounting one autocannon and an array of bolters, but it's main use is that is filled with additional void shield generators, giving the Land train further protection. These generators add 3 void shields to the train, instead one like other Battlecars. Also, the car allows downed shields to be repaired on a roll of 4+.

Skyhammer Battlecars

The Skyhammer Battlecar provides protection for the Land train and nearby Squat forces against enemy flyers. To do this it mounts a technologically advanced missile system, which is able to lock-on to a fast moving target with relative ease. To represent this the missiles are allowed to snap-fire if the train is on first fire or advance orders. If any of the missiles miss the dice may be re-rolled once. Note that the dice may only be re-rolled if the train has first fire orders. This re-roll represents the advanced guidance system in the missiles. This advanced guidance system also allows the missile to ignore to hit modifiers for fast moving targets, such as the Eldar Nightwing.

Iron Eagle Battlecars

Iron Eagle battlecars come with an Iron Eagle Gyrocopter which can be used to spot for the Land Train as the Gyrocopter with the Colossus does. The gyrocopter counts as a Command unit for the purposes of orders, movement, etc. in all other respects it is identical to a normal Iron Eagle Gyrocopter. The Gyrocopter maintains a constant data-link with the Land Train's fire control centres so when the Land Train fires a barrage weapon it can make the attack using the Gyrocopter's line of sight if it wishes. This enables the Land Train to fire accurately at targets which it can't see but are visible to the Gyrocopter. Barrages fired indirectly in this way never scatter and automatically land on target just as if they had been fired directly.

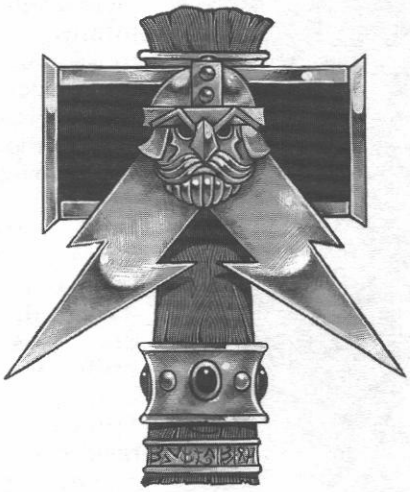


Note: You can choose one specialist Land train battlecar card for each normal battlecar card. Land Trains may still pull seven battlecars, but in order for them to have more than one of each type, they must have at least four different types of battlecars.

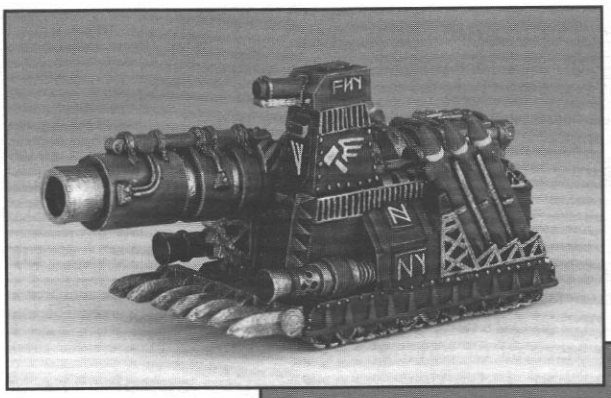
Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Fire Shield Battlecar	5cm	2+ All round	+3	Autocannons Bolters	50cm 15cm	2 2	5+ 6+	-1 0	+3 to void shields (see rules)
Skyhammer Battlecar	5cm	2+ All round	+3	Bolters Ack-Ack missiles	15cm 75cm	3 2	6+ 4+	0 -2	+1 to void shields (See rules)
Iron Eagle Battlecar	5cm	2+ All round	+3	Bolters	15cm	2	6+	0	+1 to void shields Carries Gyrocopter

SQUAT CREW EXPERIENCE

As the battlefield of the future rings with the clash of giant war machines and shakes with the thunderous tread of steel beasts toting tremendous firepower, battle hardened veterans become one of a race's most valuable assets. The experience that a well-trained crew brings to battle as well as the tricks of survival that they have learnt in the harshest of classrooms can turn the tide when all seems lost.



Crews that survive multiple battles will quickly begin to prove the truth behind the idea of the survival of the fittest. They will become even more deadly accurate with their weapons. They will be able to spot the best firing positions and bring their guns to bear before the enemy realises what has happened. On those few occasions that their machines do suffer damage, it will be contained quickly; hits that would normally destroy a machine such as theirs will produce only minor damage.



When crews have proven themselves in battle the various Tech Priests (Guild Engineers) and other keepers of these great weapons of war will begin to reward them with carefully husbanded resources from their dwindling stockpile of precious material. An escape pod, heavier armour, or experimental weaponry may be bestowed on a favoured crew for them to take into action, further insuring their survival as well as the untimely demise of their enemies.

SUPER HEAVY VEHICLES

The following models count as Super Heavy Vehicles:

- Land Train
- Colossus
- Leviathan
- Cyclops

SQUAT VEHICLE CREW SKILLS

Damage Control: The vehicle's crew are highly skilled at making repairs in combat and are well trained in damage control. The vehicle adds +1 to all repair rolls to raise downed void shields.

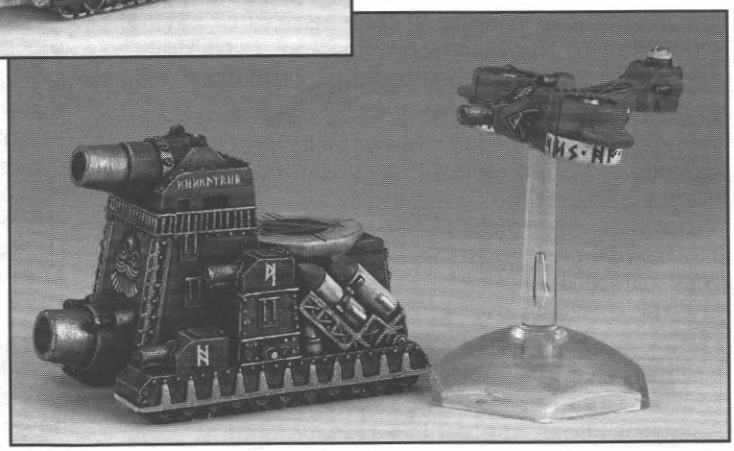
Lucky: The vehicle crew is just plain lucky! The vehicle may re-roll any dice roll once per battle. Unlike other skills, lucky may be chosen as a battle honour more than once.

Accurate: One of the gunnery crews aboard is exceptionally accurate. The vehicle adds +1 to the hit rolls for one weapon system. This skill must be allocated to one weapon system and may not be swapped around from battle to battle.

Emergency Response Crews: The vehicle's crew are highly trained in damage control and respond well in emergency situations. The vehicle can ignore the first "destroyed" result against it during a battle. Any second and subsequent damage rolls effect the vehicle normally.

Short Ranged Fire: The weapon crews aboard the vehicle know exactly how to direct their fire for the maximum effect. The vehicle may re-roll any ones in close combat to represent the crew directing its fire at the most vulnerable areas of its opponents or sweeping areas clear of enemy infantry. This only applies to the dice that the vehicle rolls in close combat, not to any first fire rolls that the vehicle takes against opponents that have charged into contact with it.

Very Fast: The Engineer's Guild members on the vehicle have tuned the engine to



optimum performance. The vehicle's Move value is increased by +5 cm.

SQUAT VEHICLE COMMANDER SKILLS

Close-in Manoeuvring: The Commander has "written the book" on close combat manoeuvre techniques and knows how to avoid getting bogged down in close combat. The vehicle may not be pinned by other Super Heavy vehicles or Battle Titans but will still be pinned by Emperor class Titans or Mega Gargants.

Leadership: The Commander is a highly respected Squat warrior and can use his influence to requisition exactly what he wants for any battle. When he commands a Land train he can take any combination of cars he wishes instead of having to adhere to the usual combination restrictions. This skill only applies to the Squat Land Train.

Lightning Reflexes: The Commander is exceptionally good at getting his vehicle into position quickly and opening fire first. When the vehicle is firing in the first fire phase it can always choose to shoot first, regardless of initiative. If two or more Titans/vehicles with the lightning reflexes skill wish to fire at the same time roll a D6 for each, and the one with the highest roll fires first.

Living Ancestor: The Commander is blessed by having a Living Ancestor on board to provide protection against psychic assault. The Living Ancestor allows the vehicle to save against psychic attacks on a roll of 3 or more on a D6.

Ram: The Commander's manoeuvring instincts are so good that the vehicle is exceptionally agile, and can attempt to ram enemy vehicles and infantry as it moves. Any infantry or Vehicles (not Super Heavy) the vehicle model contacts whilst moving can be attacked. Fight a round of close combat immediately, though the vehicle only uses half its ordinary close assault factor. Apply any damage results immediately. Each opponent may only be attacked once, and each combat is separate so don't roll extra dice for secondary attackers.

Tactical Genius: The vehicle's Commander has an uncanny ability to read the tactical situation around him. As a result his vehicle can move first or second during a turn regardless of who has gained the initiative. If two or more vehicles have skills which allow them to move at the same time roll a D6 for each. The vehicle that rolls the highest has first choice of when to move, the second highest has second, and so on.

SQUAT VEHICLE UPGRADES

Heavy Shielding: The vehicle's shields can only be damaged by attacks with a save modifier of -2 or better.

Robotic Controls: The Engineer's Guild have fitted the vehicle's weapon system with Robotic Controls which allow them to track fast moving enemy targets and engage them during the movement phase. this makes one weapon system a snap fire weapon but may not be applied to any weapon that uses a template or to the Squat Hellfury cannon. This skill must be allocated to one weapon system and may not be swapped around from battle to battle.

Increased shielding: the vehicle gains two additional shields. If chosen for the Squat Land train this only applies to the engine itself, and may never be chosen for Land train cars.

Ejector pod: The vehicle is fitted with a sophisticated ejector system which turns the entire bridge into an escape vehicle. If a vehicle with an ejector system is destroyed the Commander and crew will survive on a D6 roll of 3 or more. Any Commander or crew skills the vehicle had are kept but upgrades are lost when they transfer to another vehicle. Crews must be transferred to the same type of vehicle they manned previously.

Thermal Targeters: The vehicle has had one of its weapon systems outfitted with a prototype thermal sight. This allows the crew of that weapon to see their targets as nothing more than a heat signature and spares them the true horror of what they face. Any Squat vehicle outfitted with Thermal Targeters is allowed to fire one weapon system at Daemons who engage it in close combat if it is capable of firing in the first fire phase. This applies to all Daemons including Grater Daemons, even if they are invisible but only if they engage the vehicle in close combat.

Turbo Weapons: The vehicle is armed with experimental supercharged weaponry. One weapon system gains an additional -1 saving throw modifier and +1 on damage rolls. If the weapon system is destroyed this battle honour will be permanently lost.

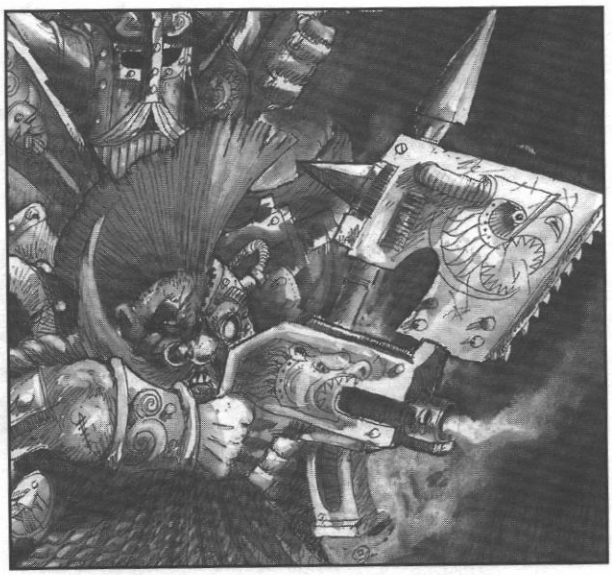
DOOMANVIL SQUADRON

To counter the threat of opposing Titan battlegroups and Gargant big mobz, Squat engineers have fitted suitable comm-links between the Colossus command vehicle and the two Cyclops which complete the Doomanvil squadron. The Colossus' Iron Eagle Gyrocopter may act as a reconnaissance for the Cyclops. These squadrons have proved highly effective in many campaigns, takin g down a great many enemy Titans. This formation is represented by a Special card and is printed for your pleasure on the covers of this issue.

Special Rules: Each vehicle must stay within 25cm of each other in order to class as a command unit. Any vehicle that is out of range has to be given orders.

GRAND WARLORD GRIMTREK

Grimtrek, a Squat of noble birth is of the "old school", perhaps the greatest compliment that can be paid to a Squat. As a youngster he fought with his kinsmen in his father's Hearthguard rising quickly to the command of this elite unit. Both his



tactical foresight and personal prowess in battle were noticed early in his career. Even amongst the combative Squats his unquenchable thirst for battle set him apart from his kin. After serving in his father's Hearthguard he devoted his life to the study of war and before his rise to Grand Warlord had been given battlefield commands of most troop and vehicle formations ever taken to battle by the Squats - from Land Trains to Bike Squadrons The great ballads written of him are a catalogue of Squat battle honours. To date there has not been campaign under his command that has ended in disaster.

The number of Grand Warlords is always very small and of these venerable battle masters Grimtrek is surely the greatest. Squats are a very proud race and although most would never sing the praises of a Warlord from another Homeworld. All in their own minds at least, recognise and respect him as the mighty warrior he is.

In battle he is represented by a Warlord stand and 5 Hearthguard stands mounted in 3 Rhinos. This Hearthguard is assumed to be comprised of the elite of all the Warlord's Hearthguard. They gladly send their best troops to serve with Grimtrek, so that they may share the glory he is bound to bring...

Special Rules: Any Squat within 10cm can chose orders after all the other orders on the table have been revealed. Any Squats within 20cm automatically pass any moral check they must make. Any Squats within 15cm of Grimtrek gain +1 to their CAF.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Grand Warlord Grimtrek	10cm	Fixed 3+	+8	Bolter	50cm	2	5+	-2	Command Unit. Special

Surfer's Paradise!

While 'surfing the Net' we came across these excellent little snippets which may be of interest to you - I already use James Patterson's 'Dead vehicle' rules and as soon as I build some I'll be using his rules for Houses and Light buildings!

Pulsa! Pulsa! Pulsa!

Another player has been despairing of not having had much luck with Ork Pulsa Rokkits in Warhammer 40,000 so Jim Gibbon from Alberta, Canada suggests the following formula....

"You know, since the new Codex: Orks came out I have never missed with a Pulsa Rokkit. Just don't forget this simple formula:

(Distance required - 12") divided by 3.5

The result is the number of dice you should elect to roll.

Also don't forget to set up to the sides because the further away you are (and, therefore, the more dice rolled) the more likely you are to hit the exact distance you require."

Jim Gibbon

Houses and light Buildings

"Here are some brief rules for smaller buildings to use in your Epic games. I made some itty bitty buildings because I think that those colossal concrete edifices that come with the boxed set don't make sense without smaller, (lighter) structures around them. I mean come on, it just doesn't make sense. Does the Adeptus Mechanicus make these buildings with an STC template and then just drop them around? Anyway...

Light buildings: these are usually assembled out of cardstock(cardboard) or posterboard. They should be just big enough for 4-5 stands, most of mine fit only one, and around 15-20 cm's high. If you can, try to make some of them with an open side. I'll explain in a minute.

Firing on light buildings: Barrage weapons or weapons that effect buildings will destroy them on a basic save of 8+. Other weapons not normally able to hurt (damage) buildings will destroy them on a 4+.

Troops in light buildings receive the standard -2 to be hit while in light buildings. Vehicles which may fit INSIDE, this is the reason for leaving one side open may move into a light building in the movement phase. Vehicles receive a -1 to be hit whilst inside. Moving again in any direction will automatically destroy the building. Bikes and skimmers may not enter light buildings. The idea is that the tank will drive through one wall, fire for a bit, and drive out when the position becomes untenable. (is compromised).

Troops trapped in a light building are only killed on a 4+. Vehicles in a building destroyed by combat, not moved out of, are buried on a 5+. Anyone may close assault a light building. Use the attackers CAF as the save modifier of the building.

Example: The building save against a Terminator stand (6+ CAF) on a 6+. A Warlord Titan (14+ CAF) automatically destroys it, while a Space Marine tactical stand (2+ CAF) can't harm it."

James Patterson

THE KALAMATA CONFLICT

An Historical Epic Campaign

by Steven Want

As great as a single game of Epic can be, you still can't beat, as with other games, playing a series of linked battles. Each result affects the next battle and the result becomes more a case of tactics than dice rolling. Some campaigns can have a bit of a bad reputation as long-winded and clumsy systems that require an obscene amount of time to get them to work well. This is, of course, completely wrong! A campaign is as complicated as you make it. Just to prove the point, here we present Steven Want's superb mini-campaign for Epic players everywhere. Happy blasting!

THE DISCOVERY OF KALAMATA

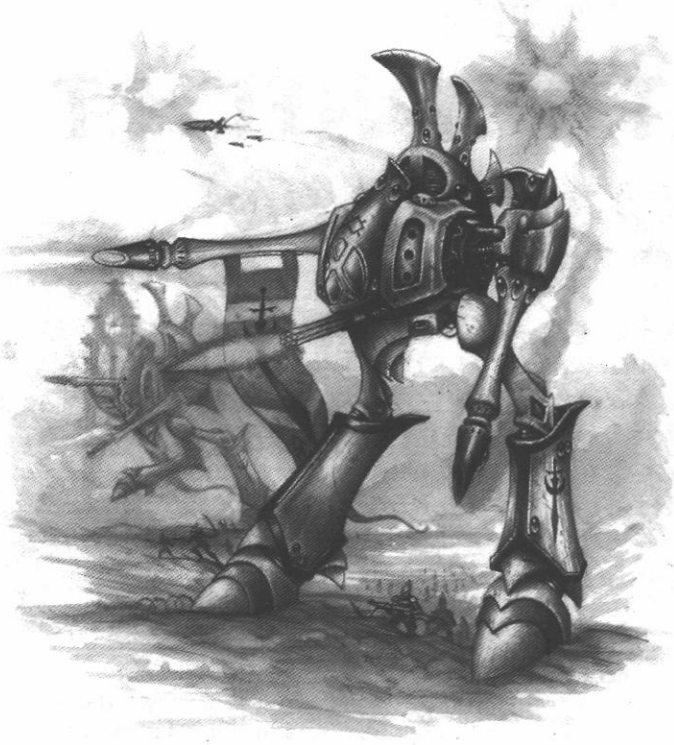
The Kalamata system lies on the western edge of the galaxy, over one-hundred and forty light-years from the galactic core and the Imperial Homeworlds. The system consists of three planets orbiting a star not dissimilar to Earth's Sun. Human colonists only arrived at Kalamata relatively recently, and found two of the three worlds were ripe for terra-forming and subsequent colonisation. They claimed the system in the name of the Emperor and were intent on colonising the it's first two planets. However, it was the Kalamata's third planet, Orloge, that was to become the source of great and terrible bloodshed between the Imperium of Mankind and the ancient Eldar.

When the human colonists entered the system they were hailed by the mysterious Eldar of the little known Ulani craftworld, whose giant spacecraft home was in orbit around the third planet. The humans were told that Orloge had been declared a 'deathworld', a world of special religious significance to the Eldar and that the system was part of Eldar controlled space. Centuries before, Orloge had been a prosperous Eldar colony but had been destroyed during the fall of the Eldar and the Ulani Eldar believed that the system was now tainted by the fallout from its chaos infestation. The Eldar informed the humans that they would not be allowed to establish any sort of colony within the Kalamata system.

The human colonists dismissed the Eldar's warnings as 'small-minded superstition' and their veiled threats as 'mere posturing'. Emboldened by what they saw as the huge potential rewards to the Imperium of settling Kalamata's two habitable worlds, the humans proceeded with their plan to establish colonies there. Protected by a fleet of Imperial Gothic Battleships the colonists landed upon the worlds and the Ulani craftworld began preparations for war.

AN IMPROBABLE PEACE

It seems that war between the two groups would most likely have broken out there and then if it had not been for the efforts of two great individuals, the Eldar warlock-seer, Talic Imrani and Imperial Commander Roch. Both daring to defy their superiors, the two men set up secret meetings in an attempt to find a peaceful settlement to the dispute. After days of negotiation they came up with a plan that they thought they could persuade their leaders to accept. The humans would be free to colonise the first planet, Stunsvall, while the Eldar would remain in control of Orloge and it's nearest neighbour, Ystad. The humans would agree not to



attempt to land on the Eldar worlds and the Eldar would not restrict the passage of Imperial ships through the system. Returning to their own races, the two men encountered hostile reactions to the plan, but seeing no other way to prevent a war neither side really wanted, their leaders grudgingly agreed. The colonies on Tstad were dismantled and relocated to Stunsvall.

Talic Imrani and Commander Roch both rose through the echelons of power as the human colonisation of Stunsvall got underway and were highly influential in promoting peace between their two peoples for many years. Thus seemingly stable peace was established within the system.

THE WARNINGS OF WAR

Many years later, when both the brokers of peace had died or left the system and the world of Stunsvall had become a thriving human hiveworld, the peace that they had forged began to shake apart. Several incidents raised tensions within the system, most notably the crash-landing on Orloge of an Imperial vessel, which contained a scouting party of Imperial marines. This prompted cries of betrayal from the Eldar council and calls for the peace treaty to be scrapped. Suspicion began to grow amongst the humans too, as an increasing number of their supply ships, which ferried materials to and from other worlds, were attacked by Eldar pirates, of whom the Ulani claimed no knowledge.

As a result of incidents such as these the military powers on both the human worlds and the Eldar craftworld began to grow in support and soon were powerful enough to be able to manipulate their respective rulers. When a hive fleet of Tyranids passed near the system on its way further into the galaxy, both sides, under the pretext of protection from threats originating outside the galaxy, began to embark on massive programmes of military build-up. When the Imperial worlds requested, and received three Warlord titans of the Legio Metallica, for stationing on Stunsvall, the warlocks of several portions of the Eldar fleet took matters into their own hands and began to attack Imperial shipping. Realising they had lost control, the Eldar council on Ulani assented to the will of the military and mobilised for war.

THE ATTACK ON DELTRANA HIVE

The Eldar-human war in Kalamata began with a bold strike by the Eldar on Deltrana Hive, Stunsvall's capital, where the three Imperial titans, Emperor's Ward, Emperor's Glory and Warchild were stationed. The titans were all crewless, as upgrades were installed to their weapons and fire control centres in the repair bays of Deltrana Hive. Not expecting the Eldar council to fall so soon, The Imperial forces were unprepared for attack and the majority of the planet's defence force was on manoeuveres out in the deserts of Stunsvall. Only a handful of troops were left to defend the repair centre and the three titans. Sensing an opportunity to cripple the backbone of the Imperium's forces, Farseer Elrad Yull, ordered dozens of fast-moving jet bikes and several Revenant Scout Titans to perform a lightning raid on the hive.

The Eldar force swept into the city, despatching the few defenders with little difficulty, managing to destroy both the Emperor's Ward and Warchild and cripple the Emperor's Glory as they stood in their repair bays. However, the repair bay sustained only minor damage before the Eldar were chased off by tanks returning from the desert. World wide war was now inevitable.

The Eldar's forces gained victory after victory as they launched a series of raids on Stunsvall. Having no permanent base in the system the Eldar were hard to pin down and no effective response could be mounted by the humans. Many of Stunsvall's major hives were attacked and destroyed, but eventually the Imperial forces began to fight back. Utilising the repair bays left undamaged at Deltrana Hive, Imperial Tech-Adepts were able to restore the crippled Emperor's Glory. The titan played a key role in stemming the Eldar tide and allowed the planet's key spaceport to remain in human hands until the eventual arrival of Imperial Guard and Dark Angel Space Marine reinforcements from neighbouring systems.

THE FINAL BATTLE

After many months of further fierce fighting, both side's forces were shattered and the fighting on Stunsvall ceased while the armies regrouped. Farseer Yull's army regrouped at the strategically important Cel Talh Hive, taken from the humans at the start of the war. Learning of the position of the majority of the Eldar's remaining forces, the combined Imperial Guard and Space Marine army, under the command of the Dark Angels Commander Nimitz launched a fierce assault. Despite being dug-in and heavily fortified, the Eldar were ousted from the hive and the planet was reclaimed for the Imperium. Following shortly after this the Ulani craftworld left the Kalamata system and has not been encountered near this system since.

SCENARIO 1 - THE ATTACK ON DELTRANA HIVE

FORCES

Eldar: The Eldar player has 1500 points to spend on his army. To represent the nature of this lightning fast attack on the titan repair facility, the Eldar player may only take jet bikes (including vypers) and revenant scout titans. No other troop type may be taken.

Imperial: The imperial forces consist of the three Warlord titans, Emperor's Ward, Emperor's Glory and Warchild, as well as a small force of defenders. The few defending troops are represented by 500 points worth of troops picked from the Imperial Guard army list.

DEPLOYMENT

Cluster several buildings together in the centre of the gaming table to represent part of Deltrana Hive. The imperial forces must start within 10cm of the buildings. Designate one building as the titan repair facility and place all three titans in base contact with it. The Eldar deploy as normal along a table edge, but may choose which edge to approach from after the Imperial player has deployed all their forces.

SPECIAL RULES

The Titans: The three Imperial titans may not take part in the battle (being deactivated) and all start with zero void shields. At the start of each turn (including the first) the imperial player may attempt to raise the void shields on these titans (by rolling a 5-6 on a D6 for each shield) but may take no other action with them.

Number of Turns: The game lasts only three turns, reflecting the fact that the Eldar must strike and then retreat before the majority of imperial forces return from manoeuveres.

VICTORY CONDITIONS

The Eldar win if two or more titans are destroyed within three turns. Any other result is a victory (technically speaking) for the Imperium.

CAMPAIGN

Any surviving, undamaged titans may be used, in addition to the other forces, in the next scenario (the battle for the spaceport). At the end of this first scenario, any titan which is damaged, but not destroyed, may undergo repairs. (Roll a D6 for each damaged location. It will be repaired on a roll of 5-6. You may only roll for each damaged location. It will be repaired on a roll of 5-6. You may only roll for each damaged location once). Any functional titan, ie. It can move and make an attack of some kind) may be included in scenario two.

SCENARIO 2 - BATTLE FOR THE SPACEPORT

FORCES

Eldar: The Eldar player has a force of 3000 points which he may spend as they choose.

Imperial: The Imperial player fields a force of 2000 points, which they may select as they choose from the Imperial Guard army list. They also receive any titan that is still functional after the attack on Deltrana Hive. Any damage that has not been repaired will still affect the titans.

DEPLOYMENT

Set up the terrain as normal, but place a single building (or even better, something that resembles a spaceport) in the centre of the table. This building represents the spaceport (or one of its terminal buildings). Place an objective counter on the building. This is the only objective counter placed and is worth 10 victory points. The armies deploy as usual on opposite sides of the table.

VICTORY CONDITIONS

Victory points are counted as normal (with control of the spaceport contributing ten points). The winner is the first player to reach 40vps.

CAMPAIGN

If the Imperials win the battle they will effectively control the spaceport area and will be reinforced in the final battle by further Imperial Guard and Space Marine squads arriving from off planet. If the Eldar win the battle for the spaceport they are in control and are able to block incoming Imperial reinforcements. The remaining Imperial guard troops are massacred and the campaign ends in Eldar victory.

SCENARIO 3 -THE FINAL BATTLE

(NB. This battle is only fought if the Imperial player won the battle for the spaceport).

FORCES

Eldar: The Eldar player has a total of 4000 points worth of troops which they may select as they choose. The Eldar player may spend as many points of their 4000 points as they want on fortifications, as described in the assault rules (in the Space Marine battles book).

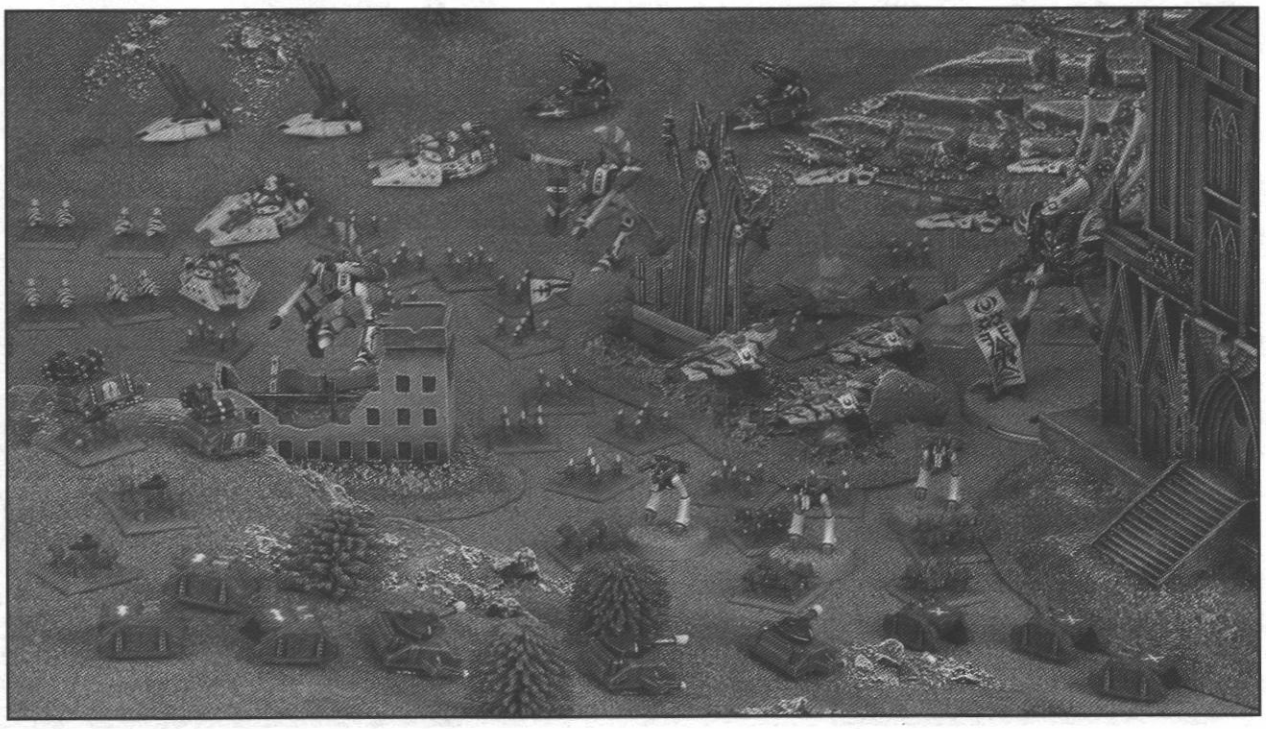
Imperial: As the Imperial player won the battle for the spaceport, they will have 2000 points to spend on Imperial Guard troops, and a further 2000 points of Space Marine forces. They may also take any titans which have by now survived both battle one and two (Note: Titans may not be repaired at the end of battle two in the same way as at the end of battle one, reflecting the speed with which the Imperial forces launched the final attack).

DEPLOYMENT

Set up the terrain as usual, but place no objective counters. Deploy troops as normal.

VICTORY CONDITIONS

This battle is a fight to the death. Points are only scored for the destruction of enemy forces. There are no objective counters. The battle will last up to six turns (or until one side is wiped out). At the end of the six turns count up the victory points and see who has won. Whichever side wins the final battle will win the campaign and will control the entire planet.



THE EVERCHANGING FACE OF CHAOS

by David Cain

With the relatively recent arrival of the Nurgle War Machines and the Slaaneshi Knights, David and his games club feel that the Warp-laden forces of Tzeentch are under utilised and in his opinion over pointed (especially Silver Towers and Firelords). In addition they think that the Man O'War Tzeentch Bane Tower just begs to be used in games of Epic!

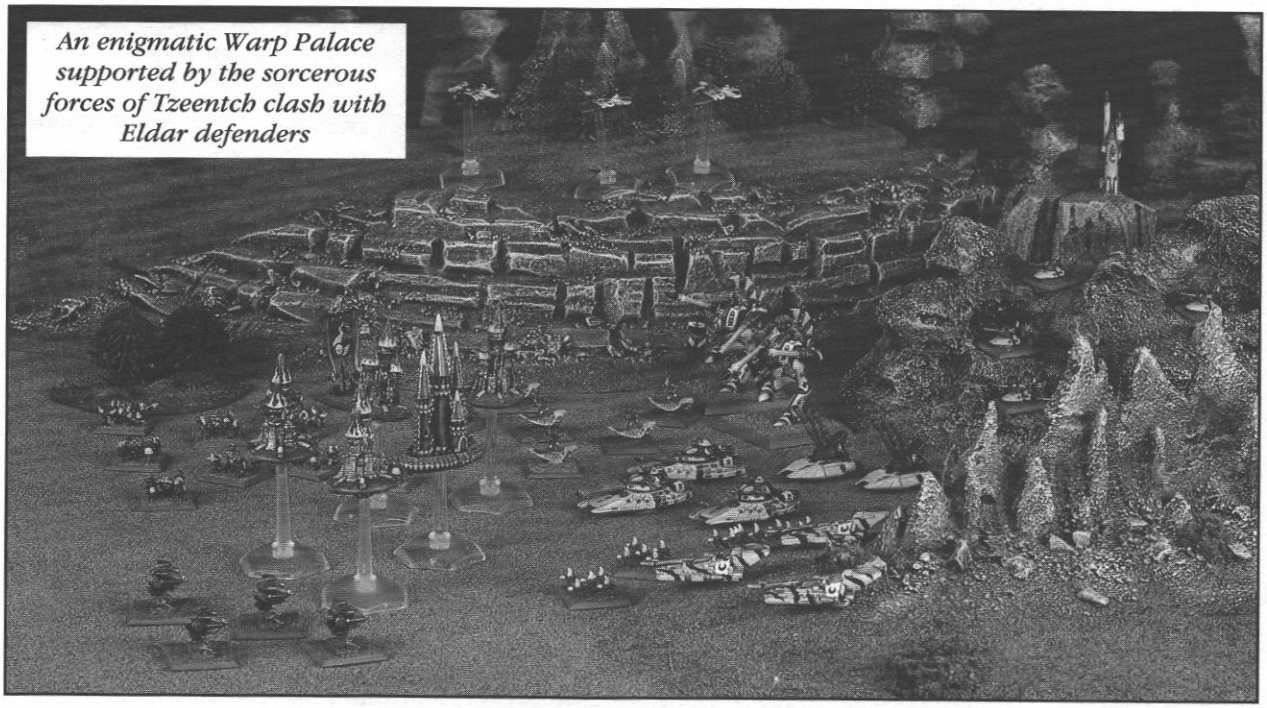
WARP PALACES - GREATER DAEMONS OF TZEENTCH

The Armies of Tzeentch, Changer of Ways

The Chaos God Tzeentch is the Lord of Fortune and Chance. His tainted followers delight in bringing ruin to the Imperium of mankind and seeing the well established order created by centuries of the Emperor's rule gradually eroded.

However, Tzeentch is also the unrivalled Master of Mental energy and of Magic and by manipulating these aspects he is able to stabilise the gateways that exist between warp space and the material universe such as the Eye of Terror. Such rifts in the fabric of space allow Chaos warbands and daemonic incursions to terrorise the hapless citizens of the Imperium.

Tzeentch's schemes are often unfathomable but war and strife are vital machinations of change so the followers of this dark power are frequantly found in the heart of battle.



An enigmatic Warp Palace supported by the sorcerous forces of Tzeentch clash with Eldar defenders

The Warp Palaces of Tzeentch

The dreaded Warp Palaces of Tzeentch resemble huge baroque fortresses or bastions mounted upon a colossal hovering disk. Fluctuating sparks of Warp energy flare out from the turrets and crenellations and the air crackles with the aura of magical energy. In this manner it resembles the more commonly encountered Silver Towers of Tzeentch, but does, in fact, dwarf even these feared engines of Chaos.

The Warp Palaces are constructed in a manner far beyond the comprehension of even the most learned of the Adeptus Mechanicus Tech-Priests. These floating monstrosities are known to appear above the battlefields of the 41st millennium drawing upon a raw power that is unimaginable to other machines and daemon engines.

Occasionally the Warp Palace will sit motionless in the midst of its enemies, strafing ground targets with its various destructive forms of attack. At other times it will simply disappear with a sonic boom and a cascade of lightning bolts only to reappear again at the opposite flank of the battlefield in the blink of an eye. However, the Warp Palace is not just a nightmare union of metal and ferocious firepower. At the core of each Warp Palace lies the essence of a Changer of Ways - a Greater Daemon of Tzeentch.

The Greater Daemon rules (found in the Renegades supplement) apply in full and the Warp Palace is presented in a similar fashion to a Greater Daemon card and must be accompanied by between three to five minion cards. However, unlike normal Greater Daemons the Warp Palace must be given orders as usual.

Since the Warp Palace is so adept at focusing warp energy you may add four Chaos cards to your hand if your force includes at least one of these Greater Daemons. You may expend such cards to keep it functioning if it should be destroyed. Like the Khornate Lord of Battle and the pustulent Plague Tower you cannot enhance the performance of the Warp Palace by playing Chaos cards on them. In addition, the ability to channel warp power gives the Warp Palace a Psychic saving throw of 3+. This save is present even if the Warp Palace fails to accumulate any warp energy points for the turn (see below).

The Warp Palace is classified as a flyer.

Warp Energy

Each Warp Palace is filled with powerful Psykers and chanting neophytes who act in unison to generate a focal point for warp power. It is the nature of such power that it ebbs and flows, sometimes reaching awesome proportions while at others, hardly enough is available to utilise even the most minor of psychic disciplines.

As the warp power is absorbed by the exhortations of the Tzeentch Techno-Magi, it is channelled to support the infrastructure of the Palace through intricate wardings and sigils and to energise psychic attacks which bring death and destruction to the enemies of Tzeentch. This power is also utilised to provide the motive power for the Palace and enables it to disappear from the battlefield and travel through warp space before reappearing above it's (presumably startled) foes.

Once the order counters of both sides have been revealed, roll an artillery dice (the one marked 2, 4, 6, 8, 10 and Misfire) to determine how many warp energy points have been absorbed this turn. a 'Misfire' roll indicates that there is only enough energy to sufficiently preserve the integrity of the Palace itself and that there are no energy points available to power movement or psychic attacks.

Depending on the order counter placed fro the Warp Palace the warp energy can be utilised in different ways:

FIRST FIRE:	Cannot move at all. All available energy points used for psychic attacks. Conventional weapons shoot in the First Fire segment.
ADVANCE FIRE:	Half available energy used for movement. Half available energy used for psychic attacks. Conventional weapons shoot in the Advance Fire segment.
CHARGE:	All available energy points used for movement. May not shoot or utilise psychic abilities.

Warp Palace Movement

Each point of warp energy used for movement allows the Warp Palace to move 10cm. If there is no warp enrgy available (ie 'Misfire' rolled on artillery dice) it cannot move at all.

Because the Warp Palace dissapppears and moves through warp space, snap fire weapons cannot target the Warp Palace during the movement phase. As the Warp Palace is classed to be a flyer it follows all the special rules for flyers as detailed on page 23 of the Titan Legions rulebook.

Psychic Attacks

Each of the following psychic powers can be used in the psychic phase if there are sufficient warp energy points available. A power may be used more than once per turn if desired. If there is no warp energy available no powers may be used. Targets benefit from psychic saves (where applicable) as usual. All psychic attacks have a 360° fire arc.

Psychic Shield ..... *1 warp energy point*

Select one model or unit within 75cm (not Titans or Legion minion cards). The targetted model/unit now benefits from a 3+ saving throw until the start of the Chaos players next turn.

Fortune of Tzeentch ..... *2 warp energy points*

Select one model or unit within 75cm (not Titans or Legion minion cards). The targetted model /unit gains a 4+ unmodifiable saving throw until the start of the Chaos players next turn. This save is in addition to any normal save the recipient is entitled to.

Blue Fire of Tzeentch ..... *2 warp energy points*

A bolt of blue psychic energy flares out from the Warp Palace. The bolt has a range of 35cm, 1 attack dice and hits on a 4+. The targets saving throw is reduced by -2.

Tzeentchian Warp Palaces can be devastating opponents that are difficult to pin down as they flit across the battlefield

Tzeentch's Firestorm ..... *3 warp energy points*

A maelstrom of fiery warp energy is produced by the Warp Palace. A standard barrage template is placed within a range of 35cm. Anything under the template (completely or partially) is hit on a 4+ and there is no save modifier.

Roll a D6 for every stand or model destroyed. if a 6 is rolled then a stand of Pink Horrors is created in place of the casualty. The Pink Horrors created follow the normal rules for such Daemons but no victory points are awarded for them when they are destroyed.

Note:

The Blue Fire of Tzeentch, Pink Fire of Tzeentch and Tzeentch's Firestorm are all classed as being akin to shooting attacks and as such the target must be visible to the Warp Palace. Normal saving throws are taken (modified where stated above) as well as psychic saves. However, due to the psychic nature of these attacks the target does not receive any benefit from being in cover.

Pink Fire of Tzeentch ..... *4 warp energy points*

A bolt of pink psychic energy flares out from the Warp Palace. The bolt has a range of 50cm, 1 attack dice and hits on a 3+. The targets saving throw is reduced by -4.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Warp Palace of Tzeentch	Special	2+ all round	+8	Cannon Bolters	50cm 15cm	2 5	5+ 6+	-1 0	Flyer. 3+ psychic save Psychic attacks

GAMING CONTACTS

This is a new feature that has been suggested by countless readers over the past few months. The aim of this section is to put players or clubs of Games Workshop gamers in touch with others of a similar inclination.

If you are a member of such a gaming group and would like to advertise your group, find new friends with which to pay our games or even advertise tournaments you need to let us know the following details:

The name, address and catchment area of the club, a contact name and address (and telephone number if you wish), usual meeting times and which games you usually play.

CENTRAL WARGAMES

ADDRESS: Carronshore Community Centre
Carronshore, Falkirk,

TIMES: 5pm to 11pm Saturday nights

CONTACT: David Gillan,
23, Westerton Terrace,
Carronshore, Falkirk,
Scotland

Telephone: 01324 - 554350

GAMES: All Games Workshop games.

THE ORIGINAL WORKSOP WARGAMES SOCIETY

ADDRESS: 70, Lowtown Street,
Worksop, Notts S80 2JR

TELEPHONE: 01909 - 486187

GAMES: All Games Workshop games (plus a few others!).

PHOENIX MODELLING & WARGAMING CLUB (LIVERPOOL)

ADDRESS: c/o 58, Frank Street,
Widnes,
Cheshire WA8 0AH

CONTACT: Ron Foster

GAMES: Warhammer Fantasy Battle, Warhammer 40,000, Epic, Space Hulk, Blood Bowl, plus many period wargames and board games.

BARNSLEY ROLE PLAYERS SOCIETY

ADDRESS: 9 Hindle Street,
Barnsley

CONTACT: David Watson

GAMES: Talisman, Judge Dredd (RPG & board game), MERP, Warhammer Role Play, Chainsaw Warrior.

Calling all Epic players!

Epic Space Marine players desperately wanted for one-off or league/campaign games in Sileby, Thurmaston and Leicester areas.

Current armies include:
1 Eldar Host, 1 Squat army, 2 Ork Hordes, 1 Tyranid Swarm, 1 Chaos Horde, 3 Imperium armies.

Contact Lee on 01509 - 815296 for details or leave a message on the answering machine

NOTE: we are only providing this page as a noticeboard for players and can make no promises that these clubs exist, or continue to exist, at the addresses given. There is no connection between these clubs and Games Workshop Ltd.

THE STORM, THE HUNTER AND THE SEER

Epic Eldar Special Characters

by Lee Garner

You can guarantee that, without fail, we receive a letter each week from Lee who is quite literally barking when it comes to Epic! His latest offering is an attempt to redress the balance that has given the Imperium Commissar Yarrick and the Orks Ghazghkull Thraka but has not given the Eldar, Squats or Space Marines (apart from the Space Wolves) worthy leaders. He feels that these Eldar leaders are interesting to use but not too powerful so as to overbalance the games they take the battlefield in. Over to Lee...

The seeds of an idea...

One of the great things in Warhammer 40,000 are, for me, the Special Characters available to each army. Over the past few years we have seen the official rules published for the likes of the Imperial Guard's own Commissar Yarrick, the infamous Ork Warlord Ghazghkull Thraka and even a variety of Space Wolf characters, the Journal has also published a few 'unofficial' characters of their own. Now, I play a lot of Epic and with the release of more and more Codices there is now much more scope to add to the flavour of the Epic armies by converting the Special Characters to Epic. This offering brings you two Eldar Phoenix Lords and the great Eldrad Ulthran...

The Farseer of Ulthwe

Eldrad Ulthran is very possibly the oldest and most powerful Warlock alive today. Spending longer and longer in the Dome of Crystal Seers, Eldrad Ulthran has played out vital parts in many a historical battle.

In battle Eldrad Ulthran is transported in his own Falcon grav-tank.

Eldrad has the same powers as the normal Eldar Warlocks and, in addition, has the following special powers:

Any Eldar within 15cm receives a psychic save of 4+. This does not apply to the non-living such as the Avatar, Wraithguard, Dreadnoughts, etc. Eldrad himself has a psychic save of 2+.

Any Eldar units within3d6cm may place orders after all other orders have been revealed.

Eldrad may summon the power of the Warp to aid him in close combat. If he decides not to use this power,

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Eldrad Ulthran	10cm	Fixed 4+	+4	Shuriken Pistol	25cm	2	4+	-	Psychic powers
Falcon grav-tank	25cm	3+	+1	Lascannon	75cm	1	4+	-2	Carries 2 stands. Skimmer

his CAF is as per the stats shown in his profile. However, if he does utilise this power it may either turn him into an unstoppable engine of destruction or destroy him. To use this power the Eldar player must roll an Artillery dice and 2d6. The artillery dice score is now Eldrad's base CAF so it may be between 2 and 10. If a Misfire result occurs on the artillery dice the psychic power generated was too great for Eldrad to control and he is sucked into the Warp for an assignation with Slaanesh. Replace Eldrad with the Vortex template. Anything more than half covered by the template will also be consumed by the Warp on a roll of 4+. Daemons are automatically destroyed and returned to the Warp. Units with Psychic saves may attempt to make a save as normal. Titans with shields may attempt their usual save but if they fail they must roll for damage on the Head damage chart.

The Phoenix Lords

All Phoenix Lords are classed as Command units and as such never need to be given orders, cannot be broken and automatically pass any morale check they are asked to make.

All Phoenix Lords receive a 4+ psychic save.

In order for any player to include a Phoenix Lord they must include at least one unit of that Phoenix Lords aspect, for instance if you wished to include Jain Zar in your army you must include at least on unit of Howling Banshees.

Karandras, the Shadow Hunter

Karandras is shrouded in mystery. The site of his original shrine is unknown but it is rumoured to have been on one of the smallest Craftworlds to have survived the Fall but was subsequently destroyed. the Shadow Hunter is not the oldest of the Striking Scorpion Exarchs as that honour falls to Arhra, Father of Scorpions, by far the most sinister of Phoenix Lords.

Karandras' battle prowess makes the usually fearsome Striking Scorpion aspect warriors pale into relative insignificance. Karandras has the following special powers:

He uses 3d6 in Close Combat instead of the usual 2d6.

Any Eldar troops within 10cm of Karandras may re-roll any 1's rolled on their Close Combat dice.

Jain Zar, the Storm of Silence

Selected by Asurmen himself for her speed and ferocity, Jain Zar became the first of the children of Asur. Jain Zar is by far the most devoted of the Phoenix Lords to the shrines of the warrior aspects. She travels the Webway, visiting shrines and nurturing her spiritual descendants.

Carrying a deadly power blade known as the Blade of Destruction. She also utilises the Jainas Mor, the Silent Death, a triple bladed throwing weapon that always returns to her hand. She also wears a massively enhanced Banshee mask.

In battle Jain Zar has the following special rules:

In Close Combat she will beat any enemy on a roll of 6+. This does not count against any model with a construction template.

Jain Zar may also use the Silent Death in the shooting phase. It hits on a 4+ and ignores terrain modifiers. If it hits (not kills) the target it may move on to another target. It will keep going in this manner until it either fails to hit or moves its maximum of 15cm.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Karandras	10cm	Fixed 5+	+8	Scorpion Bite	-	None	-	-	See rules
Jain Zar	10cm	Fixed 5+	+18	Silent Death	15cm	Special	4+	-	See rules